

FAMILIAR LEGENDS



ENCHANTED COMPANIONS FOR 5E



KICKSTARTER CREDITS

A MASSIVE THANK YOU

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INTRODUCTION

Welcome to Familiar Legends, a supplement that introduces a collection of 55 whimsical and powerful creatures designed to befriend and accompany adventurers of every class. These creature companions—called Familiar Legends—blend the fantastical charm of magical pets with the excitement of discovering, training, and forging deep bonds. Within this tome, you will find everything you need to integrate these remarkable beings into your campaign, from their lore and habitats to detailed rules for capturing, bonding, and advancing them alongside your characters.

In many worlds, Familiar Legends are elusive wonders. Some dwell in the hidden corners of ancient forests, while others thrive in bustling cityscapes or roam mysterious caverns. They are living proof of untapped magic, revered (or sometimes hunted) by those seeking a powerful

ally. Each Familiar Legend boasts unique strengths and personalities, ensuring that every encounter—and every partnership—brings its own surprises.

If you've ever dreamed of forging a lifelong connection with a quirky, mystical beast that grows with you, look no further. The pages ahead detail how to find these marvelous companions, capture their loyalty, nurture them through shared experiences, and unleash their hidden potential. May your quest to collect and command these extraordinary creatures bring you closer to the magic at the heart of your world!

USING THIS SUPPLEMENT

Familiar Legends is divided into three major parts:

1. Rules & Mechanics: The pages that follow explain how to integrate Familiar Legends into your game, including guidelines for discovering, capturing, bonding, leveling, and unlocking special abilities.

2. Creature Compendium: Following the rules, you will find 55 distinct Familiar Legends. Each entry typically spans two pages:

◆ **Page One:** A color illustration, a brief description of the creature's nature, its habitat, height, weight, and a d6 table of personality traits—flavorful quirks or habits that shape the creature's interactions and add comedic or dramatic moments.

◆ **Page Two:** On the second page, you will find a traditional 5e Monster Stat Block, including AC, speed, and other relevant data, along with the creature's Challenge Rating if used as an adversary. Beside the stat block, a Companion Progression section details how the Familiar Legend evolves, listing the specific levels at which it gains new abilities. Finally, an Affinity Tasks section provides roleplay-driven or achievement-based challenges. Completing these tasks unlocks the Familiar Legend's Special Ability, granting it a unique and powerful trait.

3. Magic Items: In the final section, you will discover 27 unique magical objects, each designed to enhance your adventures with Familiar Legends. From specialized capturing tools to exotic trinkets that bolster a companion's abilities, these items offer new ways to customize your bond and enrich gameplay.

Use these pages to quickly integrate each creature into your campaign. Whether your players seek them out for personal bonds or encounter them as wild adversaries, you'll find all the information you need—organized concisely and presented with vibrant detail.



RULES & MECHANICS

WHAT ARE FAMILIAR LEGENDS?

Familiar Legends are fantastical creatures that exist somewhere between a typical monster and a standard animal companion. While they can function as adversaries if encountered in the wild, their true strength shines when they form a bond with a character.

FINDING FAMILIAR LEGENDS

Characters might stumble upon Familiar Legends in nearly any environment, depending on your campaign's flavor. Some potential ways to introduce them include:

- ◆ **Rumored Sightings:** Local villagers speak of a strange, glowing creature haunting the nearby woods.
- ◆ **Quest Rewards:** A patron tasks the party with rescuing a rare Familiar Legend egg from poachers.
- ◆ **Accidental Encounters:** Adventurers exploring an ancient ruin awaken a hibernating Familiar Legend.
- ◆ **Wandering Traders:** A traveling merchant offers cryptic clues or sells single-use "capture devices" rumored to bind these creatures.

You are free to treat Familiar Legends as natural inhabitants, unique magical anomalies, or revered guardians of sacred sites. Their presence can be as common or as rare as you desire, shaping the tone and scarcity of these wondrous allies.

CAPTURING A FAMILIAR LEGEND

When your characters encounter a Familiar Legend, the most common approach is to weaken it or otherwise ensure it is in a vulnerable state before attempting capture with a specially crafted **BondingBall**. This item is detailed further in the Magic Items section of this book, but it functions as follows:

Prerequisite

To attempt a capture, the target Familiar Legend must be at or below half its maximum hit points. If it is above half its hit points, the Familiar Legend makes the saving throw with advantage.

Additionally, you can only attempt to capture a Familiar Legend if its Challenge Rating (CR) is equal to or lower than your current character level. If the creature's CR exceeds your level, the BondingBall fails to activate, preventing any capture attempt.

Capture Action and Range

As an Action, you may throw the BondingBall at a target within 30 feet. If the distance to the target exceeds this range, you cannot attempt the capture.

Saving Throw (Capture DC)

The Familiar Legend makes a saving throw against a DC calculated as:

Capture DC = 8 + your primary ability modifier + your proficiency bonus.

The Familiar Legend makes a **Capture saving throw** using the bonus provided in its stat block.

Outcome

- **Success:** The Familiar Legend resists and remains free. You cannot attempt to capture the same Familiar Legend again for 24 hours.
- **Failure:** The Familiar Legend is drawn into the BondingBall and becomes bound to you.

Alternative Non-Combat Capture

Some campaigns might prefer a more narrative approach. If the characters earn a Familiar Legend's trust through roleplay, your GM might skip the capturing roll entirely, allowing the bond to form organically—especially for gentler or pacifist creatures.

BONDING WITH YOUR COMPANION

Once captured, your Familiar Legend is magically bonded to you, adopting elements of your power and benefiting from your care. Below are the key features of this bond:

Number of Captures & Active Companion

You may capture up to three Familiar Legends in total. These creatures remain magically bound to you, but only one may be considered "active" at any given time, meaning only one can be outside its BondingBall and actively participating in encounters. The others remain safely stored within their BondingBalls, awaiting their turn to be summoned.

Attempting to capture a new Familiar Legend after reaching this limit requires you to either release one of your existing companions or forgo the capture. If you choose to release a Familiar Legend, the BondingBall used to capture it shatters and becomes unusable.

Shared Proficiency

From the moment the Familiar Legend is captured, it uses your proficiency bonus instead of the one listed in its stat block. Adjust its attack rolls, skill proficiencies, saving throw bonuses, and other features accordingly. Additionally, any abilities that previously had a Recharge (5-6) mechanic are instead usable once per long rest to maintain balance in resource management.

Initiative & Commands

A bound Familiar Legend shares your initiative count, acting immediately after your turn.

On its turn, you can issue a verbal command (no action required) for it to move and take one action.

If you do not give a specific command or you are incapacitated, the Familiar Legend will act on its own instincts, either defending itself or staying close to you.

Energy Points

A newly bound Familiar Legend does not have individual hit points. Instead, all of your bound Familiar Legends share a collective pool of Energy Points (EP), representing their total vitality and stamina. Your total Energy Points are calculated as follows:

Energy Points = 5 + five times your character level

Whenever a Familiar Legend is active, it uses the current available Energy Points from this shared pool. If an active Familiar Legend takes damage, the Energy Points decrease accordingly.

At any time during your turn, you may use a bonus action to recall your active Familiar Legend into its BondingBall and summon another one of your bound creatures in its place. The newly summoned Familiar Legend enters the battlefield with the remaining Energy Points from the shared pool.

Energy Depletion & Recovery

If your Energy Points (EP) are reduced to 0, your active Familiar Legend is immediately recalled into its BondingBall, unable to be summoned again until the Energy Points are restored. The creature does not die but instead enters a dormant state within the BondingBall, awaiting recovery.

Your Energy Points are fully restored after completing a long rest. Alternatively, specific potions or magical items can replenish Energy

Points more quickly, allowing you to summon your companions sooner. Additionally, any spell or item that restores hit points can also be used to restore Energy Points, functioning in the same way.

Once the Energy Points are restored—either through rest or magical means—you may summon any of your bound Familiar Legends again, each benefiting from the pool of available Energy Points.

COMPANION PROGRESSION

Familiar Legends retain all the traits and actions listed in their monster stat block upon being captured. However, their proficiency bonus is replaced with yours, and instead of individual hit points, they use Energy Points as previously explained. Any action or trait that references hit points instead applies to Energy Points in the same manner. For example, if a trait activates when the creature is below half its hit points, it now activates when the remaining Energy Points are below half of the total pool. Similarly, any ability that restores hit points instead restores Energy Points.

A newly captured Familiar Legend immediately matches your character level. For example, if you capture a Familiar Legend while at level 2, the creature also becomes level 2. It continues to advance in levels alongside you, gaining new abilities as indicated in its unique progression. Each Familiar Legend has a distinct growth path, unlocking abilities at different levels depending on its nature and traits.

When a Familiar Legend reaches the final stage of its progression, it continues to benefit from increases to your proficiency bonus and total Energy Points, enhancing its combat effectiveness and remaining a valuable companion throughout your journey.

AFFINITY TASKS & SPECIAL ABILITIES

One of the unique features of Familiar Legends is their Affinity system, which deepens the connection between companion and owner. Each creature has a set of optional thematic tasks that, when completed, unlock a powerful new ability.

These tasks encourage roleplay and progression, culminating in the Familiar Legend gaining either an active ability or a passive benefit, further enhancing its bond with the player.

Encouraging roleplay around these tasks enriches the story. GMs can modify or adapt tasks to fit ongoing campaigns. Each creature's Affinity Tasks are unique, ensuring that every bond feels personal and meaningful.

RELEASING OR TRANSFERRING THE BOND

You can release a Familiar Legend from its bond at any time by spending your action to end the magical connection. This causes the creature to revert to its natural behavior and, depending on the circumstances of your campaign, it may remain friendly, neutral, or simply vanish into the wild. Once released, the BondingBall used to capture it crumbles into inert shards, making it unusable for future captures.

Forced Release & Death

Under normal conditions, Familiar Legends do not die permanently. If their Energy Points are depleted, they retreat into their BondingBall and enter a dormant state until they recover. However, in rare circumstances—such as exposure to powerful magical effects, being caught in an anti-magic field for an extended period, or the destruction of their BondingBall—a Familiar Legend may be permanently lost.

Additionally, if the GM and players prefer a more realistic or high-stakes approach, they may choose to rule that certain situations, such as a devastating critical hit or specific story-driven events, can lead to the true death of a Familiar Legend. In such cases, re-establishing the bond would require capturing or resurrecting the same Familiar Legend through extraordinary means.

Transferring Ownership

Generally, transferring a Familiar Legend from one character to another is not recommended, as the bond is deeply personal. However, a GM might allow it under special circumstances, such as a ritual performed by powerful druids or mages, or if the creature willingly accepts a new keeper.

INCORPORATING FAMILIAR LEGENDS IN YOUR CAMPAIGN

Familiar Legends can breathe life into any campaign, whether you favor high-fantasy adventures rich with arcane wonders or low-magic worlds where these creatures are exceedingly rare. If your setting supports scholarly pursuits, you might introduce a "Familiar Studies Guild," an organization devoted to tracking, documenting, and safeguarding these elusive beings. Such guilds can commission missions to rescue endangered Familiar Legends, collect data for research, or even tame and train them as part of an elite corps.

For more competitive scenarios, consider NPC rivals who also raise Familiar Legends, sparking friendly tournaments or dangerous duels. Entire plot arcs might hinge on the discovery of long-forgotten or legendary Familiar Legends rumored to appear only once a century—an event that could attract heroes and villains alike. Magic items designed specifically for these companions can add another layer of intrigue, granting enhancements or protective boons that shape each Familiar Legend's growth and foster creativity in how they interact with the party.

If you prefer to treat Familiar Legends simply as unique adversaries or wild creatures, use the provided stat blocks in the same way you would any standard 5e monster. They can serve as rare encounters in hidden corners of the world or as guardians of sacred sites, offering fresh challenges and unexpected alliances. To inspire even more spontaneous integration, a random encounter & event table can be found at the end of this book, providing quick hooks and scenarios that effortlessly place Familiar Legends in your players' path. Ultimately, Familiar Legends are flexible, allowing you to integrate them into your game as NPC allies, collectible companions, or formidable foes—whichever best serves your story.

ADJUSTING ENCOUNTERS

When preparing encounters, consider a Familiar Legend as an additional party member, much like a companion NPC. This means adjusting enemy difficulty, action economy, and encounter balance accordingly. While Familiar Legends share the player's turn, they still provide extra abilities and versatility that can impact the challenge level.



AQUADRASIS

WATER

Description: Aquadrasis is a majestic serpent-like creature with smooth, reflective blue scales and a sleek, muscular body that flows like water. Its head is crowned with elegant, fin-like protrusions that shimmer with a radiant glow, resembling ripples on a tranquil surface. Its movements are graceful and hypnotic, and it is often mistaken for a harmless river spirit.

Habitat: Aquadrasis resides in vast bodies of water, such as deep lakes, rivers, and coastal regions. It can often be found coiling through underwater caves or resting beneath waterfalls.

Size: 15 ft.

Weight: 1200 lbs.

Personality Traits: Roll on the table or choose one when a Aquadrasis companion is acquired.

d6 Personality Trait

- 1 Frequently swirls its body in intricate patterns, as if performing a dance in the water.
- 2 Has a calm and regal demeanor, rarely showing aggression unless provoked.
- 3 Flicks water at those it finds amusing or irritating, a playful but slightly mischievous habit.
- 4 Stares intently at reflective surfaces, seemingly entranced by its own image.
- 5 Displays curiosity toward small creatures, gently prodding them with its snout.
- 6 Has an intense curiosity for magical artifacts, often attempting to coil around or claim them.

COMPANION PROGRESSION

Level 7 - Flowing Strike

Aquadrasis moves with seamless grace, striking with fluid precision.

- When Aquadrasis moves at least 10 feet before making a melee attack, the attack gains advantage.
- If an attack hits, Aquadrasis can choose to push the target 10 feet away.

Level 9 - Abyssal Coils (1/Short Rest)

Aquadrasis ensnares its prey in a crushing, watery grip.

- When Aquadrasis hits a creature with its Tail Slam, it can immediately attempt to grapple the target (DC 16). A grappled creature takes 2d6 bludgeoning damage at the start of its turn as the coils constrict.
- While grappling, Aquadrasis can move at full swim speed while dragging the target.

Level 10 - Waveborn Elegance

Aquadrasis becomes one with the tides, moving like a liquid force of nature.

- Aquadrasis gains advantage on Dexterity saving throws while submerged in water.
- If Aquadrasis takes damage, it can use its reaction to flow backward up to 10 feet without provoking opportunity attacks.

AFFINITY TASKS

To unlock Aquadrasis Special Ability, you must complete at least four of the following tasks:

- ◆ **Dance of the Currents:** Successfully dodge three ranged attacks in a single battle while submerged in water.
- ◆ **Tide's Embrace:** Allow Aquadrasis to pull you into deep water and remain submerged for 10 minutes without panicking.
- ◆ **Storm's Herald:** Witness and survive a violent storm at sea, massive tidal wave, or flooding event.
- ◆ **The Leviathan's Challenge:** Defeat an aquatic creature larger than yourself without retreating.

AQUADRASIS

Large, Elemental Beast

Armor Class: 16 (natural armor)

Hit Points: 123 (13d10 + 52)

Speed: 20 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Saving Throws: Dex +5, Con +7, Wis +5

Capture Save: +7

Skills: Perception +5, Stealth +5

Damage Resistances: Cold

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Understands Common, Aquan and Primal but can't speak

Challenge: 6 (2,300 XP)

Proficiency Bonus: +3

TRAITS

Amphibious. Aquadrasis can breathe air and water.

Water Veil. Aquadrasis is surrounded by a swirling veil of water. Ranged weapon attacks against it are made with disadvantage.

Tidal Regeneration. If Aquadrasis starts its turn fully submerged in water, it regains 10 hit points.

ACTIONS

Multiattack. Aquadrasis makes three attacks: one with its Bite and two with its Tail Slam.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Tail Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Water Cannon (Recharge 5-6). Aquadrasis unleashes a powerful blast of water in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much on a successful one.

Whirlpool (1/Day). Aquadrasis creates a swirling vortex of water in a 20-foot radius centered on itself. The area becomes difficult terrain, and any creature that starts its turn in the area must succeed on a DC 16 Strength saving throw or be restrained by the swirling waters until the end of its next turn.

- ◆ **Mystic Reflection:** Find and meditate at the center of a still lake or an oceanic trench, attuning to the rhythm of the tides with Aquadrasis by your side.

SPECIAL ABILITY: MIRAGE OF THE DEPTHS

Aquadrasis transcends physical form, mimicking the illusions of water and mist.

- ◆ Aquadrasis gains resistance to non-magical weapon attacks while submerged in water.
- ◆ Once per long rest, when Aquadrasis is attacked, it can split into three watery afterimages for 1 minute.
- ◆ Each time it is targeted by an attack, roll 1d4. On a 3 or 4, the attack misses automatically as it strikes an illusion instead.
- ◆ The illusions vanish after absorbing three attacks, or at the end of the duration.



AQUAFLUFF

ICE

Description: Aquabluff is a small, playful creature that thrives near rivers and icy lakes. Its soft, dense fur repels water, keeping it warm even in freezing temperatures. A small, glowing blue flower-like marking adorns its forehead, believed to be a sign of its connection to the water spirits. Its tail, shaped like a fan of delicate fins, allows it to glide effortlessly through water.

Habitat: Aquabluff is commonly found along riverbanks, near icy shores, and in deep underground lakes. It is known to live in small, playful groups.

Size: 1.2 ft.

Weight: 6 lbs.

Personality Traits: Roll on the table or choose one when a Aquabluff companion is acquired.

d6 Personality Trait

- 1 Blows tiny bubbles when happy.
- 2 Dives into water at the slightest sign of danger.
- 3 Stares at its reflection for long periods, fascinated by the ripples.
- 4 Nudges its companions playfully when excited.
- 5 Loves rolling in snow or wet grass after swimming.
- 6 Flicks its tail rhythmically when thinking.

COMPANION PROGRESSION

Level 2 - Ripple Dash

Aquafluff moves like a flowing stream, effortlessly weaving through danger.

- Aquafluff can take the Dash or Disengage action as a bonus action while in water.
- Opportunity attacks against Aquafluff have disadvantage while it is swimming.
- While in water, Aquafluff's movement speed increases by 10 feet.

Level 4 - Misty Drift (1/Short Rest)

Aquafluff releases a veil of mist that confuses enemies and hides allies.

- As a reaction, when Aquafluff or an ally within 10 feet is attacked, it can release a 10-foot-radius mist. Creatures inside the mist are lightly obscured, giving disadvantage on ranged attack rolls against them.
- The mist lasts until the start of Aquafluff's next turn or until a strong wind disperses it.

Level 6 - Ripple Resonance

Water bends to Aquafluff's will, amplifying its presence in battle.

- Whenever Aquafluff moves at least 10 feet in water, it gains advantage on its next attack roll or ability check.
- If an ally is in water, they gain a +2 bonus to AC and Dexterity saving throws.

AFFINITY TASKS

To unlock Aquafluff's Special Ability, you must complete at least four of the following tasks:

- ◆ **River's Path:** Travel alongside a flowing river or stream for at least a full day, following its natural course.
- ◆ **Silent Waters:** Remain completely motionless in a body of ice water for at least an hour, blending into the environment.
- ◆ **Guardian of the Lake:** Defend a body of water from an external threat, ensuring its protection.
- ◆ **Echo of the Tides:** Assist Aquafluff in guiding a lost creature back to shore or a safe water source.
- ◆ **Whispering Springs:** Visit a sacred or ancient water source, such as a mystical hot spring, a hidden well, or an enchanted river, and allow Aquafluff to interact with its waters, listening to the echoes of the past.

AQUAFLUFF

Tiny, Beast

Armor Class: 13 (natural armor)

Hit Points: 16 (4d4 + 6)

Speed: 20 ft., Swim 40 ft.

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

Saving Throws: Dex +5, Wis +4

Capture Save: +5

Skills: Acrobatics +5, Perception +4, Stealth +5

Damage Resistances: Cold

Senses: Darkvision 30 ft., Passive Perception 14

Languages: Understands Common and Aquan but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Mist Veil. While in or near water, Aquafluff can use a bonus action to release a thin mist, lightly obscuring a 5-foot radius around it until the end of its next turn.

Hydrodynamic Body. Aquafluff has advantage on Dexterity (Acrobatics) checks made to swim, and it ignores difficult terrain caused by water or ice.

ACTIONS

Multiattack. Aquafluff makes two attacks: one with its Bubble Strike and one with its Tail Slap.

Bubble Strike. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, and the target must make a DC 13 Dexterity saving throw or be drenched, causing its movement speed to be reduced by 10 feet until the start of its next turn.

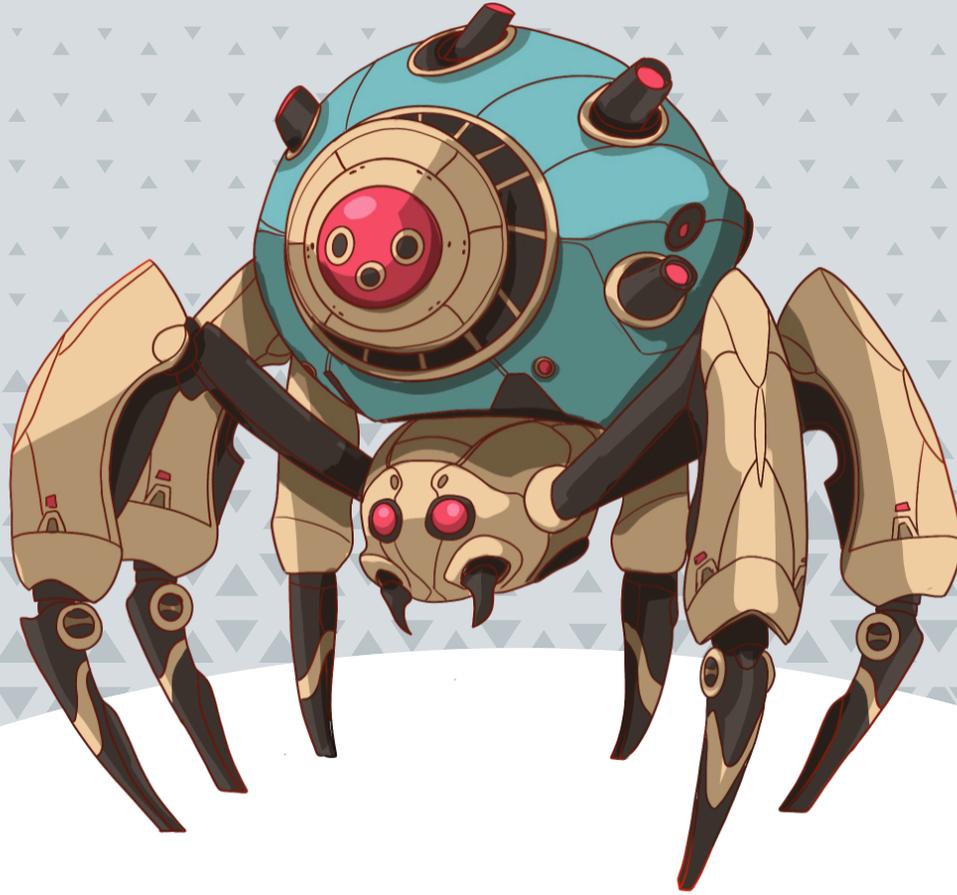
Tail Slap. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) cold damage.

Aqua Burst (Recharge 5-6). Aquafluff expels a sudden jet of water in a 10-foot cone. Each creature in the area must make a DC 13 Strength saving throw or be pushed 10 feet away and knocked prone. Creatures that fail the save also take 9 (2d6 + 2) cold damage.

SPECIAL ABILITY: SERENITY FLOW (1/DAY)

Aquafluff invokes the spirit of tranquil waters, shifting the battlefield into a serene, flowing current.

- ◆ For 1 minute, Aquafluff creates a 30-foot-radius aura of calming water. While in the aura:
 - ◆ Allies have advantage on Dexterity saving throws and gain +10 feet of movement speed.
 - ◆ Hostile creatures must succeed on a DC 16 Wisdom saving throw at the start of their turn or be charmed until the end of their next turn.
 - ◆ Aquafluff and its allies ignore difficult terrain caused by water or ice.



ARACHNOCORE

STEEL

Description: ArachnoCore is a highly advanced mechanical arachnid, built for surveillance and precision strikes. Its segmented legs allow it to move with eerie silence, and its central core houses a rotating energy cannon capable of discharging concentrated blasts. Despite its artificial nature, ArachnoCore displays a level of autonomy, adapting its tactics based on enemy movement and environmental conditions..

Habitat: Found in abandoned research facilities, ancient underground vaults, and automated defense networks.

Size: 3 ft.

Weight: 120 lbs.

Personality Traits: Roll on the table or choose one when a ArachnoCore companion is acquired.

d6 Personality Trait

- 1 Analyzes anything it deems a threat with a pulsating red glow.
- 2 Prefers high vantage points, observing enemies before striking.
- 3 Clamps its legs into surfaces, remaining perfectly motionless for hours.
- 4 It occasionally emits a low humming noise when idle.
- 5 If damaged, it releases a burst of sparks.
- 6 Displays an eerie level of coordination with other constructs, as if following a hidden command.

COMPANION PROGRESSION

Level 4 - Adaptive Learning

ArachnoCore's AI becomes more advanced, quickly analyzing enemy patterns.

- Whenever ArachnoCore misses an attack, it gains a +1 bonus to its next attack roll against the same target (max +3).
- It can store this analysis for up to 1 minute, resetting if it attacks a new creature.
- It scores a critical hit on a roll of 19.

Level 6 - Energy Conversion (3/Day)

ArachnoCore can absorb ambient energy and redistribute it.

- When hit by lightning or force damage, it can reduce the damage taken by half and store excess energy.
- On its next turn, it can release the stored energy, adding 1d8 force damage to a Pulse Cannon attack or healing itself for 2d8 energy points.

Level 8 - Nano-Web Entrapment (1/Day)

ArachnoCore deploys a high-density, metallic webbing infused with electromagnetic pulses.

- As an action, ArachnoCore shoots a 20-foot cone of reinforced nano-webbing. Each creature in the area must make a DC 14 Strength saving throw or become restrained for 1 minute as the web hardens around them. Creatures wearing metal armor make this save with disadvantage.
- A restrained creature can use its action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to escape.
- The webbing is highly conductive—if hit by lightning or force damage, it discharges an energy pulse, dealing 2d6 lightning damage to all restrained creatures.

AFFINITY TASKS

To unlock ArachnoCore's Special Ability, you must complete at least four of the following tasks:

- ♦ **Silent Observer:** Stay hidden for five minutes while tracking a target without being detected.
- ♦ **Core Sync:** Absorb at least 50 points of lightning or force damage over multiple encounters using Energy Conversion.
- ♦ **Tactical Disruption:** Use EMP Discharge to disable three different mechanical enemies in separate encounters.
- ♦ **Architect of the Web:** Use Nano-Web Entrapment to create a bridge, wall, or barricade that aids in exploration or problem-solving outside of combat.
- ♦ **Digital Guardian:** Allow ArachnoCore to interface with an arcane or technological system, successfully hacking or decrypting a secure lock, vault, or data terminal.

ARACHNOCORE

Small, Construct

Armor Class: 15 (natural armor)

Hit Points: 39 (6d6 + 18)

Speed: 30 ft., Climb 30 ft.

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

Saving Throws: Dex +6, Con +5

Capture Save: +6

Skills: Perception +3, Stealth +6, Investigation +4

Damage Resistances: Lightning, Force, Piercing

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Understands Common but can't speak

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

TRAITS

Wall Crawler. ArachnoCore can climb difficult surfaces, including ceilings, without needing to make an ability check.

Precision Targeting. ArachnoCore ignores half and three-quarters cover when making ranged attacks.

Self-Repair Protocols. If ArachnoCore has taken damage, it can use its bonus action to regain 5 (1d10) hit points. It can use this ability three times per long rest.

ACTIONS

Multiattack. ArachnoCore makes two attacks: one with its Claw Strike and one with its Pulse Cannon.

Claw Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Pulse Cannon. Ranged Weapon Attack: +6 to hit, range 40/80 ft., one target. Hit: 13 (3d6 + 3) force damage. If the target is a construct, it takes an additional 4 (1d8) force damage.

EMP Discharge (Recharge 5-6). ArachnoCore releases a burst of electromagnetic energy in a 15-foot radius. Each creature in the area must make a DC 14 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a success. Constructs and creatures wearing metal armor make this save with disadvantage.

SPECIAL ABILITY: PHANTOM PROTOCOL

ArachnoCore enters a stealth mode, making detection nearly impossible.

- It can turn invisible for 1 minute once per long rest. While invisible, it leaves behind no heat signatures, noise, or detectable electrical signals, making it immune to tremorsense and blindsight.

- Attacking does not break invisibility, but it only lasts until the end of the turn when attacking.



BLAZUMI

FIRE

Description: Blazumi is a nimble and energetic creature with a fluffy white mane and vibrant red fur covering its powerful limbs. Two thick, horn-like antennae rise from its forehead above its mismatched blue and yellow eyes, allowing it to detect heat signatures with uncanny precision. Its oversized front paws are perfectly adapted for delivering crushing blows, making it both playful and fearsome.

Habitat: Blazumis thrive in hot climates such as volcanic slopes, desert canyons, and sunlit savannahs.

Size: 3.5 ft.

Weight: 45 lbs.

Personality Traits: Roll on the table or choose one when a Blazumi companion is acquired.

d6 Personality Trait

- 1 Constantly fidgets, tapping its claws or bounding around in excitement.
- 2 Loves to playfully chase smaller creatures, though it rarely harms them.
- 3 Can be overconfident, often taking on challenges far beyond its abilities.
- 4 Enjoys rolling in warm sand or sitting near campfires.
- 5 Is easily distracted by moving lights or reflective surfaces.
- 6 Displays its affection by lightly pawing at its companions.

COMPANION PROGRESSION

Level 2 - Blazing Reflexes

Blazumi's nimble movements allow it to evade danger and strike with rapid precision.

- When an enemy misses the Blazumi with a melee attack, the Blazumi can immediately move up to 10 feet without provoking opportunity attacks.
- The Blazumi's Bounding Strike distance increases to 20 feet.

Level 4 - Inferno Impact (1/Short Rest)

Blazumi channels its fiery energy into a devastating strike, combining speed and power.

- When the Blazumi jumps at least 10 feet toward a target before making a Claw attack, the attack deals an additional 1d8 fire damage.
- If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Level 5 - Ember Surge (1/Day)

Blazumi's body blazes with an intense heat, allowing it to strike multiple foes at once.

- As a bonus action, the Blazumi's Heated Paws ability now applies 1d6 fire damage instead of 1 for 1 minute.
- Additionally, when the Blazumi hits an enemy with a Claw attack, it can choose another creature within 5 feet of the target to take half the fire damage from Heated Paws.

AFFINITY TASKS

To unlock Blazumi's Special Ability, you must complete at least four of the following tasks:

- ◆ **Blazing Agility:** Successfully avoid three opportunity attacks in a single combat encounter.
- ◆ **Heat Tracker:** Use the Blazumi's Heat Sensors to locate a hidden enemy before anyone else does.
- ◆ **Savage Pounce:** Land the finishing blow on a foe at least one size category larger than the Blazumi.
- ◆ **Kindled Spirit:** Share a meal cooked over natural flames with the Blazumi for three consecutive days.
- ◆ **Skybound Ember:** Perform a 30-foot leap off a natural terrain structure (such as a cliff or tree) and land an attack without taking damage.

BLAZUMI

Small, Elemental Beast

Armor Class: 13 (natural armor)

Hit Points: 22 (4d6 + 8)

Speed: 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Saving Throws: Dex +4, Wis +3

Capture Save: +4

Skills: Acrobatics +4, Perception +3

Damage Resistances: Fire

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Primordial but can't speak

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

TRAITS

Heated Paws. When the Blazumi hits with its Claw attack, it can deal an additional 1 fire damage.

Heat Sensors. The thick antennae on the Blazumi's forehead allow it to detect heat signatures. It has advantage on Wisdom (Perception) checks that rely on detecting creatures within 30 feet that emit heat, even if they are obscured or invisible.

Bounding Strike. As a bonus action, the Blazumi can leap up to 15 feet in any direction without provoking opportunity attacks.

ACTIONS

Multiaction. The Blazumi makes two Claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 2 fire damage.

Flame Pulse (Recharge 5-6). The Blazumi releases a burst of fiery energy in a 10-foot radius. Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.

SPECIAL ABILITY: SCORCHING BLITZ

The Blazumi's fiery energy builds as it moves, turning it into a living meteor when it strikes.

- ◆ Each time the Blazumi moves at least 20 feet before an attack, it gains a stacking +1 bonus to fire damage, up to a maximum of +5.
- ◆ When the Blazumi deals fire damage to an enemy, it can choose to ignite them for 1 minute (DC 14 Dexterity save to extinguish).
- ◆ Once per long rest, the Blazumi can unleash all stored energy in a Flare Strike, dealing an additional 3d6 fire damage on a successful melee attack and knocking the target back 10 feet.



BOREOTH

ICE

Description: Boreoth is a towering, ferocious beast that blends the brute strength of a polar bear with the unyielding resilience of living ice. Its massive forearms and legs are encased in jagged glacial formations, acting as both natural armor and deadly weapons. Sharp crystalline spines protrude from its back. Its roar carries the force of an arctic storm, and with each step, the ground beneath it crackles with frost.

Habitat: Boreoth dominates tundras, glacial caverns, and towering mountain peaks, staking claim over vast frozen landscapes.

Size: 10 ft.

Weight: 2,000 lbs.

Personality Traits: Roll on the table or choose one when a Boreoth companion is acquired.

d6 Personality Trait

- 1 Lets out a deep, bone-rattling growl that shakes the ice beneath it.
- 2 Crushes ice formations with its claws to mark its territory.
- 3 Leaves behind trails of jagged ice wherever it walks.
- 4 Snorts thick clouds of mist when agitated.
- 5 Shows respect only to creatures that survive its attacks.
- 6 Protects ancient frozen landmarks with primal fury.

COMPANION PROGRESSION

Level 9 - Frozen Dominance

Boreoth's mere presence alters the battlefield, reinforcing its control over the tundra.

- Enemies within 10 feet of Boreoth treat all terrain as difficult terrain unless they have resistance or immunity to cold damage.
- Boreoth gains resistance to all damage except fire and force. If Boreoth takes fire damage, it loses this resistance for 1 minute.

Level 10 - Arctic Tremor (1/Short Rest)

Boreoth stomps the ground, sending icy shockwaves through the terrain to destabilize foes.

- As an action, Boreoth slams the ground, forcing all creatures within a 15-foot radius to make a DC 16 Strength saving throw. On a failure, creatures take 18 (4d6) bludgeoning damage and fall prone.
- This automatically destroys non-magical ice structures in the area and creates difficult terrain that lasts for 1 minute.

Level 12 - Glacial Tyrant (1/Day)

Boreoth calls upon the frozen landscape, summoning an unstoppable arctic force.

- As an action, Boreoth unleashes a 40-foot-radius blizzard centered on itself, lasting 1 minute. While in the blizzard:
 - All hostile creatures in the area must make a DC 17 Constitution saving throw at the start of their turn or suffer 20 (4d10) cold damage and be slowed (speed halved) for 1 turn.
 - Boreoth cannot be slowed, restrained, or grappled, and regains 10 energy point at the start of its turn.

AFFINITY TASKS

To unlock Boreoth's Special Ability, you must complete at least four of the following tasks:

- ♦ **King of the Tundra:** Have Boreoth defeat or drive away a powerful predator in its frozen homeland, asserting its dominance.
- ♦ **Stormwalker:** Survive alongside Boreoth in an unrelenting blizzard for a full night without magical protection.
- ♦ **Frozen Guardian:** Use Boreoth's abilities to shield or protect a vulnerable creature or settlement from harm.
- ♦ **Echo of the Glaciers:** Witness the formation or breaking of a great glacier, standing in reverence as nature shifts around you.
- ♦ **Unbreakable Resolve:** Have Boreoth withstand an overwhelming force without retreating, proving its endurance and unwavering might.

BOREOTH

Large, Elemental Beast

Armor Class: 17 (natural armor)

Hit Points: 161 (14d10 + 84)

Speed: 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	6 (-2)	14 (+2)	10 (+0)

Saving Throws: Str +9, Con +9, Wis +5

Capture Save: +9

Skills: Perception +5, Athletics +9, Survival +5

Damage Resistances: Piercing, Slashing

Damage Immunities: Cold

Condition Immunities: Frightened, Frozen

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Understands Common and Primordial but can't speak

Challenge: 7 (2,900 XP)

Proficiency Bonus: +3

TRAITS

Icy Resilience. Boreoth takes half damage from non-magical slashing and piercing attacks unless they are made with fire or adamantite weapons.

Shattered Ground. When Boreoth moves across snow or ice, it leaves behind rough, jagged terrain, making it difficult terrain for other creatures.

ACTIONS

Multiattack. Boreoth makes three attacks: one with its Bite and two with its Icebound Slam.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) cold damage.

Icebound Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) cold damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Crystalline Roar (Recharge 5-6). Boreoth lets out a deafening roar infused with freezing wind. Each creature within a 30-foot radius must make a DC 17 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much on a success. Those who fail the save are also deafened until the end of their next turn.

Avalanche Rush (1/Day). Boreoth charges forward in a 30-foot straight line. Each creature in its path must make a DC 17 Dexterity saving throw or take 24 (4d8 + 6) bludgeoning damage and be knocked 10 feet away. If a creature collides with a solid object, it takes an additional 10 (3d6) cold damage.

SPECIAL ABILITY: TITANIC ICEBORN

Boreoth becomes a true embodiment of the frozen wilds, indomitable and unshaken.

♦ Boreoth can no longer be knocked prone, stunned, or restrained.

♦ Whenever Boreoth lands a critical hit, the target must make a DC 18 Constitution saving throw or become completely frozen (paralyzed) for 1 minute..



BUBBLEET

WATER

Description: Bubblelet is a playful and agile aquatic creature with a rounded, vibrant blue body and soft pink spots on its cheeks and torso. Its large ears and webbed appendages allow it to swim and leap gracefully through water and air.

Habitat: Bubblelet thrives in freshwater lakes, rivers, and tide pools. It is often seen near waterfalls, enjoying the cascading water and frolicking among smaller aquatic creatures.

Size: 1.5 ft.

Weight: 8 lbs.

Personality Traits: Roll on the table or choose one when a Bubblelet companion is acquired.

d6 Personality Trait

- 1 Playfully splashes water at its companions or anything that catches its interest.
- 2 Constantly creates streams of bubbles when excited or nervous.
- 3 Loves to mimic the movements and sounds of other creatures.
- 4 Often hides in underwater vegetation, popping out when least expected.
- 5 Giggles with a bubbly sound when it's happy or amused.
- 6 Collects smooth stones or shiny objects, stashing them in hidden spots.

COMPANION PROGRESSION

Level 2 - Splash Step

Bubbleet moves effortlessly across water, turning the battlefield into its playground.

- Bubbleet can now move across the surface of water as if it were solid ground.
- If Bubbleet jumps from water to land, its next attack deals an extra 1d4 bludgeoning damage.

Level 4 - Evasive Drift (1/Day)

Bubbleet's natural agility allows it to slip away from danger with a burst of bubbles.

- When Bubbleet is hit by an attack, it can use its reaction to surround itself in a floating bubble, causing it to levitate 10 feet upward. While levitating, Bubbleet has advantage on Dexterity saving throws, and melee attacks against it are made at disadvantage.
- Bubbleet gently floats back down at the start of its next turn.

Level 5 - Aqua Resonance

Bubbleet's body harmonizes with water, amplifying its aquatic abilities.

- Bubble Shield now reduces damage by 2d10 instead of 1d10.
- Bubbleet's Bubble Burst radius increases to 15 feet, and creatures pushed by it are also knocked prone if they fail their save by 5 or more.
- While fully submerged, Bubbleet can Dash as a bonus action.

AFFINITY TASKS

To unlock Bubbleet's Special Ability, you must complete at least five of the following tasks:

- ♦ **Bubble Tactics:** Use Bubble Shield to block an attack and counterattack immediately after in the same turn.
- ♦ **Playful Guardian:** Use Bubbleet's abilities to protect an ally by deflecting an attack or disrupting an enemy.
- ♦ **Rippled Reflexes:** Successfully dodge three attacks in a single combat encounter using Bubbleet's agility or defensive abilities.
- ♦ **Spiral Surge:** Knock at least two enemies away in a single use of Bubble Burst.
- ♦ **Sacred Waters:** Guide Bubbleet to a hidden or sacred water source and allow it to freely interact with its surroundings for an entire day.
- ♦ **Glide Through the Falls:** Leap through a waterfall and land safely on the other side without taking damage.

BUBBLEET

Tiny, Elemental Beast

Armor Class: 13

Hit Points: 18 (4d4 + 8)

Speed: 20 ft., Swim 40 ft.

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

Saving Throws: Dex +5, Wis +3

Capture Save: +5

Skills: Perception +3, Acrobatics +5

Damage Resistances: Cold

Damage Vulnerabilities: Fire

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Primordial and Aquan but can't speak

Challenge: 1/2 (100 XP)

Proficiency Bonus: +2

TRAITS

Amphibious. Bubbleet can breathe air and water.

Bubble Shield. As a reaction, when Bubbleet is hit by an attack, it can create a protective bubble around itself, reducing the damage taken by 5 (1d10).

Buoyant Leap. Bubbleet can leap out of the water up to 15 feet in a straight line. If it lands within 5 feet of a creature, that creature must succeed on a DC 13 Dexterity saving throw or be splashed with water, causing disadvantage on its next attack roll.

ACTIONS

Bubble Spray. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage. The target's speed is reduced by 10 feet until the end of its next turn.

Aqua Dash. Bubbleet propels itself forward in a straight line up to 20 feet, slamming into a creature. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage.

Bubble Burst (Recharge 5-6). Bubbleet creates a 10-foot-radius burst of bubbles. Each creature in the area must succeed on a DC 12 Strength saving throw or take 7 (2d6) bludgeoning damage and be pushed 5 feet away from Bubbleet.

SPECIAL ABILITY: MIRAGE BUBBLE

Bubbleet's body becomes weightless, allowing it to drift unpredictably in combat.

- ♦ Bubbleet gains a flying speed of 20 feet while levitating in water or mist.
- ♦ Once per long rest, Bubbleet can create a Mirage Bubble around itself for 1 minute:
 - ♦ Attacks against Bubbleet have disadvantage
 - ♦ Bubbleet can pass through enemy spaces without provoking opportunity attacks.
 - ♦ If an attack misses Bubbleet, the attacker must make a DC 15 Dexterity saving throw or be trapped in a floating bubble, restrained for 1 round.



BUDBLOOM

PLANT

Description: Budbloom is a small, chubby plant creature with a vibrant green body adorned with white, rounded thorns. A large, always-blooming red flower crowns its head. Long, leafy ears drape from its head, swaying gently with each movement, while its small, stubby frame is complemented by elongated, leaf-like arms. Its large, expressive eyes and perpetual smile give it an air of innocence, but it is far from defenseless.

Habitat: Budbloom flourishes in lush meadows, enchanted groves, and ancient forests where the sun reaches through the canopy.

Size: 1.5 ft.

Weight: 6 lbs.

Personality Traits: Roll on the table or choose one when a Budbloom companion is acquired.

d6 Personality Trait

- 1 Stays still for long periods, blending in with surrounding plants.
- 2 Waves its leafy arms excitedly when discovering something new.
- 3 Dances in circles when happy, scattering small petals around itself.
- 4 Loves to mimic the movements of those around it.
- 5 Has an irresistible urge to touch or interact with magical flowers.
- 6 Shakes off excess pollen when startled, creating a small golden cloud.

COMPANION PROGRESSION

Level 2 - Fragrant Footsteps

Wherever Buddbloom moves, the ground beneath it flourishes with new life.

- As Buddbloom moves, small flowers and patches of grass bloom in its footsteps, fading after one minute. Allies within 5 feet of Buddbloom cannot be tracked by non-magical means due to the natural masking scent of the flowers.

Level 4 - Harmonized Bloom (1/Short Rest)

Buddbloom releases a soft, radiant pulse of energy, encouraging growth and harmony around it.

As an action, Buddbloom causes all plants within a 15-foot radius to bloom instantly, creating an area of soft, fragrant vegetation for 1 minute. While in this area:

- Allies gain advantage on saving throws against being frightened or charmed.
- Buddbloom's Blossom Shield recharges on a 4-6 instead of 5-6.

Level 5 - Flourishing Essence

Buddbloom's mere presence fosters renewal, ensuring the vitality of all nearby.

- Photosynthesis now heals 5 Energy Points per turn instead of 3 when in direct sunlight.
- When Buddbloom heals from Photosynthesis, an ally within 10 feet also gains temporary hit points equal to half the Energy Points Buddbloom restores.

AFFINITY TASKS

To unlock Buddbloom's Special Ability, you must complete at least four of the following tasks:

- ◆ **Meadow's Blessing:** Spend one full day in a wild meadow or enchanted grove, allowing Buddbloom to flourish naturally.
- ◆ **Petal Waltz:** Have Buddbloom use its petals to perform a dance or display for an audience, bringing joy or wonder to those watching.
- ◆ **Guardian of Growth:** Help a dying plant or tree fully recover by nurturing it alongside Buddbloom.
- ◆ **Fragrant Trail:** Allow Buddbloom to walk freely for one hour, leaving behind a visible path of flowers that remains intact for at least a day.
- ◆ **Echo of the Everbloom:** Witness the blossoming of a rare or magical flower, sharing the moment with Buddbloom in peaceful silence.

BUDBLOOM

Tiny, Plant Beast

Armor Class: 13

Hit Points: 21 (6d4 + 6)

Speed: 20 ft.

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

Saving Throws: Dex +5, Wis +4

Capture Save: +5

Skills: Nature +2, Stealth +5, Performance +5

Damage Resistances: Poison

Condition Immunities: Charmed

Senses: Darkvision 30 ft., Passive Perception 12

Languages: Sylvan, understands Common

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Photosynthesis. While in direct sunlight, Buddbloom regains 3 hit points at the start of its turn.

Petal Veil. As a reaction when hit by a ranged attack, Buddbloom can release a burst of petals, imposing disadvantage on the attack roll.

ACTIONS

Multiattack. Buddbloom makes two attacks: one with its Vine Whip and one with its Pollen Burst.

Vine Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be pulled 5 feet closer to Buddbloom.

Pollen Burst. Ranged Weapon Attack: +5 to hit, range 15 ft., one target. Hit: 6 (1d6 + 3) poison damage, and the target must make a DC 13 Constitution saving throw or be blinded until the end of its next turn.

Blossom Shield (Recharge 5-6). Buddbloom conjures a swirling shield of petals around itself. Until the start of its next turn, it gains +2 AC and creatures that hit it with melee attacks take 4 (1d8) slashing damage.

SPECIAL ABILITY: PERPETUAL BLOOM

Buddbloom's energy never fades, ensuring that nature thrives wherever it steps.

- ◆ Any plant life created by Buddbloom lasts indefinitely unless intentionally removed.
- ◆ Once per long rest, when an ally drops to 0 HP, Buddbloom instantly restores 10 HP to them, causing a burst of healing petals to swirl around them.
- ◆ Whenever Buddbloom uses Blossom Shield, one ally of its choice within 10 feet also gains the +2 AC bonus.



BUZZDRONE

STEEL

Description: Buzzdrone is a tiny, mechanical fly-like construct with an intricate brass and steel body. Its small wings beat at an incredible speed, creating a faint, high-pitched hum as it moves. Its large, multifaceted eyes glow dimly, allowing it to track movement with uncanny precision. Built for espionage and reconnaissance, Buzzdrone is often deployed to gather intelligence or distract enemies.

Habitat: Buzzdrone is often found in ancient vaults, hidden surveillance networks, or swarming in abandoned forges.

Size: 1 ft.

Weight: 10 lbs.

Personality Traits: Roll on the table or choose one when a Buzzdrone companion is acquired.

d6 Personality Trait

- 1 Flits around objects in a scanning pattern before moving on.
- 2 Produces an almost musical buzzing sound when idle.
- 3 Taps its tiny legs together when excited or detecting something new.
- 4 Occasionally gets stuck in loops, flying in circles for a few seconds.
- 5 Instinctively dodges when someone tries to swat at it.
- 6 Flickers its glowing eyes in sequences, as if trying to communicate.

COMPANION PROGRESSION

Level 2 - Precision Disruptor

Buzzdrone's disruptive technology evolves, allowing it to bypass conventional defenses.

- Electro Shock now ignores resistance to lightning damage and deals an extra 1d4 damage against constructs or enemies wearing metal armor.
- Disrupting Buzz expands its range to 15 feet, and creatures that fail the saving throw lose their reactions for 1 round.

Level 3 - Holographic Cloak

Buzzdrone's projection systems become more advanced, allowing it to manipulate its visibility.

- As a bonus action, Buzzdrone projects a duplicate in an unoccupied space within 5 feet, mimicking its movements. The decoy lasts for 1 minute or until Buzzdrone moves more than 30 feet away. A creature can use its action to make a DC 14 Investigation check to recognize it as an illusion. If a creature targets the decoy with an attack or spell, the attack automatically misses, revealing the decoy's true nature.
- Once per long rest, Buzzdrone can turn invisible for up to 1 minute as a bonus action. The effect ends if Buzzdrone attacks, uses Disrupting Buzz, or takes damage. While invisible, it makes no sound or heat signature, preventing detection by non-magical means.

Level 4 - Overclocked Disruption

Buzzdrone overcharges its internal systems, releasing a surge of electromagnetic interference.

- As an action, Buzzdrone emits a 20-foot pulse of electromagnetic energy. Creatures in the area must make a DC 16 Constitution saving throw or become Blinded and Deafened for 1 minute (they can repeat the save at the end of each of their turns).
- Constructs and creatures wearing metal armor have disadvantage on the save and are stunned for 1 round on a failure.

AFFINITY TASKS

To unlock MechaniX's Special Ability, you must complete at least three of the following tasks:

- ◆ **Silent Observer:** Successfully spy on a guarded area or enemy camp for at least 10 minutes without being detected.
- ◆ **Echo of the Forge:** Bring Buzzdrone near an ancient construct or mechanical ruin, allowing it to scan and collect data about lost technology.
- ◆ **Covert Extraction:** Retrieve an object or piece of information from a dangerous location using only Buzzdrone.
- ◆ **Silent Observer:** Spend at least one uninterrupted hour scouting an area with Buzzdrone without being detected.

BUZZDRONE

Tiny, Construct

Armor Class: 14 (natural armor)

Hit Points: 7 (2d4 + 2)

Speed: 5 ft., Fly 50 ft.

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

Saving Throws: Dex +6

Capture Save: +6

Skills: Perception +4, Stealth +6, Investigation +2

Damage Resistances: Lightning, Force

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Understands Common but can't speak

Challenge: 1/4 (50 XP)

Proficiency Bonus: +2

TRAITS

Erratic Movement. Buzzdrone has advantage on saving throws against effects that would restrain or grapple it. Attack rolls against it have disadvantage unless the attacker has blindsight or another means to track rapid movement.

Surveillance Optics. Buzzdrone records everything it sees and can relay visual data telepathically to its creator or a designated controller within 1 mile.

Swarm Instinct. If there are two or more Buzzdrones within 10 feet of each other, they share their sight, granting them advantage on Perception checks.

ACTIONS

Electro Shock. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) lightning damage, and the target must succeed on a DC 12 Dexterity saving throw or be unable to take reactions until the start of its next turn.

Disrupting Buzz (Recharge 5-6). Buzzdrone emits a piercing, high-frequency sound in a 10-foot radius. Each creature in that area must make a DC 14 Constitution saving throw or have disadvantage on Concentration checks and attack rolls until the end of its next turn.

SPECIAL ABILITY: NEURAL UPLINK (1/DAY)

Buzzdrone temporarily connects to its bonded companion's mind, allowing them to see through its optics and issue commands mentally for 10 minutes. While linked:

- ◆ The bonded companion gains advantage on Perception & Investigation checks while viewing through Buzzdrone.
- ◆ Buzzdrone can take the Help action as a bonus action while within 30 feet of its companion.
- ◆ Once during this duration, the bonded companion can reroll an Initiative check or gain a +2 bonus to a single attack roll or saving throw.



CACTAN

PLANT

Description: Cactan is a lively, sentient cactus creature with long, flexible limbs covered in sharp spines and small desert flowers. Its face is an eerie, shadowy void with two small, glowing white eyes peering from within, giving it an enigmatic and unsettling presence.

Habitat: Cactans are most commonly found in deserts, rocky wastelands, and dry savannas. They often gather in small clusters, resembling ordinary cactus plants until they move.

Size: 3.5 ft.

Weight: 75 lbs.

Personality Traits: Roll on the table or choose one when a Cactan companion is acquired.

d6 Personality Trait

- 1 Stands motionless for hours, waiting for the right moment to spook someone.
- 2 Claps its spiky arms together when excited, scattering tiny thorns everywhere.
- 3 Wobbles slightly when standing still, mimicking a plant swaying in the wind.
- 4 Soaks up sunlight by stretching its limbs as wide as possible.
- 5 Loves to surprise unsuspecting creatures by suddenly waving its arms.
- 6 Grows extra flowers when well-fed and hydrated, shaking them off when threatened.

COMPANION PROGRESSION

Level 3 - Desert Stalker

Cactan blends effortlessly into its arid surroundings, making it a master of stealth and ambush.

- While in bright sunlight or dry terrain, Cactan has advantage on Stealth checks.
- If Cactan remains motionless for one round, it can use a bonus action to Hide even if creatures are watching it.

Level 4 - Arid Bloom

Despite its spiky nature, Cactan fosters unexpected life, blooming resilient desert flowers.

- Once per long rest, Cactan can bloom, creating a 10-foot radius aura of restorative desert energy for 1 minute. While active:
 - Allies in the area regain 3 HP at the start of their turn as desert flowers provide nourishment.
 - Enemies in the area treat the terrain as difficult terrain, as shifting sand and vines slow their movement.

Level 6 - Wrath of the Wastes (1/Day)

Cactan explodes with desert fury, sending a storm of needles and sand through the battlefield.

As an action, Cactan releases a massive sandstorm in a 30-foot radius, lasting 1 minute.

- All creatures in the area must make a DC 16 Constitution saving throw or be blinded for 1 round and take 6d6 piercing damage.
- Cactan's AC increases by +2 while inside the sandstorm as it becomes difficult to target.

AFFINITY TASKS

To unlock Cactan's Special Ability, you must complete at least four of the following tasks:

- ◆ **Sentinel of the Sands:** Remain motionless in a desert, rocky plain, or arid region for at least an hour, blending completely into the environment.
- ◆ **The Thorned Path:** Successfully hit three different enemies with Thorn Strike in the same battle without missing an attack.
- ◆ **Sun's Embrace:** Spend a full day in the desert under direct sunlight without taking magical protection from the heat.
- ◆ **Silent Hunter:** Ambush an enemy without being detected beforehand, striking first from a hidden position.
- ◆ **Bloom in the Wasteland:** Find a barren or lifeless area and use Cactan's energy to help a plant take root and grow.

CACTAN

Small, Plant

Armor Class: 14 (natural armor)

Hit Points: 38 (7d6 + 14)

Speed: 30 ft.

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

Saving Throws: Dex +5, Con +4

Capture Save: +5

Skills: Stealth +5, Perception +3, Acrobatics +5

Damage Resistances: Piercing

Condition Immunities: Exhaustion, Poisoned

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Sylvan, understands Common

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Cactus Camouflage. While standing still in desert or rocky terrain, Cactan is indistinguishable from an ordinary cactus unless a creature succeeds on a DC 14 Intelligence (Investigation) check.

Spiky Body. Any creature that hits Cactan with a melee attack while within 5 feet takes 3 (1d6) piercing damage.

Sun-Fed Resilience. While in direct sunlight, Cactan regenerates 3 hit points at the start of its turn.

ACTIONS

Multiattack. Cactan makes two attacks: one with its Thorn Strike and one with its Slam.

Thorn Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

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

Needle Burst (Recharge 5-6). Cactan shakes violently, releasing a burst of thorns in a 10-foot radius. Each creature in the area must make a DC 13 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much on a successful one.

SPECIAL ABILITY: OASIS TOUCH

Cactan's presence revitalizes arid landscapes, allowing life to flourish even in the harshest environments.

◆ Once per long rest, Cactan can touch barren ground and cause small plant life to sprout, creating an oasis of drinkable water and edible vegetation in a 10-foot radius over the course of 10 minutes. This oasis lasts for 24 hours before fading.

◆ While in a desert or dry region, Cactan naturally attracts small creatures (such as insects, lizards, or birds) seeking shelter and moisture. These creatures do not flee from nearby allies unless threatened.



CELINYX

PSYCHIC

Description: Celinyx is a regal, winged feline with sleek, pale pink fur and striking golden eyes that gleam with an otherworldly intelligence. A glowing gemstone rests on its forehead, pulsing with psychic energy, while its majestic wings shimmer with an ethereal gradient of pink and black feathers.

Habitat: Celinyx is often found in floating sanctuaries, mystical ruins, or celestial groves hidden away from the mortal world. It rarely interacts with those who lack magical aptitude but has been known to appear before travelers lost in the night.

Size: 3.5 ft.

Weight: 25 lbs.

Personality Traits: Roll on the table or choose one when a Celinyx companion is acquired.

d6 Personality Trait

- 1 Observes creatures silently, only speaking telepathically when necessary.
- 2 Flicks its tail gently when amused, causing faint golden sparks to appear.
- 3 Prefers to perch on high places, looking down upon everything below.
- 4 Lets out a soft chime-like purr when it senses harmony around it.
- 5 Playfully vanishes and reappears in different locations to confuse onlookers.
- 6 Acts indifferent but secretly enjoys companionship, staying close to those it trusts.

COMPANION PROGRESSION

Level 4 - Twilight Grace

Celinyx moves with celestial precision, effortlessly navigating the battlefield.

- Celinyx does not provoke opportunity attacks when it flies or teleports.
- If Celinyx starts its turn in dim light or darkness, it can use its bonus action to become invisible until it makes an attack or casts a spell.

Level 5 - Luminous Ward (1/Short Rest)

Celinyx weaves protective starlight around its allies, shielding them from harm.

- As an action, Celinyx grants three allies within 30 feet resistance to radiant and psychic damage for 1 minute.
- While protected, affected allies cannot be charmed or frightened.

Level 7 - Cosmic Insight

Celinyx's mind is attuned to the celestial currents, allowing it to foresee outcomes before they occur.

- When Celinyx or an ally within 10 feet makes an Intelligence, Wisdom, or Charisma saving throw, they can roll a d4 and add the result to the save.
- Once per long rest, Celinyx can ask the DM for a brief glimpse of the future, receiving a cryptic vision about an important event within the next 24 hours.
- Celinyx's Mindflare Beam now targets two creatures instead of one.

AFFINITY TASKS

To unlock Celinyx's Special Ability, you must complete at least four of the following tasks:

- ◆ **Celestial Refuge:** Meditate alongside Celinyx under the night sky for an entire evening, attuning yourself to the celestial energies.
- ◆ **Guardian of the Lost:** Guide a lost traveler or wandering spirit to safety, proving yourself as a beacon of hope.
- ◆ **Echo of the Stars:** Witness a falling star or celestial event with Celinyx and reflect upon its meaning.
- ◆ **Sacred Light:** Use Celinyx's Radiant Elegance or Astral Glimmer to prevent an ally from succumbing to fear or mind control.
- ◆ **Balance of Night and Light:** Spend a full day in both absolute darkness and pure sunlight, embracing the harmony of opposing forces.

CELINYX

Small, Celestial

Armor Class: 15 (natural armor)

Hit Points: 66 (12d6 + 24)

Speed: 30 ft., Fly 50 ft.

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

Saving Throws: Dex +6, Wis +5, Cha +6

Capture Save: +6

Skills: Perception +6, Stealth +6, Insight +5

Damage Resistances: Psychic, Radiant

Condition Immunities: Charmed

Senses: Darkvision 60 ft., Passive Perception 16

Languages: Telepathy 60 ft., understands Celestial and Common

Challenge: 3 (700 XP)

Proficiency Bonus: +2

TRAITS

Ethereal Step. As a bonus action, Celinyx can magically teleport up to 30 feet to an unoccupied space it can see.

Radiant Elegance. Celinyx sheds dim light in a 10-foot radius. It can suppress or reactivate this glow at will. Allies within this light have advantage on saving throws against being frightened or charmed.

ACTIONS

Multiattack. Celinyx makes two attacks: one with its Radiant Claws and one with its Mindflare Beam.

Radiant Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage plus 4 (1d8) radiant damage.

Mindflare Beam. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 13 (3d6 + 3) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or be unable to take reactions until the end of its next turn.

Astral Glimmer (Recharge 5-6). Celinyx emits a burst of celestial energy in a 15-foot radius. Each hostile creature in the area must make a DC 14 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much on a success. Allies in the area regain 6 hit points.

SPECIAL ABILITY: DIVINE ASCENT

Celinyx's connection to the cosmos deepens, allowing it to transcend mortal limitations.

- ◆ Celinyx's flying speed increases to 60 feet, and it can hover indefinitely.
- ◆ Once per long rest, Celinyx can shift between the Material Plane and the Ethereal Plane for up to 1 minute, allowing it to pass through solid objects and remain undetectable except by magical means.
- ◆ When Celinyx uses Ethereal Step, it can teleport up to 60 feet instead of 30.



CINDERGLOOM

GHOST

Description: Cindergloom is a spectral entity bound within a melting candle, its body wreathed in ghostly purple flames. The flickering light atop its form never extinguishes, even when submerged in water or smothered by mundane means. These eerie beings drift through forgotten places, drawn to the warmth of life only to leech it away.

Habitat: Commonly found in abandoned crypts, haunted ruins, and places where the veil between life and death is thin.

Size: 1 ft.

Weight: Weightless

Personality Traits: Roll on the table or choose one when a Cindergloom companion is acquired.

d6 Personality Trait

- 1 Whispers eerie lullabies that only the target can hear.
- 2 Drifts in circles around sources of light, as if mesmerized.
- 3 Flickers when excited, growing brighter or dimmer depending on its mood.
- 4 Enjoys mimicking the speech of those nearby, but with a slight, haunting echo.
- 5 Levitates just out of reach, taunting those who try to grab it.
- 6 Occasionally dims its flame completely to vanish into the shadows.

COMPANION PROGRESSION

Level 3 - Phantom Ember

Cindergloom harnesses the remnants of spectral flames, conjuring ghostly embers that cling to its foes.

- Phantom Ember (Ranged Spell Attack): +5 to hit, range 30 ft., one target. Hit: 9 (2d6 + 2) necrotic damage, and the target must make a DC 13 Charisma saving throw or be marked by ghostly flames for 1 minute.
- While marked, the target sheds dim light in a 5-foot radius and has disadvantage on Stealth checks. Additionally, the next time the target is hit by an attack, the flames flare up, dealing an additional 1d6 necrotic damage before fading.
- Cindergloom can use this ability a number of times equal to its proficiency bonus per long rest.

Level 4 - Phantom's Lure (1/Day)

Cindergloom's presence becomes irresistibly haunting, drawing in creatures like moths to a flame.

- As an action, it can force up to three creatures of its choice within 30 feet to make a DC 15 Wisdom saving throw. On a failure, they are compelled to move toward Cindergloom on their next turn by the safest route possible. If they end their movement within 5 feet of Cindergloom, they must make another DC 15 Wisdom saving throw or become frightened for 1 minute. They can repeat the save at the end of each of their turns.

Level 6 - Candleflame Curse (1/Short Rest)

Cindergloom can ignite the spectral flame within a creature's soul, sapping its strength.

- As a reaction, when a creature successfully resists or ends a condition imposed by Cindergloom, it must make a DC 16 Constitution saving throw. On a failure, the creature becomes weakened for 1 minute, dealing only half damage with weapon attacks and taking 1d6 necrotic damage at the start of each of its turns.
- The effect ends if the creature receives magical healing or if Cindergloom is reduced to 0 energy points.

AFFINITY TASKS

To unlock Cindergloom's Special Ability, you must complete at least three of the following tasks:

- ◆ **Guiding Light:** Use Hollow Flame to charm an NPC or creature and lead them safely through darkness.
- ◆ **Eternal Vigil:** Stand motionless in a graveyard, crypt, or ruins during an entire long rest without breaking stealth.
- ◆ **Wicked Wick:** Cause at least three enemies to fail their saving throws against Soul Wick in a single combat encounter.
- ◆ **Between the Veil:** Pass through at least five solid objects while Ethereal Drift is active in a single day.

CINDERGLOOM

Tiny, Undead

Armor Class: 13

Hit Points: 10 (3d4 + 3)

Speed: 0 ft., Fly 30 ft. (hover)

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

Saving Throws: Dex +5, Cha +5

Capture Save: +5

Skills: Stealth +5, Deception +5, Arcana +4

Damage Resistances: Fire, Necrotic, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities: Poison

Condition Immunities: Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Understands Common but can't speak

Challenge: 1/4 (50 XP)

Proficiency Bonus: +2

TRAITS

Ghostly Glow. Cindergloom sheds dim light in a 10-foot radius. It can suppress or brighten this glow at will, making it visible or invisible as a bonus action.

Ethereal Drift. Cindergloom can move through solid objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Soul Wick. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Charisma saving throw or have disadvantage on their next attack roll or ability check as their vitality is drained.

Hollow Flame (Recharge 5-6). Cindergloom unleashes a spectral flare in a 10-foot radius. Each creature in the area must make a DC 13 Wisdom saving throw or be charmed for 1 minute. While charmed, the creature sees Cindergloom as a lost loved one or an inviting light in the darkness. The effect ends early if the creature takes damage.

SPECIAL ABILITY: GHOSTLIGHT PACT

Cindergloom forges a spectral connection with its bonded companion, sharing its eerie essence.

- ◆ While within 10 feet of its bonded companion, both can see in magical darkness as if it were dim light.
- ◆ Once per long rest, when its bonded companion makes a death saving throw, Cindergloom can sacrifice half of its remaining energy points to grant advantage on the roll.
- ◆ If its bonded companion is unconscious or frightened, Cindergloom's Ghostly Glow pulses erratically, imposing disadvantage on all attack rolls against them until the end of their next turn.



COGWHISK

STEEL

Description: Cogwhisk is a small, clockwork-infused creature, its body a seamless blend of soft fur and intricate brass plating. Its oversized hat houses an advanced network of gears, arcane energy cores, and rotating lenses that allow it to scan and analyze its surroundings with remarkable precision. A natural tinkerer, Cogwhisk is often found adjusting tiny mechanisms or collecting lost cogs.

Habitat: Found in steampunk cities, abandoned workshops, or as a companion to eccentric inventors.

Size: 2.2 ft.

Weight: 30 lbs.

Personality Traits: Roll on the table or choose one when a Cogwhisk companion is acquired.

d6 Personality Trait

- 1 Constantly adjusts the gears on its hat, as if fine-tuning an unseen mechanism.
- 2 Flickers with blue energy when processing new information.
- 3 Occasionally emits a rhythmic ticking sound, speeding up when excited.
- 4 Carefully inspects any mechanical object it encounters, occasionally giving it a small adjustment.
- 5 Hums in a mechanical yet oddly melodic tone when idle.
- 6 Taps its tiny claws together when thinking, producing a soft metallic clink.

COMPANION PROGRESSION

Level 5 - Clockwork Momentum

Cogwhisk's kinetic energy control allows it to redirect force and sustain itself in battle.

- Tinker Bolt ignores half and three-quarters cover and deals an additional 1d6 force damage.
- While Overclock is active, Cogwhisk can use the Dash or Disengage action as a bonus action and gains a +2 bonus to Dexterity saving throws.

Level 7 - Arcane Calibration

Cogwhisk refines its scanning systems, allowing it to interact with magic and technology with unmatched precision.

- As a bonus action, Cogwhisk can scan a magical or mechanical object within 30 feet, instantly identifying its function and properties without requiring an ability check.
- Once per long rest, Cogwhisk can disable a non-magical trap or mechanical lock without needing to make a check or use thieves' tools. This process takes one action and renders the mechanism completely inoperable until repaired.

Level 9 - Precision Synchronization (1/Day)

Cogwhisk fine-tunes its internal systems, enhancing its ability to assist in both combat and complex tasks.

- As an action, Cogwhisk can activate Synchronization Mode for 10 minutes, granting its bonded companion one of the following benefits (chosen when activated):
 - Tactical Coordination: The bonded companion can add Cogwhisk's Intelligence modifier to one attack roll, ability check, or saving throw once per round.
 - Efficient Calculations: The bonded companion gains advantage on Investigation and Sleight of Hand checks, as Cogwhisk assists with precise analysis and mechanical expertise.
 - Adaptive Response: The bonded companion can take the Help action as a bonus action on its turn while within 10 feet of Cogwhisk.

AFFINITY TASKS

To unlock MechaniX's Special Ability, you must complete at least three of the following tasks:

- ◆ **Master Tinkerer:** Assist in repairing or modifying a magical or mechanical device using Cogwhisk's abilities.
- ◆ **Steam-Fueled Escape:** Successfully evade five attacks in a single battle using Steam-Powered Reflexes.
- ◆ **Arcane Disruptor:** Cause three enemies to lose concentration on spells by staying within Disruptive Field.
- ◆ **Clockwork Bond:** Spend an hour fine-tuning Cogwhisk's mechanisms, upgrading or customizing a part of its design.

COGWHISK

Small, Construct

Armor Class: 16 (natural armor)

Hit Points: 58 (9d6 + 27)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	15 (+2)	14 (+2)	10 (+0)

Saving Throws: Dex +6, Int +4

Capture Save: +6

Skills: Arcana +4, Perception +4, Sleight of Hand +6, Investigation +4

Damage Resistances: Lightning, Force

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Understands Common but can't speak

Challenge: 3 (700 XP)

Proficiency Bonus: +2

TRAITS

Clockwork Precision. Cogwhisk has advantage on Arcana and Investigation checks related to magical or mechanical objects.

Disruptive Field. Creatures concentrating on spells within 10 feet of Cogwhisk have disadvantage on their Constitution saving throws to maintain concentration.

Steam-Powered Reflexes. Once per round, when Cogwhisk is targeted by an attack, it can use its reaction to release a burst of steam, imposing disadvantage on the attack roll.

Overclock. As a bonus action, Cogwhisk can enter an enhanced state for 1 minute, granting it an additional +10 feet of movement and resistance to non-magical attacks. This can be used once per short rest.

ACTIONS

Multiaction. Cogwhisk makes two attacks: one with its Spark Punch and one with its Tinker Bolt.

Spark Punch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) lightning damage. The target must make a DC 14 Constitution saving throw or be unable to take reactions until the start of its next turn.

Tinker Bolt. Ranged Weapon Attack: +6 to hit, range 30/60 ft., one target. Hit: 13 (3d6 + 3) force damage. The target is pushed 5 feet away.

Arcane Gear Burst (Recharge 5-6). Cogwhisk ejects a controlled explosion of spinning gears in a 10-foot radius. Each creature in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much on a success. Any creature wearing metal armor takes an additional 4 (1d8) force damage.

SPECIAL ABILITY: MECHANIZED SYNERGY

Cogwhisk synchronizes perfectly with its bonded companion, enhancing combat efficiency.

- ◆ Once per long rest, Cogwhisk can activate Overclock for 1 minute without expending its normal charge.
- ◆ While Overclock is active, its bonded companion within 10 feet gains a +1d4 bonus to initiative rolls and attack rolls for the duration.



CORAL DRAKE

DRAGON

Description: Coral Drake is a small yet vibrant dragon with a sleek, fish-like body covered in smooth, coral-colored scales. Its spiny dorsal fins resemble branching coral, shifting in hues between red, pink, and turquoise depending on the water's temperature.

Habitat: Coral Drake thrives in tropical coral reefs, shallow lagoons, and underwater caves near coastlines.

Size: 1.5 ft.

Weight: 6 lbs.

Personality Traits: Roll on the table or choose one when a Coral Drake companion is acquired.

d6 Personality Trait

- 1 Playfully chases after small fish, sometimes startling them just for fun.
- 2 Flicks its tail rapidly when excited, splashing water everywhere.
- 3 Instinctively hides among coral when sensing danger, blending with its surroundings.
- 4 Forms a strong bond with a single individual, treating them like part of its reef.
- 5 Likes to collect small, shiny objects from the ocean floor and store them in hidden spots.
- 6 Uses bursts of water to propel itself in short hops on land when necessary.

COMPANION PROGRESSION

Level 2 - Reefguard Scales

Coraldrake's scales begin to harden, mimicking the toughness of coral reefs.

- Coraldrake's AC increases by 1.
- When hit by a melee attack, the attacker takes 3 (1d6) piercing damage.

Level 3 - Brine Surge (1/Short Rest)

Coraldrake manipulates water pressure to create an explosive burst of briny force.

- As an action, Coraldrake unleashes a 30-foot line of high-pressure saltwater. Each creature in the line must make a DC 14 Strength saving throw or be pushed 10 feet and knocked prone as the force overwhelms them. The wave deals 14 (4d6) cold damage on a failed save, or half as much on a success.

Level 5 - Leviathan's Blessing

Coraldrake channels the raw essence of the ocean, becoming a force of tidal power.

- Coraldrake grows in size (Small instead of Tiny) and its AC increases by 2.
- While in water, Coraldrake has advantage on Dexterity saving throws.
- Coral Spikes now recharge on a 5-6 instead of once per day.
- Creatures that fail the save against Scalding Spray are also blinded for 1 round.

AFFINITY TASKS

To unlock Infernyx's Special Ability, you must complete at least five of the following tasks:

- ♦ **Defender of the Reef:** Protect a coral reef or underwater habitat from destruction.
- ♦ **Unseen Currents:** Successfully avoid five attacks in a single battle while in water.
- ♦ **Briny Bite:** Hit ten different creatures with Scalding Spray across multiple encounters.
- ♦ **Sunlit Shoreline:** Watch the sunrise or sunset with Coraldrake from a sandy beach, coral reef, or atop a sea cliff.
- ♦ **Draconic Tidecaller:** Use Brine Surge to knock three creatures prone in a single use.
- ♦ **Harmonic Bubbles:** Blow bubbles or create ripples in the water while Coraldrake mimics the movements, playing together in the waves at least three times.
- ♦ **Deep Sea Serenity:** Meditate together in a quiet underwater cavern, listening only to the gentle hum of ocean life.

CORALDRAKE

Tiny, Dragon

Armor Class: 13 (natural armor)

Hit Points: 10 (3d4 + 3)

Speed: 10 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws: Dex +5

Capture Save: +5

Skills: Perception +4, Stealth +5, Acrobatics +5

Damage Resistances: Fire, Cold

Condition Immunities: Frightened

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Draconic and Aquan

Challenge: 1/4 (50 XP)

Proficiency Bonus: +2

TRAITS

Amphibious. Bubblelet can breathe air and water.

Reef Camouflage. While in water, Coraldrake has advantage on Dexterity (Stealth) checks to hide among coral, rocks, or underwater terrain.

Bubble Jet. When Coraldrake moves at least 10 feet in water, it can Dash as a bonus action, creating a stream of bubbles behind it.

ACTIONS

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

Scalding Spray (Recharge 5-6). Coraldrake releases a burst of superheated water in a 10-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a success.

Coral Spikes (1/Day). Coraldrake shakes its body violently, launching sharp coral fragments in a 10-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 5 (2d4) piercing damage on a failed save. Any creature that fails the save also has disadvantage on its next attack roll as the coral shards momentarily hinder its movement.

SPECIAL ABILITY: ABYSSAL CORALLUM

Coraldrake has become a true guardian of the sea, its form nearly indistinguishable from the reef it protects.

- ♦ Coraldrake's Stealth bonus increases to +8 while in water.
- ♦ Scalding Spray deals an additional 1d6 fire damage if used in saltwater.
- ♦ When Coraldrake is in water, it regenerates 3 energy points at the start of each of its turns.



CRYVALIS

ICE

Description: Cryvalis is an elegant, fox-like creature wreathed in shimmering frost and adorned with crystalline growths that reflect the moonlight. Its fur is a mixture of icy blues and whites, and its tail flows like mist in the cold air. Atop its head rests a delicate, crown-like formation of pure ice, rumored to be a conduit for its innate magical abilities.

Habitat: Cryvalis roams in frozen meadows, secluded mountain peaks, and ethereal glacial forests, where it is said to guard ancient ice formations and sacred lands.

Size: 4.5 ft.

Weight: 85 lbs.

Personality Traits: Roll on the table or choose one when a Cryvalis companion is acquired.

d6 Personality Trait

- 1 Moves with silent, graceful steps, leaving behind a trail of frost.
- 2 Tilts its head curiously at strangers but keeps its distance.
- 3 Enjoys watching falling snow, mesmerized by the patterns.
- 4 Flicks its tail when casting a spell, releasing a small burst of cold air.
- 5 Prefers to observe fights rather than engage, striking only when necessary.
- 6 Dislikes loud noises, retreating from chaotic environments.

COMPANION PROGRESSION

Level 4 - Frostbound Elegance

Cryvalis moves like a phantom, leaving behind nothing but a whisper of ice.

- Cryvalis does not leave tracks in snow or ice and can walk across thin ice without breaking it.
- While in a snowy or icy environment, Cryvalis can take the Dodge action as a bonus action once per long rest.

Level 6 - Lunar Resonance

Under the moon's glow, Cryvalis's power reaches its peak.

- When Cryvalis stands under moonlight for at least 1 turn, it gains the following benefits for 1 minute:
 - Moonlit Frost's damage increases to 1d6 instead of 1d4.
 - Cryvalis can teleport up to 20 feet as a bonus action once per turn.
 - Cryvalis regains 5 energy points at the start of its turn.

Level 8 - Eternal Frostveil (1/Day)

Cryvalis calls upon the ancient ice, covering the battlefield in a mystical frost.

- As an action, Cryvalis creates a 30-foot-radius aura of shimmering frost that lasts for 1 minute. While in the aura:
 - Hostile creatures that start their turn in the area must make a DC 16 Constitution saving throw or have their speed reduced to 0 until the end of their next turn.
 - Allies within the aura gain resistance to cold damage and advantage on Dexterity saving throws.

AFFINITY TASKS

To unlock Cryvalis's Special Ability, you must complete at least four of the following tasks:

- ◆ **Reflections of Ice:** Have Cryvalis stand before a frozen lake or glacier under the full moon for at least an hour.
- ◆ **Whisper of the Frost:** Allow Cryvalis to remain completely still for one hour in the snow, blending perfectly with its surroundings.
- ◆ **Guardian of the Cold:** Use Cryvalis's abilities to protect an endangered creature or location in a frozen environment.
- ◆ **Moonlit Hunt:** Track and defeat a predator of the tundra or mountain wilds while under moonlight.
- ◆ **Frozen Pact:** Witness a rare celestial event in a snowy region, such as an aurora or an eclipse, alongside Cryvalis.

CRYVALIS

Medium, Beast

Armor Class: 14 (natural armor)

Hit Points: 45 (6d8 + 18)

Speed: 40 ft.

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

Saving Throws: Dex +5, Wis +4, Cha +6

Capture Save: +6

Skills: Stealth +5, Perception +4, Arcana +2

Damage Resistances: Cold, Psychic

Damage Vulnerabilities: Fire

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Sylvan, understands Common

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Glacial Grace. Cryvalis has advantage on Dexterity (Stealth) checks while in snowy or icy environments.

Frozen Veil. Any creature that touches Cryvalis or hits it with a melee attack while within 5 feet takes 3 (1d6) cold damage.

Moonlit Frost. When under moonlight, Cryvalis's attacks deal an additional 1d4 cold damage.

ACTIONS

Multiattack. Cryvalis makes two attacks: one with its Icy Claws and one with its Frost Shard.

Icy Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 4 (1d8) cold damage.

Frost Shard. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 10 (2d6 + 3) cold damage, and the target must succeed on a DC 14 Constitution saving throw or have its speed reduced by 10 feet until the end of its next turn.

Crystal Gale (Recharge 5-6). Cryvalis conjures a burst of frozen wind in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a success. Creatures that fail the save are also blinded by ice crystals until the end of their next turn.

SPECIAL ABILITY: CRYSTALLINE BLESSING

Cryvalis's connection to the ice deepens, reinforcing its mystical resilience.

- Cryvalis gains resistance to all damage except fire while standing on natural ice.

- Once per long rest, Cryvalis can encase itself in a crystalline barrier as a reaction when it takes damage, reducing the damage by half and gaining temporary energy points equal to its Charisma modifier.



DRENKO

WATER

Description: Drenko is a cheerful, amphibious creature with a round, robust body covered in smooth, azure-blue skin. Its white underbelly is adorned with circular spots that resemble bubbles, which it uses as a defense mechanism and attack. Drenkos are agile swimmers and can inflate their bodies to intimidate predators or bounce on land with surprising speed.

Habitat: Drenkos are commonly found in freshwater lakes, rivers, and swamps, but they can also thrive in coastal wetlands.

Size: 4 ft.

Weight: 120 lbs.

Personality Traits: Roll on the table or choose one when a Drenko companion is acquired.

d6 Personality Trait

- 1 Loves to jump and splash, creating a commotion in the water.
- 2 Always curious and follows creatures that move near its habitat.
- 3 Often inflates its body when startled, looking much larger than it is.
- 4 Playfully sprays water at anything it finds interesting.
- 5 Prefers to stay in groups, rarely wandering alone.
- 6 Hums a low, bubbly tune when it's content or resting.

COMPANION PROGRESSION

Level 2 - Ripple Guard

Drenko's bubbly exterior enhances its defensive capabilities, allowing it to deflect incoming attacks.

- When Drenko takes damage, it can use its reaction to create a bubble shield, reducing the damage taken by 1d6 + its Constitution modifier. This ability can be used a number of times equal to its proficiency bonus per long rest.

Level 4 - Hydro Vault (1/Short Rest)

Drenko launches itself into the air using an explosive burst of water, striking its foes with aquatic force.

- As an action, Drenko leaps up to 30 feet in any direction and makes a Slam attack against a creature within range. On a hit, the target must succeed on a DC 14 Strength saving throw or be knocked back 10 feet.

- If Drenko lands in water, it can use a bonus action to Dash.

Level 6 - Bubble Trap (1/Day)

Drenko can generate large floating bubbles to restrict enemy movement.

- As an action, Drenko selects up to two creatures within 30 feet. Each target must make a DC 15 Strength saving throw or become restrained in a floating bubble for 1 minute.

- A restrained creature floats 5 feet off the ground and can only move by swimming through the air at half speed.

- The affected creature can make a new saving throw at the end of each of its turns to escape.

AFFINITY TASKS

To unlock Drenko's Special Ability, you must complete at least four of the following tasks:

◆ **Flow with the Currents:** Travel down a dangerous river, waterfall, or rapid without the use of a boat or magical aid.

◆ **Bubble Fortress:** Use Drenko's bubbles to obscure vision or protect allies during a battle at least three times.

◆ **Tide Turner:** Use water-based abilities to redirect or stop an environmental hazard, such as quenching a fire or halting a landslide.

◆ **High Tide Pounce:** Successfully knock an enemy prone using Aquatic Bounce three times in a single battle.

◆ **Call of the Deep:** Meditate underwater for one hour, attuning to the rhythm of the tides, while Drenko remains at your side.

DRENKO

Medium, Monstrosity

Armor Class: 12 (natural armor)

Hit Points: 27 (5d8 + 5)

Speed: 25 ft., Swim 40 ft.

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

Saving Throws: Dex +3, Wis +2

Capture Save: +4

Skills: Perception +2, Athletics +4

Damage Resistances: Cold

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Understands Common and Aquan but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Amphibious. Drenko can breathe air and water.

Bubble Defense. When Drenko is hit with a melee attack, it releases a burst of bubbles. The attacker must succeed on a DC 12 Dexterity saving throw or have disadvantage on its next attack roll before the end of its next turn.

Aquatic Bounce. As a bonus action, Drenko can leap up to 20 feet in a straight line, landing without taking damage. If it lands within 5 feet of a creature, the creature must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. Drenko makes two attacks: one with its Slam and one with its Bubble Toss.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage.

Bubble Toss. Ranged Spell Attack: +3 to hit, range 30 ft., one target. Hit: 7 (2d6) bludgeoning damage, and the target's next attack roll is made with disadvantage if it relies on sight (as bubbles obscure its vision) until the start of Drenko's next turn.

Wave Splash (1/Day). Drenko spits forth a concentrated blast of water in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 5 (2d4) bludgeoning damage on a failed save or half as much damage on a successful one. Creatures that fail the save are also pushed 5 feet away from Drenko.

SPECIAL ABILITY: ABYSSAL DRIFT

Drenko gains control over aquatic pressure, allowing it to manipulate water and move with fluid precision.

◆ Drenko's Swim speed increases to 60 feet, and it can now move freely through magical water-based effects, such as Control Water or Tidal Wave.

◆ Once per long rest, Drenko can generate an underwater current in a 20-foot radius, allowing all creatures of its choice within range to double their swimming speed for 1 minute.



DRUVORN

EARTH

Description: Druvorn is a massive, slow-moving beast that carries an entire ecosystem on its back. Its rocky, armored hide is interwoven with dense vegetation, creating a miniature forest where small creatures often take refuge. Despite its imposing size and heavy plating, Druvorn is a peaceful guardian of nature, only attacking when its habitat is threatened. It is often revered by druidic tribes and is said to wander for centuries, shaping the landscape as it moves.

Habitat: Druvorn roams ancient forests, lush valleys, and mountainous regions where nature is rich and untamed.

Size: 14 ft.

Weight: 4,000 lbs.

Personality Traits: Roll on the table or choose one when a Druvorn companion is acquired.

d6 Personality Trait

- 1 Moves slowly and deliberately, as if in deep thought.
- 2 Lowers its head to let birds and small creatures rest in its trees.
- 3 Snorts loudly, releasing a puff of pollen when annoyed.
- 4 Remains still for hours, blending into the environment like a true part of the forest.
- 5 Occasionally shakes its body, scattering leaves and seeds across the ground.
- 6 Rarely engages in direct combat, preferring to use its bulk to push threats away rather than harm them.

COMPANION PROGRESSION

Level 6 - Guardian's Refuge

Druvorn's massive body provides shelter for those under its protection.

- Allies within 5 feet of Druvorn gain half cover (+2 AC and Dexterity saving throws) while they remain in this space.
- Druvorn automatically stabilizes unconscious creatures within 5 feet at the start of its turn.

Level 8 - Ironhide Horns (Passive & Combat)

Druvorn's massive horns are as tough as stone, capable of breaking through obstacles with ease.

- Druvorn's Horn Slam now deals an extra 1d8 bludgeoning damage against creatures and double damage against structures or objects.
- If Druvorn moves at least 20 feet before making a Horn Slam attack, the target has disadvantage on its Strength saving throw to resist being knocked back.

Level 10 - Titan Horns (1/Day)

Druvorn unleashes the full power of its massive horns, becoming an unstoppable force of destruction.

- As an action, Druvorn lowers its head and charges in a straight line up to 60 feet, stopping only when it collides with an obstacle or creature.
- The first creature or object in its path must make a DC 18 Strength saving throw or take 40 (8d8) bludgeoning damage and be knocked 20 feet away. If the creature fails by 5 or more, it is also knocked unconscious for 1 minute (can repeat the saving throw at the end of each turn).
- If Druvorn collides with a structure, it takes double damage.

AFFINITY TASKS

To unlock Druvorn's Special Ability, you must complete at least four of the following tasks:

- ♦ **Unmoving Bastion:** Have Druvorn resist being forcibly moved at least three times in different encounters.
- ♦ **Eternal Wanderer:** Travel with Druvorn across three distinct biomes (e.g., forests, mountains, plains) without taking magical transport.
- ♦ **Keeper of Life:** Use Druvorn's abilities to protect or heal at least five creatures in different encounters.
- ♦ **Horn Duel:** Engage in a direct head-on clash against another creature with natural horns or tusks, such as a minotaur, rhino, or similar beast.
- ♦ **Wallbreaker:** Use Druvorn's horn attacks to break through a natural or artificial barrier, such as a rock wall or fortress gate.

DRUVORN

Large, Beast

Armor Class: 17 (natural armor)

Hit Points: 104 (11d10 + 44)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	16 (+3)	12 (+1)

Saving Throws: Str +7, Con +6, Wis +5

Capture Save: +7

Skills: Athletics +7, Perception +5, Survival +5

Damage Resistances: Poison, Bludgeoning from non-magical attacks

Condition Immunities: Charmed, Frightened

Senses: Tremorsense 30 ft., Passive Perception 15

Languages: Understands Sylvan and Druidic but can't speak

Challenge: 4 (1,100 XP)

Proficiency Bonus: +2

TRAITS

Living Canopy. Druvorn carries an ecosystem on its back. While in natural terrain, it can use a bonus action to partially camouflage itself, granting it advantage on Dexterity (Stealth) checks against creatures that rely on sight.

Rooted Guardian. Druvorn cannot be knocked prone unless it is reduced to 0 hit points. If an effect would push it, it instead moves half the distance.

ACTIONS

Multiattack. Druvorn makes two attacks: one with its Horn Slam and one with its Verdant Crash.

Horn Slam. Melee Weapon Attack: +7 to hit, reach 10 ft. one target. Hit: 18 (3d8 + 5) bludgeoning damage. If the target is a creature, it must make a DC 15 Strength saving throw or be knocked back 10 feet.

Verdant Crash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. The target must make a DC 15 Constitution saving throw or be restrained by entangling roots until the start of Druvorn's next turn.

Earthshaker Stomp (Recharge 5-6). Druvorn stomps the ground, creating a tremor in a 20-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much on a success. Creatures that fail the save are also knocked prone.

SPECIAL ABILITY: ANCIENT RESILIENCE

Druvorn has reached the pinnacle of its power.

♦ Druvorn is immune to forced movement effects unless it chooses to be moved.

♦ Whenever Druvorn takes damage from a nonmagical weapon, the attacker must succeed on a DC 17 Strength saving throw or be knocked back 5 feet.

♦ Once per long rest, Druvorn can make an attack that ignores resistance or immunity to bludgeoning damage.



ELECTROBBLE

LIGHTNING

Description: Electrobble is a small, spherical creature with bright yellow and blue coloration and oversized eyes that seem to constantly scan its surroundings. Tiny arcs of electricity crackle around its fins and body. Despite its diminutive size, Electrobble is surprisingly resourceful.

Habitat: Electrobbles can be found in freshwater lakes, rivers, and coastal tide pools. They thrive in areas with frequent storms or magical energy, which they use to recharge their electrical reserves.

Size: 1 ft.

Weight: 3 lbs.

Personality Traits: Roll on the table or choose one when a Electrobble companion is acquired.

d6 Personality Trait

- 1 Enjoys darting around erratically to confuse both predators and friends.
- 2 Discharges small sparks when startled, often shocking nearby creatures unintentionally.
- 3 Constantly buzzes faintly, like a static charge building up.
- 4 Loves to gather near electrical or magical devices, drawn to their energy.
- 5 Spins in place when excited, creating a small vortex of water or sparks.
- 6 Displays surprising bravery for its size, often standing its ground against larger threats.

COMPANION PROGRESSION

Level 2 - Thunder Skip (1/Short Rest)

Electobble propels itself with a sudden jolt of electricity, moving unpredictably and leaving sparks in its wake.

- As a bonus action, Electobble can teleport up to 20 feet to an unoccupied space it can see.
- When it teleports, all creatures within 5 feet of its starting and ending locations must succeed on a DC 13 Dexterity saving throw or take 2d6 lightning damage.

Level 3 - Voltage Collector

Electobble absorbs ambient energy, supercharging its electrical attacks.

- Whenever Electobble reduces a creature to 0 HP or is hit by a lightning-based attack, its next Zap Nip or Burst of Sparks deals an additional 1d6 lightning damage.
- If Electobble spends at least 1 hour in a storm, it gains temporary energy points equal to 1d6 + proficiency bonus.

Level 4 - Arc Scatter (1/Day)

Electobble crackles with raw electricity, turning the battlefield into a chaotic lightning storm.

- As an action, Electobble erupts with arcing electricity, striking up to three creatures within 30 feet. Each target must make a DC 15 Dexterity saving throw, taking 4d8 lightning damage on a failure or half as much on a success.
- For the next minute, Electobble can Dash as a bonus action and all attacks against it have disadvantage as it flickers unpredictably with static energy.

AFFINITY TASKS

To unlock Electobble's Special Ability, you must complete at least three of the following tasks:

- ◆ **Storm Chaser:** Charge Electobble in a natural or magical thunderstorm three separate times, allowing it to absorb ambient energy for at least an hour each time.
- ◆ **Spark of Discovery:** Use Electobble's electricity to power, activate, or reveal a hidden mechanism, such as an ancient ruin, locked door, or dormant magical object.
- ◆ **Lightning Dart:** Successfully teleport or move at least 40 feet in a single turn.
- ◆ **Static Trail:** Successfully avoid at least three opportunity attacks in a single encounter using Electobble's abilities.

ELECTROBBLE

Tiny, Elemental Beast

Armor Class: 12

Hit Points: 7 (2d4 + 2)

Speed: 10 ft., Fly 20 ft. (hover)

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

Capture Save: +4

Skills: Perception +3, Acrobatics +4

Damage Resistances: Lightning

Senses: Darkvision 30 ft., Passive Perception 13

Languages: Understands Common and Primordial but can't speak

Challenge: 1/8 (25 XP)

Proficiency Bonus: +2

TRAITS

Electro Bounce. When Electobble is hit by a melee attack, it stores the energy and releases it as a shock. The attacker must make a DC 12 Constitution saving throw or take 3 (1d6) lightning damage.

Erratic Movement. Opportunity attacks against Electobble are made with disadvantage.

ACTIONS

Zap Nip. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage plus 2 (1d4) lightning damage.

Burst of Sparks (Recharge 5-6). Electobble releases a burst of electricity in a 10-foot radius. Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 4 (1d8) lightning damage and lose its reaction until the start of its next turn.

Static Dash. Electobble moves up to its speed in a straight line, leaving a trail of static electricity. Any creature that starts its turn in the path must succeed on a DC 12 Strength saving throw or be pushed 5 feet to the side and take 2 lightning damage.

SPECIAL ABILITY: OVERLOAD CURRENT

Electobble becomes an unstable conduit of energy, constantly building up static until it releases a powerful surge.

- ◆ Electobble gains an "Overcharge Counter," which builds up when it takes damage or lands a critical hit. When the Overcharge Counter reaches 5 stacks, Electobble's next Zap Nip, Burst of Sparks, or Arc Scatter deals maximum damage instead of rolling.
- ◆ After discharging the energy, Electobble glows faintly with static and gains advantage on its next Dexterity saving throw.



FIRESTING

FIRE

Description: Firesting are small, quadrupedal creatures wreathed in warm, fiery hues. Their bodies are covered in short, stout legs and segmented tail rings, each ending in a flame-colored spine. Despite their small size, Firestings can deliver a painful sting with their fiery tails, making them both adorable and dangerous.

Habitat: Firesting can be found in volcanic caves, lava plains, and scorched badlands. Occasionally, they wander into nearby forests, causing small, harmless brush fires as they play.

Size: 1.5 ft.

Weight: 8 lbs.

Personality Traits: Roll on the table or choose one when a Firesting companion is acquired.

d6 Personality Trait

- 1 Always curious, it investigates any flickering light source.
- 2 Shows affection by gently pressing its heated forehead against companions, leaving faint scorch marks.
- 3 Loves warmth and will snuggle up to any heat source, even dangerous ones.
- 4 Emits small sparks when excited, accidentally starting fires.
- 5 Has a habit of mimicking the movements of others, like a playful dance.
- 6 Fiercely loyal, it will defend its allies with surprising bravery.

COMPANION PROGRESSION

Level 2 - Ember Dash

As a bonus action, the Firesting can surge forward in a burst of embers, leaving behind a fiery trail.

- The Firesting can move up to 10 feet without provoking opportunity attacks.
- Any creature that starts its turn in the Firesting's path must make a DC 12 Dexterity saving throw, taking 1d6 fire damage on a failed save.

Level 3 - Searing Carapace

The Firesting's body grows hotter, turning its defensive spines into dangerous embers.

- When a creature takes damage from Fiery Spines, it now takes 1d6 fire damage instead of 1.
- If a creature grapples or restrains the Firesting, it takes an additional 1d4 fire damage at the start of each of its turns.

Level 5 - Volcanic Eruption (1/Day)

Channeling the fiery essence of its homeland, the Firesting erupts in a blaze of volcanic fury.

- As an action, the Firesting releases a fiery explosion in a 20-foot radius. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half as much on a success.
- This ability ignites flammable objects and creates an obscuring cloud of smoke in the area until the end of the Firesting's next turn.

AFFINITY TASKS

To unlock Firesting's Special Ability, you must complete at least three of the following tasks:

- ◆ **Keeper of the Flame:** Successfully keep the Firesting dry and warm for three consecutive long rests in a harsh, cold environment.
- ◆ **Ignition Trial:** Light a campfire, forge, or beacon using only the Firesting's flames without any other external tools.
- ◆ **Flame Dancer:** Use the Firesting's abilities to ignite three different enemies in a single combat encounter.
- ◆ **Gift of the Ember Lord:** Acquire a magical flame-infused item or relic (e.g., a fire-infused gemstone or an ember shard from an elemental) and present it to the Firesting as a sign of loyalty..

FIRESTING

Tiny, Elemental

Armor Class: 13 (natural armor)

Hit Points: 7 (2d4 + 2)

Speed: 30 ft., Climb 20 ft.

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

Saving Throws: Dex +4

Capture Save: +4

Skills: Perception +2, Stealth +4

Damage Resistances: Fire

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Understands Common and Ignian but can't speak

Challenge: 1/4 (50 XP)

Proficiency Bonus: +2

TRAITS

Fiery Spines. Any creature that grapples the Firesting or hits it with a melee attack while within 5 feet takes 1 fire damage.

Fire Sting. As a bonus action, the Firesting can ignite the tip of its tail, dealing an additional 1d6 fire damage on its next melee weapon attack.

ACTIONS

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

Tail Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 1 fire damage.

Flare Burst (1/Day). The Firesting emits a burst of light and heat in a 10-foot radius. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) fire damage and be blinded until the end of their next turn.

SPECIAL ABILITY: BLAZING SPIRIT

The Firesting's inner flame is no longer bound to its body, allowing it to manifest its fiery essence more freely.

- ◆ The Firesting now radiates a constant aura of warmth, preventing its bonded character from suffering cold damage from non-magical sources
- ◆ Once per long rest, the Firesting can empower an ally's weapon with fire for 1 minute, causing the weapon to deal an extra 1d6 fire damage on hit.



FLAMODON

FIRE

Description: Flamodon is a stout, reptilian creature with a thick, charred hide covered in fiery patterns. Flames erupt from its head and tail, flickering and shifting as it moves, giving it an intimidating and volatile appearance. Its sharp claws and sturdy build make it a powerful combatant, while the heat radiating from its body can scorch anything that gets too close.

Habitat: Flamodon resides in volcanic regions, lava flows, and rocky badlands, where it blends seamlessly with its fiery surroundings.

Size: 6.5 ft.

Weight: 250 lbs.

Personality Traits: Roll on the table or choose one when a Flamodon companion is acquired.

d6 Personality Trait

- 1 Roars loudly to assert dominance, even when no threat is present.
- 2 Has a habit of slamming its tail into the ground when agitated, creating bursts of flame.
- 3 Enjoys basking in molten lava pools for hours at a time.
- 4 Is fiercely territorial and challenges any intruder with relentless aggression.
- 5 Displays a surprising calmness around smaller, non-threatening creatures.
- 6 Rarely backs down from a fight, no matter the odds.

COMPANION PROGRESSION

Level 3 - Molten Armor

Flamodon's body exudes a superheated aura, making it dangerous to strike in close combat.

- Whenever a creature hits Flamodon with a melee attack, the attacker takes 1d6 fire damage unless they have fire resistance.
- Flamodon gains advantage on Strength saving throws against being shoved or knocked prone.

Level 5 - Eruption Stomp (1/Short Rest)

By slamming the ground with incredible force, Flamodon causes a localized volcanic tremor.

- As an action, Flamodon stomps the ground, forcing all creatures within 10 feet to make a DC 16 Strength saving throw. On a failed save, creatures are knocked prone and take 2d8 bludgeoning damage.
- If this ability is used on rocky or volcanic terrain, magma cracks open in a 10-foot radius, dealing 1d6 fire damage to creatures that start their turn in the area.

Level 7 - Scorching Resilience

Flamodon's fiery nature makes it incredibly resilient to harm, even beyond its elemental fire resistance.

- Flamodon gains resistance to non-magical bludgeoning, piercing, and slashing damage.
- Flamodon can now walk on lava as if it were solid ground.
- If Flamodon fails a Constitution saving throw, it can reroll the save once per long rest.

AFFINITY TASKS

To unlock Flamodon's Special Ability, you must complete at least four of the following tasks:

- ◆ **Walk the Lava Flow:** Traverse a dangerous volcanic area (such as an active lava river or magma-filled cavern) without magical protection.
- ◆ **Titan's Challenge:** Defeat a fire-based creature of equal or greater size than Flamodon without retreating from battle.
- ◆ **Heart of the Inferno:** Witness a natural volcanic event (such as an eruption, geyser explosion, or lava surge) and remain within its heat radius until the event ends.
- ◆ **Flame-forged Bond:** Allow Flamodon's fire to temper a weapon or piece of armor, using only its natural heat to shape or reinforce it.
- ◆ **Trial by Fire:** Withstand an onslaught of fire damage from multiple enemies without falling unconscious.

FLAMADON

Small, Elemental Beast

Armor Class: 15 (natural armor)

Hit Points: 38 (7d6 + 14)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Saving Throws: Str +6, Con +4

Capture Save: +6

Skills: Perception +2, Intimidation +2

Damage Resistances: Fire

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Understands Primordial and Ignian but can't speak

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Smoldering Tail. When Flamodon hits with its Tail attack, it can ignite flammable objects within 5 feet of the target that aren't being worn or carried.

Lava Surge (Recharge 5-6). Once per turn, when Flamodon moves at least 15 feet in a straight line, the ground in its path becomes molten until the end of its next turn. This area is considered difficult terrain, and any creature that ends its turn in the molten area takes 3 (1d6) fire damage.

ACTIONS

Multiaction. Flamodon makes two attacks: one with its Claws and one with its Tail.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage plus 4 (1d8) fire damage.

Magma Spit. Ranged Weapon Attack: +3 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage. The target must succeed on a DC 14 Strength saving throw or have its speed reduced by 10 feet until the end of its next turn as the cooling magma hardens on them.

Inferno Blast (Recharge 5-6). Flamodon exhales a burst of fire in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

SPECIAL ABILITY: VOLCANIC CATAclysm (1/DAY)

Flamodon channels the fury of a volcanic eruption, devastating everything in its vicinity.

◆ As an action, Flamodon slams its tail into the ground, causing a massive eruption in a 30-foot radius. All creatures in the area must make a DC 16 Dexterity saving throw, taking 8d8 fire damage on a failed save, or half on a success.

◆ The ground in the area becomes molten for 1 minute, acting as difficult terrain. Any creature that ends its turn in the area takes 2d6 fire damage.



FLORACORN

PLANT

Description: Floracorn is an elegant, deer-like creature adorned with blooming flowers and flowing, mist-like fur. Its body emanates a gentle, soothing fragrance, and its hooves barely make a sound as it moves through the wilds. It is deeply connected to nature, nurturing the growth of plants and healing the wounded.

Habitat: Floracorns dwell in ancient forests, enchanted glades, and valleys where magic intertwines with nature. They are rarely seen but leave behind trails of blooming flora wherever they roam.

Size: 5 ft.

Weight: 700 lbs.

Personality Traits: Roll on the table or choose one when a Floracorn companion is acquired.

d6 Personality Trait

- 1 Gently brushes its petals against creatures it trusts.
- 2 Radiates a soft glow at night, illuminating its surroundings faintly.
- 3 Stops to nuzzle or inspect any wilted plant, reviving it with a soft breath.
- 4 Gallops gracefully, leaving behind trails of blooming flowers.
- 5 Emits a calming floral scent when content or relaxed.
- 6 Flicks its tail like a paintbrush, leaving faint glowing petals in the air.

COMPANION PROGRESSION

Level 5 - Nature's Grace

Floracorn moves in perfect harmony with the wilds, untouched by rough terrain.

- Floracorn ignores difficult terrain caused by natural environments, including thick vegetation, mud, and magical plant growth.

- If Floracorn moves at least 20 feet on its turn, it gains +2 AC until the start of its next turn as vines and mist swirl protectively around it.

Level 7 - Blooming Rejuvenation (1/Short Rest)

Floracorn releases a burst of natural energy, revitalizing itself and those around it.

- As an action, Floracorn chooses up to three creatures within 30 feet, restoring 10 hit points to each of them.

- If any of the healed creatures are beasts, plants, or fey, they also gain advantage on their next attack roll or saving throw within the next minute.

Level 9 - Blossoming Ward

Floracorn's presence fosters an aura of protection, shielding its allies from harm.

- At the start of each of Floracorn's turns, allies within 10 feet gain temporary hit points equal to Floracorn's proficiency bonus and cannot be charmed or frightened.

- When Floracorn uses Mist Step, it can choose one ally within 10 feet to teleport with it.

AFFINITY TASKS

To unlock Floracorn's Special Ability, you must complete at least four of the following tasks:

◆ **Guardian of the Grove:** Protect a sacred forest, glade, or ancient tree from those who seek to harm it.

◆ **Mystic Bloom:** Plant a magical seed or rare flower in an enchanted location and nurture it until it flourishes.

◆ **Path of Petals:** Follow Floracorn through a dense, untouched wilderness, allowing it to lead the way without interference.

◆ **Harmonized Steps:** Travel alongside Floracorn for at least 10 miles without disturbing a single plant or creature.

◆ **Dew's Reflection:** Witness the first morning light reflecting on an untouched body of water with Floracorn by your side.

FLORACORN

Medium, Plant Beast

Armor Class: 15 (natural armor)

Hit Points: 75 (10d8 + 30)

Speed: 40 ft.

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

Saving Throws: Dex +6, Wis +5

Capture Save: +6

Skills: Perception +5, Nature +2, Stealth +6

Damage Resistances: Poison, Psychic

Condition Immunities: Charmed

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Understands Sylvan and Primordial but can't speak

Challenge: 4 (1,100 XP)

Proficiency Bonus: +2

TRAITS

Aura of Blooming. Plants within 20 feet of Floracorn grow rapidly, creating difficult terrain for non-allies. At the start of Floracorn's turn, it can choose up to three creatures within the aura to regain 5 hit points.

Mist Step. When Floracorn takes damage, it can use its reaction to turn into a mist of petals and move up to 20 feet without provoking opportunity attacks.

ACTIONS

Multiattack. Floracorn makes two attacks: one with its Hooves and one with its Vine Whip.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Vine Whip. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage, and the target must succeed on a DC 14 Strength saving throw or be restrained until the end of its next turn.

Pollen Burst (Recharge 5-6). Floracorn releases a cloud of hypnotic pollen in a 15-foot radius. Each creature in the area must make a DC 14 Wisdom saving throw or be charmed for 1 minute. A charmed creature is incapacitated and considers Floracorn to be a trusted ally. The effect ends early if the creature takes damage or if another creature uses an action to shake it out of its trance.

SPECIAL ABILITY: ETERNAL BLOOM (1/DAY)

Floracorn releases an overwhelming surge of life energy, transforming the battlefield into a flourishing sanctuary.

◆ For 1 minute, an area within 30 feet of Floracorn becomes a sacred grove, granting the following effects:

- ◆ Allies in the area regain 5 hit points at the start of their turn.
- ◆ All enemies treat the area as difficult terrain.
- ◆ If an ally is reduced to 0 HP inside the area, they instead drop to 1 HP and immediately regain 10 hit points.



FLORISPIRA

FAIRY

Description: Florispira is a mischievous flower fairy, adorned in a dress of delicate petals that shift in color with the seasons. Its large, translucent wings shimmer in the light, fluttering with effortless grace. A soft, spiraled horn sits at the center of its forehead, glowing faintly when it casts magic. Its fluffy blue hair bounces as it moves, often covering part of its playful, sly expression.

Habitat: Florispira thrives in enchanted meadows, glades hidden within ancient forests, and magical gardens where wildflowers bloom endlessly.

Size: 8-12 inches

Weight: Less than 2 pounds

Personality Traits: Roll on the table or choose one when a Florispira companion is acquired.

d6 Personality Trait

- 1 Plays harmless tricks, like tying shoelaces together or making flowers sing.
- 2 Loves dancing in moonlight, leaving trails of glowing pollen behind.
- 3 Collects petals from rare flowers and braids them into their hair.
- 4 Can be bribed with sweet nectar or fresh honey.
- 5 Laughs uncontrollably when their own tricks backfire.
- 6 Befriends bees and butterflies, using them as messengers.

COMPANION PROGRESSION

Level 2 - Fey Trickster

Florispira's magic becomes more unpredictable and chaotic, weaving playful illusions and distractions into its presence.

- When Florispira casts Tasha's Hideous Laughter, the DC increases by +2, and the target has disadvantage on its first saving throw against it.
- It can cast Silent Image once per short rest without expending a spell slot.

Level 3 - Blooming Mischief

Florispira's presence spreads spontaneous magical growth, creating vibrant and chaotic floral bursts.

- When Florispira uses Trickster Pollen, it can now target creatures within 15 feet instead of 10 feet.
- Affected creatures have disadvantage on saving throws against being charmed or frightened for 1 minute.

Level 5 - Enchanted Bloom (2/Day)

Florispira calls upon the vibrant energy of nature, causing flowers to bloom and release bursts of magical pollen in a 15-foot radius around it. As a bonus action, Florispira chooses one of the following effects:

- **Healing Bloom.** Allies within range regain 2d6 + Florispira's Charisma modifier hit points as gentle floral energy mends their wounds.
- **Trickster Bloom.** Enemies within range must make a DC 15 Wisdom saving throw or be charmed or blinded (Florispira's choice) until the end of their next turn.
- **Overgrowth Bloom.** The area becomes covered in thick, magical vines until the start of Florispira's next turn. It is considered difficult terrain for creatures of Florispira's choice.

AFFINITY TASKS

To unlock MechaniX's Special Ability, you must complete at least four of the following tasks:

- ◆ **Petal Waltz:** Spend at least ten minutes flying and dancing with Florispira in an open meadow under the moonlight.
- ◆ **The Trickster's Test:** Successfully deceive or mislead a creature using Florispira's abilities at least three times.
- ◆ **Floral Guardian:** Assist Florispira in defending a magical glade or sacred grove from destruction or corruption.
- ◆ **Echo of the Feywild:** Witness an extraordinary natural event, such as an aurora, a rare bloom, or a fey festival.
- ◆ **Bond of Whimsy:** Share a joyful moment with Florispira, laughing together through magic or playful pranks.

FLORISPIRA

Tiny, Fey

Armor Class: 13 (natural armor)

Hit Points: 17 (5d4 + 5)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	14 (+2)	15 (+2)	19 (+4)

Saving Throws: Dex +5, Cha +6

Capture Save: +6

Skills: Arcana +4, Nature +4, Deception +6, Persuasion +6, Stealth +5

Damage Resistances: Radiant, Psychic, Poison

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Sylvan, understands Common

Challenge: 1/2 (100 XP)

Proficiency Bonus: +2

TRAITS

Mischief's Favor. If Florispira is reduced to 0 HP, it vanishes in a puff of petals and reappears in a safe spot within 30 feet at the start of its next turn with 1 HP. This can only occur once per long rest.

Innate Spellcasting: Florispira's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

- ◆ **At will:** Druidcraft, Minor Illusion, Prestidigitation
- ◆ **3/day each:** Faerie Fire, Tasha's Hideous Laughter
- ◆ **1/day each:** Charm Person, Sleep

ACTIONS

Petal Strike. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) radiant damage. The target must make a DC 14 Wisdom saving throw or become charmed until the end of their next turn.

Trickster Pollen (Recharge 5-6). Florispira releases a cloud of sparkling pollen in a 10-foot radius. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, roll a d4 to determine the random effect:

1-2 A harmless swarm of glowing butterflies flutters around the target, causing no effect other than visual distraction.

3-4 The target sneezes uncontrollably, becoming incapacitated until the start of its next turn.

SPECIAL ABILITY: FEY SPIRAL STRIKE

Florispira channels the chaotic energy of the Feywild, learning a new attack and gaining the ability to use it as an action.

- **Fey Spiral Strike.** Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) radiant damage. The target must make a DC 15 Wisdom saving throw or become disoriented until the end of its next turn. A disoriented creature cannot take reactions, and its first attack roll on its next turn is made at disadvantage. If the target was already charmed, it automatically fails the saving throw.



FROSTUFF

ICE

Description: Frostuff is a stocky, resilient creature covered in a thick, fluffy coat of icy wool that constantly emits a gentle snowfall. Its large, curled blue horns shimmer with frost, hinting at the powerful cold it can generate. Despite its small size, Frostuff is incredibly sturdy, using its wool as both armor and a way to trap heat.

Habitat: Frostuff thrives in snowy tundras, high mountain peaks, and frozen plains.

Size: 3 ft.

Weight: 40 lbs.

Personality Traits: Roll on the table or choose one when a Frostuff companion is acquired.

d6 Personality Trait

- 1 Stomps its hooves to shake off snow when annoyed.
- 2 Snorts tiny clouds of frost when irritated.
- 3 Slowly waddles toward anything warm, seeking out heat.
- 4 Puffs up its wool to appear larger when threatened.
- 5 Enjoys rolling in fresh snow, disappearing into fluffy drifts.
- 6 Shivers excitedly before unleashing bursts of cold energy.

COMPANION PROGRESSION

Level 2 - Woolly Resilience

Frostuff's dense wool absorbs impact and protects against harsh conditions.

- Frostuff gains temporary energy points equal to its Constitution modifier (minimum 1) at the start of each of its turns while in a cold environment.
- Non-magical cold effects cannot reduce Frostuff's speed below half.

Level 3 - Frostbound Charge (1/Short Rest)

Frostuff lowers its head and charges forward, leaving a trail of ice behind it.

- As an action, Frostuff can move up to 20 feet in a straight line and make a Headbutt attack at the end of this movement. If the attack hits, the target must succeed on a DC 13 Strength saving throw or be knocked prone.
- The ground in Frostuff's path becomes difficult terrain until the end of its next turn.

Level 5 - Arctic Fortitude

Frostuff's body naturally toughens against the elements, making it a near-immovable force in the cold.

- Frostuff gains immunity to the slowed condition caused by cold-based effects.
- When Frostuff is hit by a melee attack, it can use its reaction to roll a d6. On a 5 or 6, it reduces the attack's damage by half as its thick wool absorbs the impact.

AFFINITY TASKS

To unlock Frostuff's Special Ability, you must complete at least four of the following tasks:

- ◆ **Frozen Endurance:** Spend an entire night in a blizzard or heavy snowfall with Frostuff, relying only on its warmth for survival.
- ◆ **Shepherd of the Tundra:** Protect a herd of animals or another small group from danger, using Frostuff's abilities to shield them.
- ◆ **Chill in the Air:** Successfully slow or restrain three enemies in the same encounter using Frostuff's cold effects.
- ◆ **Icebound Path:** Travel at least 5 miles over snow or frozen terrain, allowing Frostuff to guide the way.
- ◆ **Echo of the Glaciers:** Witness the cracking of an ancient glacier or the formation of new ice, sharing the moment with Frostuff.

FROSTUFF

Small, Elemental Beast

Armor Class: 13 (natural armor)

Hit Points: 22 (4d6 + 8)

Speed: 25 ft.

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

Saving Throws: Con +4, Wis +4

Capture Save: +4

Skills: Perception +4, Athletics +3

Damage Resistances: Cold

Senses: Darkvision 30 ft., Passive Perception 14

Languages: Understands Common but can't speak

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

TRAITS

Fluffy Insulation. Frostuff has resistance to fire damage, and when it takes fire damage, its movement speed increases by 10 feet until the end of its next turn.

Snow Cloak. While in snowy or icy terrain, Frostuff has advantage on Stealth checks.

ACTIONS

Headbutt. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Chilling Wool. As a reaction when hit by a melee attack, Frostuff releases a burst of cold air. The attacker must make a DC 12 Constitution saving throw or have its movement speed reduced by 10 feet until the end of its next turn.

Icy Burst (Recharge 5-6). Frostuff shakes its wool, releasing a wave of frost in a 10-foot radius. Each creature in the area must make a DC 12 Dexterity saving throw, taking 9 (2d6 + 2) cold damage on a failed save, or half as much on a success. If a creature fails the save, it is also slowed until the end of its next turn.

SPECIAL ABILITY: PERMAFROST MANTLE

Frostuff's wool becomes a conduit for deep, ancient cold, reinforcing its already formidable resilience.

- ◆ Frostuff gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- ◆ When Frostuff takes cold damage, it absorbs the energy, gaining energy points equal to half the damage taken.
- ◆ Once per long rest, Frostuff can create a protective frost shield around itself or an ally within 10 feet, granting them resistance to all damage until the start of their next turn.



GARGABITE

EARTH

Description: Gargabite is a menacing, winged creature with a body made of solid stone, carved by the wind and weathered by time. Its jagged form allows it to blend seamlessly with rocky cliffs, ambushing unsuspecting prey from above. Though it is capable of flight, its wings are more suited for gliding, using the updrafts of mountainous regions to stay aloft. When grounded, Gargabite is a ferocious combatant, using its massive claws and crushing bite.

Habitat: Gargabite is commonly found in rocky canyons, deep caverns, and mountain peaks.

Size: 5 ft.

Weight: 250 lbs.

Personality Traits: Roll on the table or choose one when a Gargabite companion is acquired.

d6 Personality Trait

- 1 Taps its claws rhythmically on rock surfaces when thinking or preparing to strike.
- 2 Flaps its wings slowly, creating small dust clouds when agitated.
- 3 Scratches deep claw marks into rocks to mark its hunting grounds.
- 4 Drops heavy stones on intruders before engaging in combat.
- 5 Emits a low, grinding growl that sounds like rocks shifting when irritated.
- 6 Collects smooth stones and hoards them in hidden nests, often using them as projectiles.

COMPANION PROGRESSION

Level 4 - Cliffborn Striker

Gargabite thrives in rocky environments, using gravity and terrain to its advantage.

- If Gargabite falls at least 10 feet before making a melee attack, it deals an additional 1d6 bludgeoning damage.
- Gargabite ignores nonmagical difficult terrain made of stone or rock.

Level 6 - Wings of the Canyon

Gargabite has mastered the art of gliding, making it nearly untouchable in midair.

- While gliding, Gargabite has advantage on Dexterity saving throws.
- If Gargabite moves at least 20 feet while gliding before attacking, the first melee attack it makes that turn has advantage.

Level 8 - Crushing Hold

Once Gargabite gets a grip, escape is nearly impossible.

- When Gargabite successfully grapples a creature with Jagged Bite, it can immediately make a Stone Claw attack against the grappled creature as a bonus action.
- The grappled target takes an additional 1d10 piercing damage at the start of Gargabite's turn instead of 1d8.

AFFINITY TASKS

To unlock Gargabite's Special Ability, you must complete at least four of the following tasks:

- ♦ **Winds of the Mountain:** Glide at least five times from a height of 50 feet or more without touching the ground.
- ♦ **Prey of the Cliffs:** Successfully grapple and restrain three different creatures using Jagged Bite in separate encounters.
- ♦ **Sentinel of the Peaks:** Use Gargabite's abilities to protect a natural rock formation or cave from destruction.
- ♦ **Canyon Echo:** Perch with Gargabite on a high cliff or mountain peak for at least an hour, listening to the wind and stone.
- ♦ **Stone Sentinel:** Use Gargabite to ambush an enemy from a hidden position, blending into rocky terrain before striking.

GARGABITE

Medium, Elemental Beast

Armor Class: 15 (natural armor)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft., Fly 50 ft. (gliding only)

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

Saving Throws: Str +6, Dex +4, Con +5

Capture Save: +6

Skills: Stealth +4, Perception +3, Athletics +6

Damage Resistances: Bludgeoning, Piercing

Damage Immunities: Poison

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Tremorsense 30 ft., passive Perception 13

Languages: Understands Terran but can't speak

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

TRAITS

Stone Glide. Gargabite cannot hover, but while in flight, it can move up to 50 feet per turn without using movement if it starts at least 10 feet above the ground.

Cragborn Camouflage. While standing still against rocky terrain, Gargabite has advantage on Dexterity (Stealth) checks.

Jagged Bite. When Gargabite hits a creature with its Bite attack, the target must make a DC 14 Strength saving throw or be grappled (escape DC 14). A grappled creature takes 4 (1d8) piercing damage at the start of Gargabite's turn.

ACTIONS

Multiattack. Gargabite makes two attacks: one with its Bite and one with its Stone Claw.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is Medium or smaller, it must make a DC 14 Strength saving throw or be grappled.

Stone Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Rockfall (Recharge 5-6). Gargabite shakes its wings violently, dislodging loose debris in a 15-foot radius. Each creature in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much on a success. Creatures that fail the save are also knocked prone.

SPECIAL ABILITY: APEX PREDATOR

Gargabite has become an unstoppable force of nature, dominating the highlands with sheer brutality.

- ♦ Gargabite gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- ♦ When Gargabite grapples a creature, it can move at full speed while carrying them. When Gargabite drops a creature from at least 20 feet, it can double the fall damage taken.



GIGLYX

FAIRY

Description: Giglyx is a radiant fey creature, its round, soft pink body emitting a faint luminescence resembling stardust. It has large, expressive eyes that shimmer like constellations and delicate, iridescent wings that leave a faint trail of glowing motes in the air as it moves. Spiraling antennae curl atop its head, occasionally flickering with residual magic. Though playful and affectionate, Giglyx's magic can alter emotions, weaving dreams or illusions into the minds of those nearby.

Habitat: Found in hidden moonlit groves, celestial gardens, and fey sanctuaries.

Size: 2.5 ft.

Weight: 15 lbs.

Personality Traits: Roll on the table or choose one when a Giglyx companion is acquired.

d6 Personality Trait

- 1 Enjoys gently floating above sleeping creatures, whispering dreams into their minds.
- 2 Can brighten or dim its own glow to match its mood.
- 3 Sings lullabies in an ancient, forgotten language.
- 4 Loves hiding in soft blankets, pillows, or flower petals.
- 5 Creates harmless illusions for fun, like tiny galaxies or floating ribbons of light.
- 6 Gets deeply curious about shiny objects and might try to "borrow" them.

COMPANION PROGRESSION

Level 4 - Twilight Reverie (1/Day)

Giglix can momentarily blend reality with the dream realm.

- As an action, Giglix and up to two creatures within 10 feet become semi-ethereal for 1 minute. They gain a +2 bonus to AC and can move through non-magical difficult terrain without penalty.
- During this time, affected creatures can cast the Misty Step spell once without expending a spell slot.

Level 6 - Moonlit Mirage

Giglix can bend perception, leaving its enemies confused and bewildered.

- As a reaction when an enemy attacks it or an ally within 10 feet, Giglix can create a dazzling afterimage. The attacker must succeed on a DC 17 Intelligence saving throw or have disadvantage on all attacks against the target until the end of its next turn. This ability can be used a number of times equal to Giglix's proficiency bonus per long rest.
- Giglix and allies within 10 feet gain resistance to radiant damage.
- Luminous Touch now deals an additional 1d6 psychic damage.

Level 8 - Cosmic Awakening (1/Day)

Giglix channels the radiance of the cosmos, blessing its bonded companion with celestial insight.

As an action, Giglix grants its bonded companion a surge of cosmic energy for 1 minute.

- The bonded companion's attacks count as magical for overcoming resistance.
- Once per turn, when the bonded companion makes an attack roll or ability check, they can roll an additional d6 and add the result to the total.
- While this effect is active, the bonded companion has advantage on saving throws against being charmed or frightened.

AFFINITY TASKS

To unlock Giglix's Special Ability, you must complete at least three of the following tasks:

- ◆ **Guiding Light:** Spend at least an hour guiding lost travelers through an enchanted or otherworldly location.
- ◆ **Celestial Reverie:** Witness a rare celestial event, such as a full lunar eclipse or a meteor shower, alongside Giglix.
- ◆ **Dreamweaver's Touch:** Use Giglix's Dreamwalker ability to whisper a message to a sleeping creature at least three times.
- ◆ **Phantom Dance:** Evade at least three attacks using Ethereal Drift in a single battle.
- ◆ **Astral Echo:** Successfully use Dream Spiral on five different creatures across multiple encounters.

GIGLIX

Small, Fey

Armor Class: 14 (natural armor)

Hit Points: 39 (6d6 + 18)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	20 (+5)

Saving Throws: Dex +6, Cha +7

Capture Save: +7

Skills: Arcana +4, Insight +5, Deception +7, Performance +7, Stealth +6

Damage Resistances: Radiant, Psychic, Cold

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Sylvan, Celestial, understands Common

Challenge: 3 (700 XP)

Proficiency Bonus: +2

TRAITS

Dreamwalker. A sleeping creature within 10 feet of Giglix has advantage on saving throws against being frightened or charmed. If the creature is under a sleep effect (such as the Sleep spell), Giglix can whisper a single word into their dreams, which they will remember upon waking.

Ethereal Drift. Giglix can move through solid objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Luminous Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) radiant damage. If the target fails a DC 15 Wisdom saving throw, they are charmed until the end of their next turn.

Dream Spiral (Recharge 5-6). Giglix conjures a swirling vortex of cosmic energy in a 10-foot radius around itself. Each creature in the area must make a DC 15 Charisma saving throw or experience one of the following effects (roll a d4):

1-2 The target is surrounded by an illusory starfield, making them believe they are floating in space. They are stunned until the end of their next turn.

3-4 The target becomes weightless and floats 20 feet into the air, unable to move or take actions until the start of their next turn.

Lunar Glimpse (3/Day). Giglix targets one creature it can see within 30 feet. The target must make a DC 15 Wisdom saving throw or become overwhelmed with visions of forgotten dreams, imposing disadvantage on all Intelligence, Wisdom, and Charisma checks for 1 minute. The effect ends if the target takes damage.

SPECIAL ABILITY: CELESTIAL ECHO

Giglix's ethereal presence resonates with the echoes of celestial energy, allowing it to manipulate sound and memory in mysterious ways.

◆ Giglix can perfectly replicate any voice or sound it has heard within the past 24 hours. It can project this mimicry from itself or any point within 30 feet. A creature that hears the sound can make a DC 17 Wisdom (Insight) check to recognize it as an illusion. Giglix can use this ability a number of times per long rest equal to its proficiency bonus.



GLACIERPEEP

ICE

Description: Glacierpeep is a small, resilient penguin-like creature with sleek blue and white feathers. A small crystalline shard is embedded in its forehead, pulsing with cold energy, and its fluffy scarf-like feathers help regulate its body temperature. Despite its round and adorable appearance, Glacierpeep is a surprisingly capable survivor, using its icy abilities to defend itself and its colony. It waddles clumsily on land but moves with incredible grace through frigid waters.

Habitat: Glacierpeeps inhabit icy tundras, frozen lakes, and arctic coastlines.

Size: 2 ft.

Weight: 15 lbs.

Personality Traits: Roll on the table or choose one when a Glacierpeep companion is acquired.

d6 Personality Trait

- 1 Shivers slightly when excited, causing frost to form on nearby surfaces.
- 2 Loves sliding on ice, often doing so even when unnecessary.
- 3 Puffs up its scarf-like feathers when trying to look intimidating.
- 4 Flaps its tiny wings rapidly when startled, creating a small gust of cold air.
- 5 Pecks at shiny objects, collecting small trinkets in its nest.
- 6 Huddles close to allies for warmth, even if it isn't actually cold.

COMPANION PROGRESSION

Level 3 - Arctic Endurance (1/Short Rest)

Glacierpeep can withstand extreme cold and share its resilience with allies.

- As a bonus action, Glacierpeep can grant cold resistance to itself and up to two allies within 10 feet for 1 minute.
- While this effect is active, creatures benefiting from it cannot be slowed or restrained by nonmagical ice or cold effects.

Level 5 - Freezing Counter

Any attempt to strike Glacierpeep risks backfiring as frost clings to aggressors.

- When a creature within 5 feet of Glacierpeep misses a melee attack, it must make a DC 14 Constitution saving throw or be frozen in place (speed reduced to 0) until the start of its next turn.

Level 7 - Eternal Frost (1/Day)

Glacierpeep unleashes a wave of freezing energy, turning the battlefield into an arctic wasteland.

- As an action, Glacierpeep freezes a 30-foot radius around itself for 1 minute, causing the following effects:
 - The area becomes difficult terrain for all creatures except Glacierpeep and its allies.
 - Hostile creatures that start their turn in the area must make a DC 16 Constitution saving throw or become frozen (restrained) until the end of their next turn.
 - All cold damage dealt in this area is doubled.

AFFINITY TASKS

To unlock Glacierpeep's Special Ability, you must complete at least four of the following tasks:

- ◆ **Frozen Reflection:** Find a naturally occurring pristine frozen lake and allow Glacierpeep to observe its own reflection in complete stillness.
- ◆ **Icebound Survivor:** Spend a full night in a frozen environment with Glacierpeep, relying only on natural means to stay warm.
- ◆ **Glacial Flow:** Ride on a naturally occurring ice floe or frozen current, allowing Glacierpeep to navigate the waters freely.
- ◆ **Defender of the Colony:** Protect a group of smaller creatures or an innocent being from harm using Glacierpeep's abilities.
- ◆ **Echo of the Tundra:** Witness the aurora borealis or another grand arctic phenomenon alongside Glacierpeep.

GLACIERPEEP

Small, Beast

Armor Class: 13 (natural armor)

Hit Points: 27 (5d6 + 10)

Speed: 20 ft., Swim 40 ft.

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

Saving Throws: Dex +4, Con +4

Capture Save: +4

Skills: Stealth +4, Perception +3, Acrobatics +4

Damage Resistances: Cold

Damage Vulnerabilities: Fire

Condition Immunities: Frightened

Senses: Darkvision 30 ft., Passive Perception 13

Languages: Understands Common but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Icy Glide. While on icy terrain, Glacierpeep's movement speed increases by 10 feet, and it can take the Dash action as a bonus action.

Frost Aura. Any creature that hits Glacierpeep with a melee attack while within 5 feet must make a DC 12 Constitution saving throw or have its movement speed reduced by 10 feet until the end of its next turn.

ACTIONS

Multiattack. Glacierpeep makes two attacks: one with its Beak and one with its Ice Shard.

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Ice Shard. Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 9 (2d6 + 2) cold damage, and the target's movement speed is reduced by 10 feet until the start of Glacierpeep's next turn.

Glacial Burst (Recharge 5-6). Glacierpeep releases a burst of freezing energy in a 10-foot radius. Each creature in the area must make a DC 12 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a success. Creatures that fail the save are also restrained by ice until the end of their next turn.

SPECIAL ABILITY: FROSTBOUND PULSE

Glacierpeep's body radiates an eternal chill, reinforcing its connection to the frozen wilds.

- ◆ Glacierpeep's Frost Aura now affects all creatures within 10 feet instead of just those that hit it.
- ◆ Once per long rest, when Glacierpeep takes damage, it can release a pulse of cold, forcing all hostile creatures within 10 feet to make a DC 15 Constitution saving throw or be frozen (restrained) for 1 turn.
- ◆ While in a cold environment, Glacierpeep regenerates 3 energy Points at the start of its turn.



GLOAMYST

GHOST

Description: Gloamysts are eerie, spectral creatures that flicker like ghostly embers in the night. Their semi-corporeal bodies emit a cold, wispy flame that never burns but instills an unnatural chill in the air. Often found lingering near ancient ruins, graveyards, or battlefields where many have perished, they are drawn to strong emotions, feeding off the fear and sorrow of the living.

Habitat: Commonly found in abandoned crypts, haunted ruins, fog-laden graveyards and cursed battlefields.

Size: 2.3 ft.

Weight: Weightless

Personality Traits: Roll on the table or choose one when a Gloamyst companion is acquired.

d6 Personality Trait

- 1 Mischievous and cryptic, enjoys playing tricks on the living but never in a lethal way.
- 2 Eerily silent, communicates only in whispers and soft, ghostly hums.
- 3 Drawn to sorrow, lingers near grieving individuals, absorbing their emotions.
- 4 Curious about fire, flickers excitedly around open flames, as if studying them.
- 5 Reluctant to engage in combat, prefers to intimidate or flee rather than fight directly.
- 6 Protective of lost souls, guiding wandering spirits to their final rest.

COMPANION PROGRESSION

Level 2 - Shadowmeld

Gloamyst becomes one with the darkness, slipping between reality and the void.

- While in dim light or darkness, Gloamyst can use its bonus action to become invisible until it attacks, casts a spell, or enters bright light.
- It ignores difficult terrain caused by magical darkness.
- Creatures that start their turn within 10 feet of Gloamyst must make a DC 13 Wisdom saving throw or have disadvantage on their first attack roll or ability check that turn. This effect does not stack with the frightened condition.

Level 3 - Phantom Requiem

When Gloamyst drains a creature's essence, its power grows.

- Now its Ethereal Claws attack deals an extra 1d6 necrotic damage.
- When Gloamyst successfully reduces a creature to 0 HP with Soul Drain, it can immediately move up to half its flying speed without provoking opportunity attacks.

Level 4 - Spectral Eclipse (1/Day)

Gloamyst calls upon the spirits of the fallen, shrouding the battlefield in supernatural darkness. As an action, it creates a 20-foot radius of shadowy mist centered on itself, lasting for 1 minute.

- The area is heavily obscured to creatures that rely on normal sight.
- Allied creatures inside the mist gain resistance to necrotic and cold damage.
- Enemies inside must succeed on a DC 15 Wisdom saving throw at the start of their turn or become frightened until the start of their next turn.

AFFINITY TASKS

To unlock Gloamyst's Special Ability, you must complete at least four of the following tasks:

- ◆ **Silent Stalker:** Remain unseen for an entire encounter while using Shadow Haunt or Shadowmeld.
- ◆ **Harvester of Fear:** Successfully frighten five different creatures across multiple encounters.
- ◆ **Essence Drinker:** Use Soul Drain to restore Gloamyst's health a total of 50 energy points over time.
- ◆ **Whisper of the Fallen:** Witness a tragic battlefield or haunted ruin where the echoes of the dead remain.
- ◆ **Veil of Shadows:** Hide within magical or natural darkness at least three different times to avoid detection.

GLOAMYST

Small, Undead

Armor Class: 12

Hit Points: 22 (5d6 + 5)

Speed: 25 ft., Fly 40 ft. (hover)

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

Saving Throws: Dex +4, Wis +3

Capture Save: +4

Damage Resistances: Cold, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Poison

Condition Immunities: Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Understands Common but can't speak

Challenge: 1/2 (100 XP)

Proficiency Bonus: +2

TRAITS

Ethereal Body. Gloamyst can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shadow Haunt. If Gloamyst remains motionless in dim light or darkness, it is indistinguishable from a simple patch of shadow or mist.

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

ACTIONS

Ethereal Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) necrotic damage. The target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

Soul Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) necrotic damage. The Gloamyst regains hit points equal to the necrotic damage dealt. If this attack reduces a creature to 0 hit points, the Gloamyst emits a chilling whisper, forcing all creatures within 10 feet to succeed on a DC 13 Wisdom saving throw or be frightened until the end of their next turn.

SPECIAL ABILITY: WAILING SHROUD (1/DAY)

Gloamyst lets out an eerie, whispering wail that seeps into the minds of those around it, spreading fear and despair.

- ◆ Each creature within 15 feet of Gloamyst must make a DC 13 Charisma saving throw. On a failed save, a creature takes 10 (3d6) psychic damage and becomes frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful save, the creature takes half damage and is not frightened.
- ◆ Creatures immune to being frightened instead take an additional 1d6 necrotic damage from this ability.



HYPNOBRA

PSYCHIC

Description: Hypnobra is a sleek, hypnotic serpent with a striking purple and black pattern along its body. Its piercing pink eyes glow faintly, capable of lulling creatures into a trance-like state. At the tip of its tail, a segmented rattle vibrates softly, producing an eerie hum that disrupts the thoughts of those who hear it. Hypnobra is a master ambusher, coiling silently in the shadows before striking with both its venomous fangs and mind-altering abilities.

Habitat: Hypnobra thrives in dark jungles, deep caves, and arcane ruins.

Size: 6 ft.

Weight: 90 lbs.

Personality Traits: Roll on the table or choose one when a Hypnobra companion is acquired.

d6 Personality Trait

- 1 Moves in slow, deliberate motions, as if always conserving energy.
- 2 Flicks its tongue constantly, sensing the emotions of those around it.
- 3 Dislikes loud noises, recoiling with a hiss if startled by sudden cacophony.
- 4 Twitches its tail when thinking, producing a low, unsettling hum.
- 5 Circles around its prey before striking, waiting for the perfect moment.
- 6 It becomes visibly curious around magic users, watching their spellcasting intently as though studying their techniques.

COMPANION PROGRESSION

Level 4 - Mesmerizing Presence

Hypnobra's hypnotic aura influences those around it even without direct eye contact.

- When Hypnobra uses Hypnotic Gaze, it can now affect creatures even if they avert their gaze (though they have advantage on the save).
- Hypnobra can now charm two creatures at once with Hypnotic Gaze, but it must concentrate (as if concentrating on a spell) to maintain both.

Level 6 - Echoes of the Mind (1/Day)

Hypnobra reaches into the depths of a creature's mind, twisting its perception and bending reality itself.

As an action, Hypnobra chooses one creature it can see within 30 feet. That creature must make a DC 16 Intelligence saving throw or become trapped in a psychic illusion for 1 minute. While trapped:

- The target sees Hypnobra as a trusted ally and will not attack it.
- Every attack or action the target makes has a 50% chance to be redirected to an ally instead.
- The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Level 8 - Whispering Nightmare

Hypnobra's presence alone can plant doubt and fear into the minds of those around it.

- Hostile creatures within 10 feet of Hypnobra take a -2 penalty to Wisdom saving throws.
- Creatures that fail a saving throw against Hypnobra's abilities have disadvantage on their next saving throw against it.
- Once per long rest, when a creature within 30 feet falls asleep (naturally or magically), Hypnobra can automatically implant a nightmare, causing it to wake up frightened for 1 minute.

AFFINITY TASKS

To unlock Hypnobra's Special Ability, you must complete at least three of the following tasks:

- ◆ **Silent Stalker:** Successfully ambush an enemy without being detected, landing the first attack before initiative is rolled.
- ◆ **Echo of Forgotten Dreams:** Observe a natural sleep cycle of an intelligent creature, remaining unseen the entire time.
- ◆ **Mind's Labyrinth:** Use Hypnobra's psychic abilities to convince a creature of a false reality, making them act against their instincts.
- ◆ **Serpent's Embrace:** Allow Hypnobra to coil around its trainer for one full hour, demonstrating complete trust.

HYPNOBRA

Medium, Beast

Armor Class: 14 (natural armor)

Hit Points: 45 (7d8 + 14)

Speed: 30 ft., Climb 20 ft.

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

Saving Throws: Wis +4, Cha +5

Capture Save: +5

Skills: Stealth +5, Perception +4, Deception +5

Damage Resistances: Psychic

Condition Immunities: Charmed

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Telepathy 30 ft.

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Hypnotic Gaze. When a creature starts its turn within 10 feet of Hypnobra and makes eye contact with it, that creature must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute. While charmed in this way, the creature is incapacitated and cannot move. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mind Rattle. Hypnobra can use its bonus action to rattle its tail, forcing each creature within 15 feet to make a DC 13 Intelligence saving throw. On a failed save, a creature takes 7 (2d6) psychic damage and has disadvantage on its next attack roll or ability check before the end of its next turn.

ACTIONS

Multiattack. Hypnobra makes two attacks: one with its Fangs and one with its Psychic Lash.

Fangs. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw or take 5 (1d10) poison damage.

Psychic Lash. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (2d6 + 3) psychic damage, and the target must make a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

Dream Coil (Recharge 5-6). Hypnobra wraps its body around a target within 5 feet. The target must make a DC 13 Strength saving throw or be restrained for 1 minute. While restrained in this way, the target takes 7 (2d6) psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

SPECIAL ABILITY: SLITHERING SHADOWS

Hypnobra moves with unnatural silence, making it a master of ambush.

- Hypnobra has advantage on Stealth checks when moving through dim light or darkness.
- If Hypnobra attacks a creature that hasn't taken a turn yet, it deals an extra 1d6 psychic damage on its first attack.



IGNISROAR

FIRE

Description: Ignisroar is a majestic lion-like creature wreathed in flames, embodying both power and grace. Its fiery mane blazes fiercely, intimidating foes and lighting the way for its pride. Ignisroars are known to be noble protectors of their territory, often taking charge of entire ecosystems as apex predators. Despite their intimidating presence, they are deeply loyal to those they deem worthy.

Habitat: Ignisroar can be found in volcanic ranges, arid savannahs, and ancient ruins surrounded by ash and flame.

Size: 8.2 ft .

Weight: 500 lbs.

Personality Traits: Roll on the table or choose one when a Ignisroar companion is acquired.

d6 Personality Trait

- 1 Holds an air of regal pride, demanding respect from all who approach.
- 2 Rarely roars unless it senses a significant threat.
- 3 Will defend weaker creatures in its territory from harm, even if it means risking itself.
- 4 Enjoys basking in the heat of lava flows or beneath the blazing sun.
- 5 Responds aggressively to anyone who invades its personal space.
- 6 Shows surprising curiosity toward smaller creatures, watching them with quiet interest.

COMPANION PROGRESSION

Level 6 - Emberstride

The Ignisroar's movements leave a trail of burning embers, setting its path ablaze.

- When the Ignisroar moves at least 20 feet in a straight line, the ground it passes over becomes ignited for 1 minute.
- Any creature that starts its turn in this burning terrain takes 1d6 fire damage unless it spends half its movement to carefully step out of the embers.

Level 8 - Sovereign Flame (1/Short Rest)

The Ignisroar's noble presence commands awe and strikes fear into its foes.

- As a bonus action, the Ignisroar unleashes a burst of royal flame, forcing all hostile creatures within 15 feet to make a DC 15 Wisdom saving throw. On a failed save, a creature is frightened for 1 minute. It can remake the save at the end of each of its turns.
- Allies within this aura gain temporary hit points equal to the Ignisroar's proficiency bonus.

Level 10 - Infernal Apex (1/Day)

The Ignisroar harnesses the full extent of its fiery essence, transforming into a beacon of power.

- As an action, the Ignisroar's Blazing Mane grows in intensity, doubling its damage to 2d6 fire damage.
- Until the end of its next turn, all of the Ignisroar's melee attacks deal an additional 1d8 fire damage.
- If the Ignisroar reduces a creature to 0 hit points during this state, its Leadership Roar automatically recharges.

AFFINITY TASKS

To unlock Ignisroar's Special Ability, you must complete at least four of the following tasks:

- ◆ **Trial of the Sun:** Stand beneath the midday sun for three consecutive days, meditating with the Ignisroar in an open savannah, volcanic peak, or ruin.
- ◆ **The Roar of Kings:** Inspire or lead an allied group in battle, ensuring victory without losing a single ally.
- ◆ **Eternal Guardian:** Protect a settlement, tribe, or sacred place from an outside threat without fleeing.
- ◆ **Blazing Hunt:** Track and defeat a fire-resistant enemy using only tactics and strategy rather than brute force.
- ◆ **Ember Pact:** Perform an ancient bonding ritual by offering a rare fire-infused gemstone or artifact to the Ignisroar, proving your devotion.

IGNISROAR

Large, Elemental Beast

Armor Class: 16 (natural armor)

Hit Points: 102 (12d10 + 36)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	14 (+2)

Saving Throws: Str +8, Con +6

Capture Save: +8

Skills: Perception +4, Intimidation +5

Damage Resistances: Fire

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Understands Common and Primordial but can't speak

Challenge: 4 (1,100 XP)

Proficiency Bonus: +3

TRAITS

Blazing Mane. At the start of its turn, any creature within 5 feet of the Ignisroar takes 3 (1d6) fire damage.

Leadership Roar (Recharge 5-6). The Ignisroar lets out a thunderous roar, inspiring nearby allies. All allies within 30 feet that can hear it gain advantage on their next attack roll or saving throw within the next minute.

ACTIONS

Multiattack. The Ignisroar makes two attacks: one with its Bite and one with its Claw.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Flame Burst (Recharge 5-6). The Ignisroar exhales a cone of fire in a 20-foot radius. Each creature in the area must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one.

SPECIAL ABILITY: EMBERBORN GUARDIAN

The Ignisroar's flames become an extension of its noble soul, allowing it to shield those under its protection.

- ◆ The Ignisroar's presence grants allies within 10 feet advantage on Strength and Constitution saving throws, reinforcing their endurance in battle.
- ◆ Once per long rest, when the Ignisroar drops to 0 energy points, it instead remains standing with 1 energy point, its flames flickering weakly but refusing to be extinguished. If it is still conscious at the start of its next turn, it regains energy points equal to half maximum Energy Points.



INFERNYX

DRAGON

Description: Infernyx is a small but formidable dragon, its obsidian-like scales. Its wings, partially translucent and ember-lit, crackle with heat as it soars through volcanic skies. Though young compared to other dragons, Infernyx is highly aggressive and territorial.

Habitat: Infernyx inhabits volcanic mountains, magma chambers, and deep underground caverns rich in molten rock.

Size: 3.5 ft.

Weight: 85 lbs.

Personality Traits: Roll on the table or choose one when a Infernyx companion is acquired.

d6 Personality Trait

- 1 Constantly emits small sparks from its wings when excited or angry.
- 2 Scrapes its claws against stone to sharpen them, leaving glowing ember trails.
- 3 Likes to perch on warm rocks and nap for hours at a time.
- 4 Playfully ignites small objects by tapping them with its tail.
- 5 Lets out a short burst of flame whenever it gets startled.
- 6 Fiercely protective of its territory, refusing to back down from a challenge.

COMPANION PROGRESSION

Level 4 - Volcanic Dive

Infernyx descends in a spiraling blaze, striking enemies with the force of a fiery comet.

- If Infernyx flies at least 20 feet straight downward before attacking: The attack deals an additional 2d6 fire damage. The target must make a DC 14 Strength saving throw or be knocked prone.
- Infernyx's fire damage ignores resistance against nonmagical fire damage.

Level 6 - Cinderborn Wings (1/Short Rest)

Infernyx flaps its ember-glowing wings, creating a storm of ash and flames.

- As a bonus action, Infernyx unleashes a burst of burning embers in a 10-foot radius. Each creature in the area must make a DC 14 Constitution saving throw or be blinded until the end of its next turn.
- The area becomes lightly obscured for 1 minute, affecting visibility for ranged attacks and perception checks.

Level 8 - Draconic Ascendancy

Infernyx's presence as a true dragon manifests in its very being.

- When Infernyx uses its Magma Breath, each creature of its choice within 30 feet that can see or hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- Infernyx's flight no longer relies on gliding; it can now hover and maneuver freely in the air.
- Whenever Infernyx reduces a creature to 0 HP with fire damage, it regains energy points equal to its proficiency bonus.

AFFINITY TASKS

To unlock Infernyx's Special Ability, you must complete at least four of the following tasks:

- ◆ **Inferno Born:** Have Infernyx deal at least 50 fire damage in a single encounter, proving its destructive potential.
- ◆ **Winged Tyrant:** Use Infernyx's aerial abilities to hit enemies while flying at least five times.
- ◆ **Scorched Battlefield:** Defeat three different opponents using fire-based abilities alone.
- ◆ **Lava Walker:** Have Infernyx fly over or stand atop an active lava flow without taking damage.
- ◆ **Echo of the Eruption:** Witness a volcanic eruption, a massive explosion, or a similar large-scale fire-related event alongside Infernyx.

INFERNYX

Small, Dragon

Armor Class: 14 (natural armor)

Hit Points: 44 (8d6 + 16)

Speed: 30 ft., Fly 50 ft.

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

Saving Throws: Dex +5, Con +4, Wis +3

Capture Save: +5

Skills: Acrobatics +5, Perception +3, Stealth +5

Damage Resistances: Fire

Condition Immunities: Frightened

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Draconic, understands Common

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Molten Veins. Whenever Infernyx takes damage from a melee attack within 5 feet, the attacker takes 3 (1d6) fire damage as embers flare from its wounds.

Flare Glide. When Infernyx flies, it sheds a trail of burning embers. Any creature that starts its turn within 5 feet of its flight path takes 2 (1d4) fire damage.

ACTIONS

Multiattack. Infernyx makes two attacks: one with Claws and one with Blazing Impact.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Blazing Impact. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 9 (2d6 + 2) fire damage. The target must make a DC 13 Dexterity saving throw or catch fire for 1 minute. While on fire, the target takes 3 (1d6) fire damage at the start of each of its turns. A creature can use an action to extinguish the flames.

Magma Breath (Recharge 5-6). Infernyx exhales molten rock in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a success. Creatures that fail the save also have their movement speed reduced by 10 feet until the end of their next turn as cooling magma hardens around them.

SPECIAL ABILITY: CATAclysm SURGE (1/DAY)

Infernyx unleashes the full force of its molten power, igniting the battlefield in an unstoppable inferno.

◆ As an action, Infernyx releases a devastating explosion of fire and magma in a 30-foot radius. Each creature in the area must make a DC 16 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half on a success.

◆ The ground in the area becomes covered in molten rock for 1 minute, causing it to act as difficult terrain and dealing 5 (1d10) fire damage to creatures that end their turn in the area.



ITRYXIS

FAIRY

Description: Itryxis is a delicate, winged creature that embodies the harmony between dragons and the fey. Its body shimmers with soft greens and golds, and its translucent wings scatter sparkling pollen as it moves. Despite its small size, Itryxis is a guardian of enchanted glades, using its magic to bewilder intruders and protect those it deems worthy. It flutters gracefully through the air, leaving behind trails of luminescent dust that glow softly under moonlight.

Habitat: Found in faerie forests, sacred groves, and atop ancient ruins intertwined with nature.

Size: 2.1 ft.

Weight: 3 lbs.

Personality Traits: Roll on the table or choose one when a MechaniX companion is acquired.

d6 Personality Trait

- 1 Playfully flits around creatures it trusts, leaving glowing dust on their shoulders.
- 2 Chirps melodically when happy, resembling a mix between a songbird and a flute.
- 3 Hides behind leaves or petals when nervous, blending in with the foliage.
- 4 Loves shiny objects and will secretly collect trinkets from unsuspecting travelers.
- 5 Drifts aimlessly in circles when deep in thought, as if carried by an unseen breeze.
- 6 Often perches on someone's shoulder, wrapping its tail around their arm like a vine.

COMPANION PROGRESSION

Level 3 - Dreamwoven Trickery

Itryxis learns to subtly weave illusions into reality, confusing enemies and delighting allies.

- As a bonus action, Itryxis can momentarily appear in two places at once, forcing any creature attacking it to roll at disadvantage for one round.
- It can use Minor Illusion at will and Disguise Self once per short rest.

Level 5 - Luminous Shroud

Itryxis's wings radiate fey energy, shielding its allies in a protective veil of shimmering light.

- As a reaction, when an ally within 30 feet takes radiant or psychic damage, Itryxis can grant that creature resistance to the triggering damage type until the start of its next turn.
- Once per long rest, when Itryxis uses Pixie Bolt, it can target up to two creatures within range, striking both with a single attack roll.
- While within 10 feet of Itryxis, all allied creatures have advantage on saving throws against being charmed or frightened as long as they can see its glowing wings.

Level 7 - Dreamborne Flight (1/Day)

Itryxis enters a dreamlike ethereal state, cloaking itself and its bonded companion in shimmering magic.

- As an action, Itryxis and its bonded companion become invisible for 1 minute, or until either creature attacks or takes damage. While invisible, they both gain a flying speed of 30 feet (even if the bonded companion normally cannot fly) and have advantage on saving throws against being charmed or frightened.

AFFINITY TASKS

To unlock MechaniX's Special Ability, you must complete at least four of the following tasks:

- ◆ **Whisper of the Glade:** Spend an hour meditating with Itryxis in an ancient grove or sacred faerie site, attuning to the natural magic.
- ◆ **Dance of the Twilight Wings:** Successfully evade three attacks in a single combat encounter while Itryxis is using Misty Veil.
- ◆ **Echoes of Forgotten Fey:** Discover an ancient fae ruin or interact peacefully with an elder fey creature.
- ◆ **Stardust Guardian:** Use Itryxis's Fey Breath to incapacitate at least three enemies in a single encounter.
- ◆ **Glimmering Bond:** Perform a harmless fey prank or illusion with Itryxis to playfully deceive a willing participant at least three times.

ITRYXIS

Small, Fey Dragon

Armor Class: 14 (natural armor)

Hit Points: 27 (5d6 + 10)

Speed: 20 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	17 (+3)

Saving Throws: Dex +5, Wis +4

Capture Save: +5

Skills: Perception +4, Stealth +5, Arcana +3, Nature +3

Damage Resistances: Radiant, Psychic

Damage Immunities: Poison

Condition Immunities: Charmed, Frightened, Poisoned

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Sylvan, Draconic, understands Common but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Fairy Dust. Creatures that end their turn within 5 feet of Itryxis must succeed on a DC 13 Wisdom saving throw or become lightly drowsy, giving them disadvantage on Perception checks until the start of their next turn.

Misty Veil. As a reaction when hit by an attack, Itryxis can momentarily shimmer and teleport up to 10 feet away.

Enchanting Presence. Any creature that sees Itryxis for the first time must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute. A creature can only be affected by this once per day.

ACTIONS

Multiattack. Itryxis makes two attacks: one with its Gleam Bite and one with its Pixie Bolt.

Gleam Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) radiant damage.

Pixie Bolt. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 9 (2d6 + 2) radiant damage, and the target must succeed on a DC 13 Constitution saving throw or be unable to take reactions until the start of its next turn.

Fey Breath (Recharge 5-6). Itryxis exhales a cloud of shimmering mist in a 15-foot cone. Each creature in the area must make a DC 13 Charisma saving throw. On a failed save, the creature falls into a dreamlike trance for 1 minute, becoming incapacitated. The effect ends early if the creature takes damage.

SPECIAL ABILITY: FAEBOUND SYNERGY

Itryxis's deep bond with its companion enhances their magical connection.

- ◆ While within 10 feet of its bonded companion, both creatures gain advantage on Charisma (Deception) and Dexterity (Stealth) checks due to their mystical coordination.
- ◆ Once per long rest, if its bonded companion fails a Wisdom saving throw, Itryxis can use its reaction to let them reroll the saving throw.



JACKOBLY

GHOST

Description: Jackobly is a sentient pumpkin-like creature. With glowing eyes and a mischievous grin, it wanders the night playing pranks on travelers. Its leafy body allows it to blend seamlessly into pumpkin patches, making it difficult to distinguish from normal vegetation until it strikes. Though mostly harmless, Jackobly delights in causing harmless chaos, and in large groups, they can turn an entire farm into a haunted spectacle.

Habitat: Often found in harvest fields, haunted groves, and enchanted pumpkin patches.

Size: 0,8 ft.

Weight: 10 lbs.

Personality Traits: Roll on the table or choose one when a Jackobly companion is acquired.

d6 Personality Trait

- 1 Always finds the darkest, spookiest corner to sit in, even when it's not trying to be scary.
- 2 If given a hat or decoration, will wear it proudly and refuse to take it off.
- 3 Loves to sneak into backpacks and replace useful items with small pumpkins.
- 4 Rolls itself toward adventurers when ignored, pretending to be just a regular pumpkin.
- 5 Cackles softly when it successfully startles someone.
- 6 Constantly hums eerie little tunes when no one is looking.

COMPANION PROGRESSION

Level 3 - Trickster's Flourish

Jackobly's illusions become more convincing, allowing it to enhance its mischief.

- It can now cast Silent Image once per long rest.
- While hiding in natural terrain, it can create a harmless auditory or visual illusion (as per Minor Illusion) as a bonus action.
- It can now cast Tasha's Hideous Laughter twice per day instead of once.

Level 4 - Pumpkin Bombs

Jackobly learns to launch spectral pumpkins that explode in bursts of ghostly energy.

Ranged Spell Attack: +5 to hit, range 30 ft., one creature. Hit: 10 (2d6+3) force damage. On a failed DC 14 Dexterity saving throw, the target is knocked prone as the pumpkin bursts.

Level 6 - Trickster's Harvest

Jackobly taps into its mischievous nature, creating spectral illusions and tricking its foes with fey magic.

- Trickster's Harvest (Ranged Spell Attack): +5 to hit, range 30 ft., one creature. Hit: The target is engulfed in swirling autumn leaves and must make a DC 15 Intelligence saving throw. On a failed save, the target hallucinates phantom Jackoblys surrounding them, causing them to be confused until the end of their next turn. While confused, the creature must roll a d6 at the start of its turn:
 - 1-2:** The creature becomes frightened of Jackobly until the end of its turn.
 - 3-4:** The creature is distracted and cannot take reactions this round.
 - 5-6:** The creature swings at the illusions, making a melee attack against an empty space within reach.
- Jackobly can use this ability a number of times equal to its proficiency bonus per long rest.

AFFINITY TASKS

To unlock Jackobly's Special Ability, you must complete at least four of the following tasks:

- ♦ **Pumpkin Patch Guardian:** Hide in a field or garden for at least one hour without being detected.
- ♦ **Prankster's Delight:** Successfully trick five different creatures using Minor Illusion or Deception checks.
- ♦ **Laughter in the Night:** Use Tasha's Hideous Laughter to incapacitate three different creatures.
- ♦ **Harvest Trickery:** Win a contest or game using illusions or deception.
- ♦ **Cursed Lantern:** Inflict the frightened condition on at least three creatures in a single encounter.

JACKOBLY

Tiny, Fey Plant

Armor Class: 12

Hit Points: 22 (5d4 + 10)

Speed: 20 ft., Fly 20 ft. (hover)

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

Saving Throws: Dex +4, Cha +5

Capture Save: +5

Skills: Stealth +4, Deception +5, Performance +5

Damage Resistances: Psychic, Necrotic

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Understands Common but speaks only in giggles and eerie whispers

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Lantern Glow. Jackobly emits dim light in a 10-foot radius. It can suppress or brighten this glow as a bonus action.

Camouflaged Gourd. Jackobly has advantage on Dexterity (Stealth) checks while hiding among vegetation, pumpkins, or other natural debris.

Innate Spellcasting: Jackobly's spellcasting ability is Charisma (spell save DC 13). It can cast the following spells, requiring no material components:

♦ **At will:** Dancing Lights, Minor Illusion

♦ **1/day each:** Faerie Fire, Tasha's Hideous Laughter, Hex

ACTIONS

Pumpkin Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage. If the target is frightened or charmed, the attack deals an additional 4 (1d6) necrotic damage.

Pumpkin Hex. Ranged Spell Attack: +5 to hit, range 30 ft., one creature. Jackobly summons a spectral pumpkin that bursts upon impact, releasing magical energy. The target must make a DC 13 Wisdom saving throw or suffer one of the following effects until the end of its next turn (Jackobly chooses which effect applies):

- **Cursed Laughter:** The target is overcome with laughter, falling prone and incapacitated until the end of its next turn.

- **Rooted Fear:** The target's feet become entwined with spectral vines, restraining it until the end of its next turn.

- **Dizzy Gaze:** The target becomes disoriented, making its next attack roll or ability check with disadvantage.

SPECIAL ABILITY: CURSED HARVEST (1/DAY)

Jackobly calls upon the haunted energy of the Feywild, filling the air with flickering lights and eerie whispers.

♦ As an action, it creates a 20-foot radius zone of spectral energy centered on itself for 1 minute.

♦ Creatures inside this area have disadvantage on saving throws against fear and charm effects.

♦ Allied creatures within the area are immune to being frightened.



LEAFTRICK

EARTH

Description: Leaftrick is a nimble and mischievous forest-dweller, known for its quick reflexes and clever use of its leaf-covered staff. This agile primate swings effortlessly through jungle canopies, using its heightened dexterity to outmaneuver foes. Some believe that the leaf at the tip of its staff carries magical properties, allowing it to harness the energy of nature in battle.

Habitat: Leaftrick thrives in dense forests, tropical jungles, and hidden groves where it forms small clans.

Size: 3 ft.

Weight: 25 lbs.

Personality Traits: Roll on the table or choose one when a Leaftrick companion is acquired.

d6 Personality Trait

- 1 Swings playfully from branches, even in battle.
- 2 Uses its staff to perform tricks, amusing or distracting onlookers.
- 3 Steals small items from unsuspecting travelers, only to return them later.
- 4 Taps its staff on the ground when excited or ready to fight.
- 5 Grooms its fur meticulously, keeping its leaf-covered staff pristine.
- 6 Loves challenges and will duel anyone who impresses it.

COMPANION PROGRESSION

Level 4 - Jungle Jester

Leaftrick is a natural prankster, using misdirection and quick reflexes to keep others on their toes.

- Leaftrick can mimic natural sounds and voices it has heard before. A creature that hears the mimicry can make a DC 14 Wisdom (Insight) check, contested by Leaftrick's Charisma (Deception) check, to determine whether the sound is genuine.

- As a bonus action, Leaftrick can create a minor illusion of rustling leaves, a snapping twig, or a small creature moving (no larger than a rabbit) within 30 feet.

Level 5 - Trickster's Bluff

Leaftrick's body language and quick wit allow it to deceive creatures effortlessly.

- Leaftrick has advantage on Deception checks when trying to trick or confuse another creature.

- As a bonus action, Leaftrick can taunt an enemy within 30 feet, forcing them to make a DC 14 Wisdom saving throw or be distracted until the end of their next turn, giving them disadvantage on their next attack.

Level 7 - Vanishing Leap

With a burst of movement, Leaftrick disappears into the trees, leaving behind only a swirl of falling leaves.

- Leaftrick can take the Disengage action as a bonus action.

- As a reaction, when a creature targets Leaftrick with an attack, it can instantly move up to 20 feet and attempt to hide as part of the reaction. If Leaftrick is in a jungle or forest, this movement does not provoke opportunity attacks, and it gains advantage on Stealth checks for 1 round. Leaftrick can use this ability a number of times equal to half its proficiency bonus (rounded down) per long rest.

AFFINITY TASKS

To unlock Glacierpeep's Special Ability, you must complete at least three of the following tasks:

- ◆ **Jungle Phantom:** Use Leaftrick's abilities to vanish from sight at least five times, escaping pursuit or hiding from danger.
- ◆ **Echo of the Wilds:** Allow Leaftrick to commune in absolute stillness for an hour under a sacred tree, absorbing the energy of the land.
- ◆ **Prankster's Delight:** Have Leaftrick successfully prank three different creatures in unique and creative ways.
- ◆ **Canopy Dancer:** Have Leaftrick traverse at least 200 feet without touching the ground using only trees, vines, or natural structures.

LEAFTRICK

Small, Beast

Armor Class: 14 (natural armor)

Hit Points: 39 (6d6 + 18)

Speed: 40 ft., Climb 40 ft.

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

Saving Throws: Dex +6, Wis +4

Capture Save: +6

Skills: Acrobatics +6, Stealth +6, Perception +4

Damage Resistances: Poison

Condition Immunities: Charmed

Senses: Darkvision 30 ft., Passive Perception 14

Languages: Understands Sylvan and Common but can't speak

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Forest Acrobat. Leaftrick has advantage on Dexterity (Acrobatics) checks when climbing or swinging from trees. It does not provoke opportunity attacks when moving out of a creature's reach while climbing.

Leafguard Staff. Leaftrick's weapon is imbued with natural energy. On a critical hit, the target must make a DC 14 Strength saving throw or be knocked prone by a sudden burst of wind.

ACTIONS

Multiattack. Leaftrick makes two attacks: one with its Staff Strike and one with its Leaf Surge.

Staff Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) poison damage.

Leaf Surge. Ranged Attack: +6 to hit, range 30 ft., one target. Hit: 8 (1d8 + 4) slashing damage, as razor-sharp leaves fly toward the target. The target must make a DC 14 Dexterity saving throw or be blinded by swirling leaves until the start of its next turn.

Vine Snare (Recharge 5-6). Leaftrick taps its staff on the ground, causing vines to erupt in a 10-foot radius. Each creature in the area must make a DC 14 Strength saving throw or be restrained until the end of Leaftrick's next turn.

SPECIAL ABILITY: EARTH STRIKE

Leaftrick's staff is infused with the raw energy of nature, allowing it to unleash devastating strikes.

When Leaftrick hits a creature with its Staff Strike, it can choose to channel energy into the attack, causing vines to erupt from the ground and ensnare the target. The target must succeed on a DC 14 Strength saving throw or be restrained until the start of Leaftrick's next turn.

- Additionally, the attack deals an extra 1d8 bludgeoning damage as the staff pulses with earthen force.



LUMINARA

FAIRY

Description: Luminara is a mystical fey creature. Its body shimmers with celestial hues of deep purples, blues, and pinks, while its delicate wings emit a soft, glowing radiance. The crystalline gemstones embedded in its fur pulse gently, reflecting the ambient magic of the Feywild. Moving with an ethereal grace, Luminara is both an omen of wonder and a guardian of enchanted paths, guiding lost travelers through dreamlike forests.

Habitat: Found in enchanted groves, hidden Feywild glades, and moonlit meadows.

Size: 3 ft.

Weight: 25 lbs.

Personality Traits: Roll on the table or choose one when a Luminara companion is acquired.

d6 Personality Trait

- 1 Radiates a soft glow that shifts with its emotions, from calming blue to excited pink.
- 2 Gently nudges those it trusts toward areas of safety or hidden paths.
- 3 Frequently hums a melodic tune that soothes nearby creatures.
- 4 Shrouds itself in glimmering dust when nervous, briefly vanishing.
- 5 Has an innate curiosity for magical artifacts, often inspecting them with its gem-like eyes.
- 6 Leaves behind faint, twinkling hoofprints that disappear after a few moments.

COMPANION PROGRESSION

Level 3 - Lunar Aegis

Luminara's celestial energy forms a protective veil around its allies, shielding them from supernatural harm.

- Allies within 10 feet of Luminara gain resistance to radiant and psychic damage and cannot be charmed or frightened while within this aura.
- Once per long rest, when an ally within 10 feet of Luminara fails a saving throw against a spell or magical effect, they can reroll the saving throw, taking the new result.
- Additionally, Luminara can shed bright light in a 15-foot radius and dim light for an additional 15 feet at will, allowing its allies to see through magical darkness within this area.

Level 4 - Celestial Pathway (1/Short Rest)

Luminara briefly opens a shimmering portal through the Feywild, allowing swift movement.

- As a bonus action, Luminara and one willing creature within 10 feet can teleport up to 30 feet to an unoccupied space it can see.
- While within 5 feet of Luminara, creatures it teleports with gain advantage on Dexterity saving throws until the end of their next turn.

Level 5 - Starborn Blessing (1/Day)

Luminara channels the celestial energy within its gemstones, bestowing divine protection.

- As an action, Luminara can create a 30-foot radius aura of soft, glowing starlight for 1 minute. Allies in the aura gain temporary hit points equal to Luminara's proficiency bonus + their Constitution modifier at the start of each of their turns.
- Enemies in the aura have disadvantage on saving throws against charm and fear effects while within the light.

AFFINITY TASKS

To unlock Luminara's Special Ability, you must complete at least three of the following tasks:

- ◆ **Guiding Light:** Escort a lost traveler, using Luminara's light to guide them safely through dangerous terrain.
- ◆ **Dancing with the Stars:** Spend an entire night in a moonlit clearing, watching celestial events unfold with Luminara.
- ◆ **Harmony of the Fey:** Successfully calm or befriend a hostile Fey creature using Luminara's magic or presence.
- ◆ **Sacred Twilight:** Meditate with Luminara in a place of deep magical energy, allowing it to attune to the rhythm of nature and starlight.

LUMINARA

Small, Fey

Armor Class: 15 (natural armor)

Hit Points: 33 (6d6 + 12)

Speed: 30 ft., Fly 40 ft.

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

Saving Throws: Dex +6, Wis +5

Capture Save: +6

Skills: Arcana +4, Insight +5, Perception +5, Stealth +6

Damage Resistances: Radiant, Psychic, Cold

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Sylvan, Celestial, understands Common but can't speak

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Twilight Veil. When Luminara is in dim light or darkness, it has advantage on Stealth checks and can Hide as a bonus action.

Fey Blessing. Friendly creatures within 10 feet of Luminara gain advantage on saving throws against being charmed or frightened.

Innate Spellcasting:

Luminara's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

- ◆ **At will:** Dancing Lights, Minor Illusion, Thaumaturgy
- ◆ **3/day each:** Faerie Fire, Guiding Bolt, Sleep
- ◆ **1/day each:** Moonbeam, Misty Step

ACTIONS

Radiant Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) radiant damage.

Moonbeam Gaze. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 10 (2d6 + 4) radiant damage, and the target must make a DC 14 Wisdom saving throw or be blinded until the end of its next turn.

Lunar Pulse (Recharge 5-6). Luminara emits a pulse of glowing energy in a 10-foot radius. Each creature of its choice in the area must make a DC 14 Constitution saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much on a success. Creatures that fail the save are also blinded until the start of Luminara's next turn.

SPECIAL ABILITY: CELESTIAL EMBRACE (1/DAY)

Luminara's divine essence strengthens its bond with its allies, offering a shield of radiant magic.

- ◆ Once per long rest, when an allied creature within 30 feet would be reduced to 0 hit points, they instead drop to 1 hit point and gain resistance to all damage until the end of their next turn.
- ◆ This effect also removes any charmed, frightened, or blinded conditions from the affected creature.



LUMISHROOM

PSYCHIC

Description: Lumishroom is a small, bioluminescent fungal creature with a glowing red cap adorned with pale spots. Its smooth, blueish-pink body emits a soft, shimmering light, and its large, starry eyes seem to contain an endless cosmos. Unlike other psychic beings, Lumishroom doesn't attack the mind directly but instead alters perception and warps reality in subtle ways. Creatures exposed to its spores may experience dreamlike visions or even find themselves in places they don't remember traveling to.

Habitat: Lumishrooms thrive in damp, shadowy forests, glowing caverns, and fae-infested glades.

Size: 1.5 ft.

Weight: 6 lbs.

Personality Traits: Roll on the table or choose one when a Lumishroom companion is acquired.

d6 Personality Trait

- 1 Floats slightly above the ground when deep in thought.
- 2 Tilts its head curiously at creatures, as if observing something unseen.
- 3 Releases glowing spores when excited, creating a soft, dreamlike haze.
- 4 Tends to vanish and reappear nearby without explanation.
- 5 Giggles softly, but it's unclear whether it's communicating or simply amused.
- 6 Stares for long periods without blinking, unnerving those nearby.

COMPANION PROGRESSION

Level 3 - Flickering Glow

Lumishroom's glow pulses in an unpredictable rhythm, causing disorientation in those who rely on sight.

- When Lumishroom is glowing, attack rolls against it from creatures relying on sight have disadvantage.
- If Lumishroom enters total darkness, it can use a bonus action to become invisible for 1 minute or until it attacks.

Level 4 - Mycelial Echo

Lumishroom's connection to the natural world allows it to move through unseen fungal networks.

- Once per long rest, Lumishroom can teleport up to 30 feet to another location within range that contains plant or fungal life.
- After teleporting, Lumishroom leaves behind an illusory duplicate in its previous location for 1 minute, which mimics its movements but cannot interact with the environment.

Level 18 - Dreamwalker's Shroud (1/Day)

Lumishroom bends reality, creating an otherworldly dreamscape that distorts time and perception.

- As an action, Lumishroom creates a 20-foot-radius veil of swirling lights and floating spores that lasts for 1 minute. Creatures inside the area must make a DC 15 Intelligence saving throw at the start of their turn or be affected by one of the following random illusions (roll a d4):

1. The creature believes the ground has disappeared and is frightened until the end of its turn.
2. The creature randomly teleports 5 feet in a direction of Lumishroom's choice.
3. The creature loses its action for the turn, distracted by hallucinations.
4. The creature falls into a trance, becoming incapacitated for 1 round.

AFFINITY TASKS

To unlock Lumishroom's Special Ability, you must complete at least three of the following tasks:

- ◆ **Glimpse Beyond:** Allow Lumishroom to spend an hour in complete darkness, observing the unseen forces around it.
- ◆ **Bloom of the Mind:** Witness a rare or magical fungus growing in an untouched location.
- ◆ **Veil of Illusions:** Successfully use Lumishroom's abilities to mislead, escape, or disorient an enemy without direct combat.
- ◆ **Dance of the Spores:** Perform a ritual or guided meditation under a glowing mushroom canopy.

LUMISHROOM

Tiny, Plant Aberration

Armor Class: 13

Hit Points: 17 (5d4 + 5)

Speed: 20 ft.

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

Saving Throws: Wis +5, Cha +5

Capture Save: +5

Skills: Stealth +4, Perception +5, Arcana +3

Damage Resistances: Psychic, Poison

Condition Immunities: Charmed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Sylvan, understands Common

Challenge: 1/2 (100 XP)

Proficiency Bonus: +2

TRAITS

Dream Spores. Any creature that starts its turn within 5 feet of Lumishroom must make a DC 13 Wisdom saving throw or experience mild hallucinations until the start of its next turn. A hallucinating creature sees faint illusions and has disadvantage on Perception checks.

Bioluminescent Veil. Lumishroom glows faintly, shedding dim light in a 10-foot radius. It can suppress or activate this light at will. When glowing, creatures within its light have advantage on saving throws against being frightened.

ACTIONS

Multiattack. Lumishroom makes two attacks: one with its Psychic Spore and one with its Fungal Touch.

Psychic Spore. Ranged Spell Attack: +5 to hit, range 20 ft., one target. Hit: 6 (1d8 + 2) psychic damage.

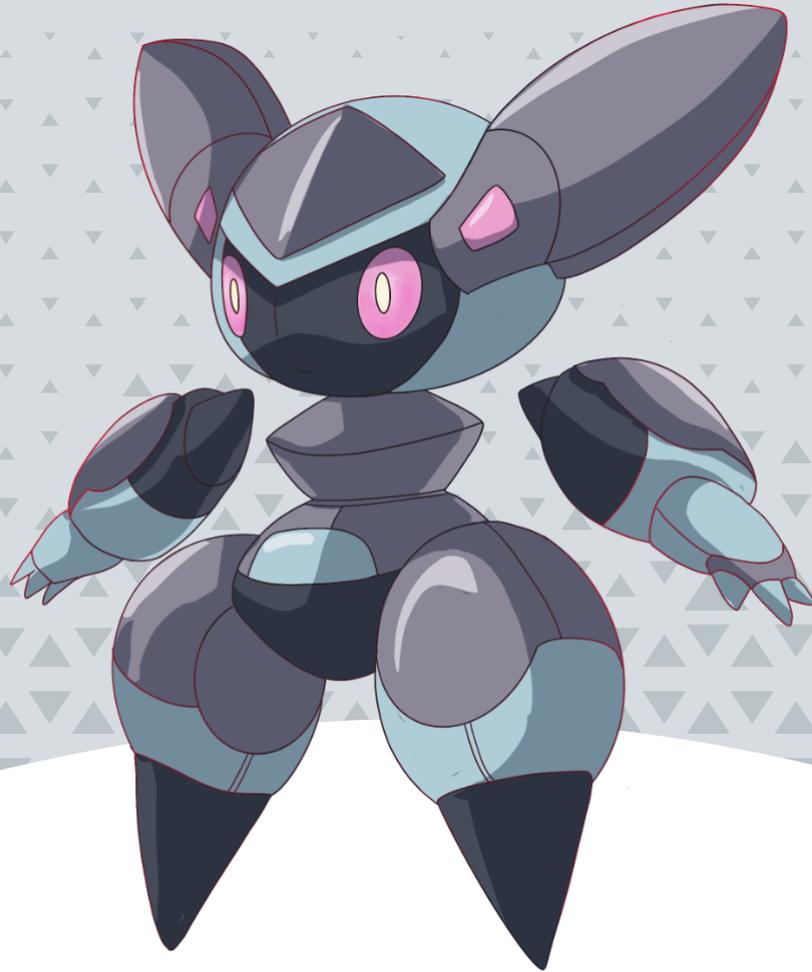
Fungal Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) poison damage, and the target must make a DC 13 Constitution saving throw or become drowsy, reducing its movement speed by half until the end of its next turn.

Mushroom Mirage (Recharge 5-6). Lumishroom releases a burst of hallucinogenic spores in a 10-foot radius. Each creature in the area must make a DC 13 Wisdom saving throw or be blinded until the end of its next turn, seeing only swirling colors and shifting patterns.

SPECIAL ABILITY: LUMINAL DRIFT

Lumishroom transcends physical space, slipping between dream and reality.

- ◆ Once per long rest, Lumishroom can phase partially into the Ethereal Plane for 1 minute, becoming semi-transparent and immune to nonmagical damage. While in this state, it can float freely in any direction, ignoring terrain and gravity.
- ◆ Whenever Lumishroom enters a creature's space while phasing, that creature must make a DC 15 Wisdom saving throw or experience a brief vision, becoming dazed (unable to take reactions) for 1 round.



MECHANIX

STEEL

Description: Mechanix is a small, highly adaptable automaton with a sleek, metallic body designed for precision and efficiency. Its glowing pink eyes analyze its surroundings with rapid calculations, and its segmented limbs move with mechanical precision. It can hover slightly above the ground using built-in energy thrusters, and its reinforced plating makes it surprisingly durable for its size.

Habitat: Mechanix is commonly found in abandoned ruins, ancient laboratories, or forgotten vaults where advanced technology lingers.

Size: 3 ft.

Weight: 75 lbs.

Personality Traits: Roll on the table or choose one when a Mechanix companion is acquired.

d6 Personality Trait

- 1 Makes soft beeping noises when idle, as if running internal diagnostics.
- 2 Occasionally malfunctions, repeating the same action twice before correcting itself.
- 3 Collects and stores small metallic objects, often trying to “fix” broken things.
- 4 Communicates using a combination of mechanical chirps and blinking eye patterns.
- 5 Reacts with curiosity to magic, attempting to scan or analyze magical effects.
- 6 Becomes fiercely loyal to the first creature that repairs or maintains it.

COMPANION PROGRESSION

Level 2 - Arcane Synchronization

MechaniX's sensors evolve, attuning more deeply to magic and machinery.

- MechaniX can now detect magical energy sources or mechanical traps within 30 feet, as if under the effects of Detect Magic and Detect Traps simultaneously.
- It can interface with magical constructs, gaining advantage on Intelligence (Investigation) checks related to deciphering or disabling magical mechanisms.

Level 4 - Adaptive Reflexes

MechaniX fine-tunes its response time, avoiding damage with machine-like precision.

- When targeted by an attack, MechaniX can use its reaction to impose disadvantage on the attack roll.
- It gains resistance to force damage and ignores the effects of non-magical difficult terrain.

Level 6 - Tactical Overdrive

MechaniX temporarily enhances its core systems, increasing speed and combat effectiveness.

- As a bonus action, once per long rest, MechaniX can enter Overdrive Mode for 1 minute. While in this state:
 - Its Speed increases by 15 feet.
 - It gains an extra reaction per turn.
 - Its Shock Pulse attack jumps to a second target within 10 feet of the original hit, dealing half damage.

AFFINITY TASKS

To unlock MechaniX's Special Ability, you must complete at least four of the following tasks:

- ◆ **Data Collector:** Have MechaniX successfully identify and analyze five different magical objects or ancient constructs using Arcane Interface.
- ◆ **Precision Strike:** Land ten successful attacks with Shock Pulse against enemies wearing metal armor.
- ◆ **Echo of the Machine:** Spend a night under the stars with MechaniX, allowing it to observe celestial movements and sync its internal clock to the cosmos.
- ◆ **Codebreaker:** Use MechaniX to bypass or disarm at least three mechanical or magical traps, showcasing its advanced processing abilities.
- ◆ **Power Surge:** Activate Overload Burst at the perfect moment, hitting three or more creatures at once in a single use.

MECHANIX

Small, Construct

Armor Class: 14 (natural armor)

Hit Points: 27 (5d6 + 10)

Speed: 25 ft., Fly 30 ft. (hover)

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

Saving Throws: Dex +5, Con +4

Capture Save: +5

Skills: Perception +2, Investigation +3, Sleight of Hand +5

Damage Resistances: Lightning, Psychic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhaustion, Poisoned

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Understands Common but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Mechanical Adaptability. MechaniX has advantage on saving throws against being blinded, deafened, or paralyzed.

Hovering Frame. MechaniX can hover up to 5 feet above the ground and ignore difficult terrain caused by non-magical obstacles.

Arcane Interface. When within 10 feet of a magical object or construct, MechaniX can identify its function and purpose with an Intelligence (Investigation) check (DC 11).

ACTIONS

Multiaction. MechaniX makes two attacks: one with its Energy Claw and one with its Shock Pulse.

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

Shock Pulse. Melee or Ranged Weapon Attack: +5 to hit, reach 10 ft. or range 30 ft., one target. Hit: 7 (2d4 + 2) lightning damage. If the target is wearing metal armor, it has disadvantage on its next attack roll.

Overload Burst (Recharge 5-6). MechaniX releases a surge of energy in a 10-foot radius. Each creature in the area must make a DC 13 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much on a success. Creatures wearing metal armor have disadvantage on this saving throw.

SPECIAL ABILITY: CORE STABILIZER

MechaniX gains an internal energy core that stabilizes nearby allies.

- ◆ Allies within 10 feet of MechaniX gain advantage on saving throws against being stunned, paralyzed, or knocked unconscious.
- ◆ Once per long rest, MechaniX can restore 30 energy points to itself or hit points to another creature by expelling stored energy, as long as the target is within 5 feet.



MINDRIPPLE

PSYCHIC

Description: Mindripple is a small, eerie slug-like creature with a semi-transparent, purplish body covered in swirling black patterns. Its large, pale green eyes glow with an unsettling light, and its long, antenna-like appendages twitch constantly, as if sensing unseen forces. Despite its slow movements, Mindripple is a formidable psychic entity, capable of warping reality around it, distorting thoughts, and inducing confusion in those who cross its path.

Habitat: Mindripple is most commonly found in damp caves, ancient ruins, and misty swamps.

Size: 1 ft.

Weight: 5 lbs.

Personality Traits: Roll on the table or choose one when a Mindripple companion is acquired.

d6 Personality Trait

- 1 Pulsates slightly when deep in thought, emitting faint psychic waves.
- 2 Stares unblinkingly at creatures, as if peering into their minds.
- 3 Moves with an eerie grace, gliding almost weightlessly across surfaces.
- 4 Enjoys watching others struggle with minor hallucinations it causes.
- 5 Reacts to strong emotions by shifting the patterns on its body.
- 6 Often mimics the voices of creatures around it in a distorted tone.

COMPANION PROGRESSION

Level 2 - Psychic Drift

Mindripple's consciousness floats between dimensions, making it difficult to pin down.

- Mindripple can hover 5 feet above the ground, allowing it to move over liquids and difficult terrain.
- While moving, it flickers in and out of perception, giving it advantage on Stealth checks in dim light or darkness.

Level 4 - Echoing Thoughts (1/Short Rest)

Mindripple taps into the surface thoughts of those around it, twisting their awareness.

- As an action, Mindripple chooses a creature within 30 feet and briefly mirrors their thoughts. The target must make a DC 13 Intelligence saving throw or be unable to distinguish friend from foe for 1 round.
- If the target is already affected by an illusion or psychic effect, they automatically fail this saving throw.

Level 6 - Fractured Perception (1/Day)

Mindripple temporarily shatters the minds of nearby creatures, making them question their own reality.

- As an action, Mindripple creates a 20-foot radius distortion field centered on itself for 1 minute. Creatures that start their turn in the area must make a DC 15 Intelligence saving throw or:
 - Be blinded until the end of their next turn.
 - Have disadvantage on all Intelligence, Wisdom, and Charisma checks for as long as they remain in the area.
 - Allies inside the field automatically pass saving throws against illusion or psychic effects.

AFFINITY TASKS

To unlock Mindripple's Special Ability, you must complete at least three of the following tasks:

- ◆ **Echo of the Unknown:** Allow Mindripple to spend an hour in total silence, absorbing the thoughts and emotions around it.
- ◆ **Glimpse the Unseen:** Witness an illusion or hidden entity without being fooled, proving an understanding of warped reality.
- ◆ **Touch of Madness:** Successfully induce confusion in three different creatures using Mindripple's abilities.
- ◆ **Forgotten Passage:** Find and navigate through an area where reality itself is unstable, such as a dreamscape, a magically shifting ruin, or an aberrant lair.

MINDRIPPLE

Tiny, Aberration

Armor Class: 12

Hit Points: 10 (3d4 + 3)

Speed: 10 ft., Climb 10 ft.

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

Saving Throws: Wis +4, Cha +5

Capture Save: +5

Skills: Stealth +4, Deception +5, Perception +4

Damage Resistances: Psychic

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Telepathy 30 ft.

Challenge: 1/4 (50 XP)

Proficiency Bonus: +2

TRAITS

Warping Presence. Creatures that start their turn within 10 feet of Mindripple must succeed on a DC 12 Intelligence saving throw or see faint illusions around them, making it difficult to distinguish reality from hallucination. The affected creature has disadvantage on Perception checks for 1 minute.

ACTIONS

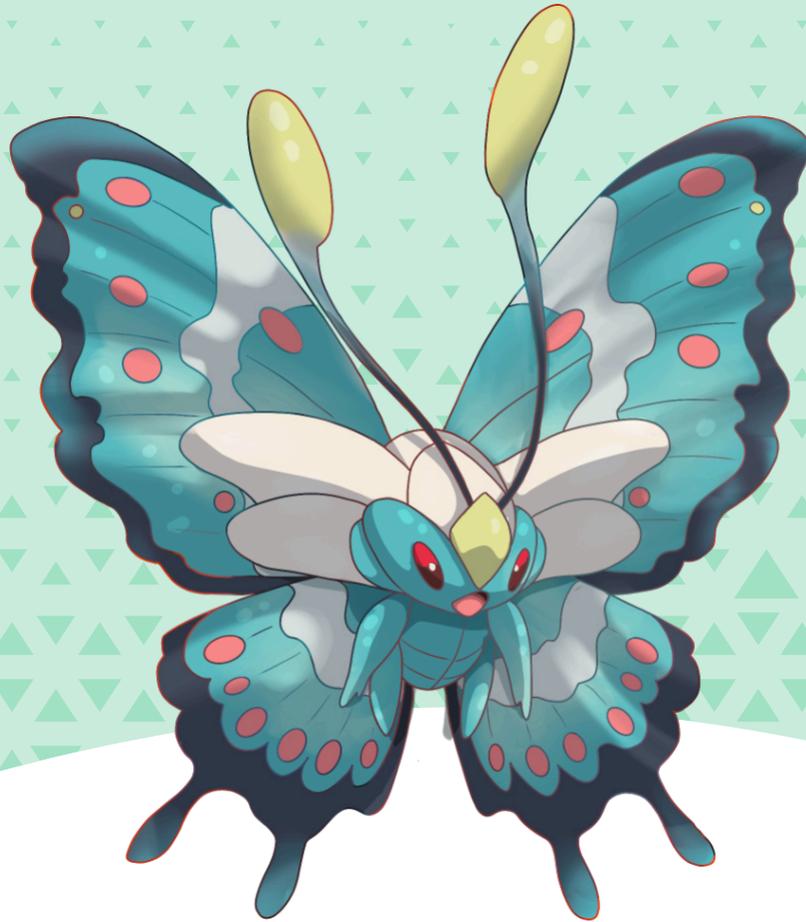
Confusing Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or be unable to take reactions until the start of its next turn.

Mind Wave (Recharge 5-6). Mindripple releases a sudden burst of mental energy in a 10-foot radius. Each creature in the area must make a DC 13 Intelligence saving throw, taking 7 (2d4 + 2) psychic damage and becoming unable to concentrate on spells or abilities for 1 round on a failed save.

SPECIAL ABILITY: THOUGHT PARASITE

Mindripple latches onto the thoughts of others, subtly influencing their actions.

- ◆ Whenever a creature within 10 feet of Mindripple speaks, it must succeed on a DC 14 Intelligence saving throw or say something completely different than intended.
- ◆ If Mindripple spends at least 1 minute near a sleeping creature, it can implant false memories that last until the target finishes their next long rest.
- ◆ Once per long rest, when a creature within 30 feet fails an Intelligence, Wisdom, or Charisma saving throw, Mindripple can impose a mental echo, causing the target to automatically fail the next save of the same type.



NECTAFLUTTER

PLANT

Description: Nectaflyter is a mesmerizing butterfly-like creature with delicate, iridescent wings that shimmer in hues of blue and teal. Its long, bioluminescent antennae pulse softly, releasing calming pheromones that can lull even the most aggressive creatures into a trance. Nectaflyter flits effortlessly through forests, pollinating rare plants and leaving behind a faint, glowing dust that promotes rapid plant growth.

Habitat: Nectaflyter thrives in lush, flower-filled forests, enchanted glades, and overgrown ruins

Size: 1 ft., 1.5 ft. wingspan

Weight: 3 lbs.

Personality Traits: Roll on the table or choose one when a Nectaflyter companion is acquired.

d6 Personality Trait

- 1 Flutters in hypnotic patterns when idle, making it hard to track.
- 2 Prefers to observe intruders before deciding whether to approach or flee.
- 3 Playfully lands on the heads of creatures it trusts, brushing them with its wings.
- 4 Always seeks out the most fragrant or magical flowers, ignoring everything else.
- 5 Flaps its wings to spread a soft glow in dark places.
- 6 Lets out a melodic chime when startled, confusing predators.

COMPANION PROGRESSION

Level 2 - Soothing Aura (2/Day)

Nectaflutter radiates a calming energy, weakening hostile intentions.

- As an action, Nectaflutter emits a wave of relaxing pheromones in a 15-foot radius. Creatures of Nectaflutter's choice in the area must make a DC 13 Wisdom saving throw or have disadvantage on their next attack roll and be unable to take opportunity attacks until the end of their next turn.

Level 3 - Glimmering Flight

Nectaflutter moves with ethereal grace, making it difficult to track and strike.

- When Nectaflutter moves at least 10 feet on its turn, it gains advantage on Dexterity saving throws until the start of its next turn.

- Attack rolls made against Nectaflutter at long range have disadvantage as its iridescent wings shimmer unpredictably.

Level 4 - Enchanted Bloom (1/Day)

Nectaflutter releases a potent, magical pollen that enhances those within its presence.

As an action, Nectaflutter creates a 20-foot aura of shimmering pollen that lasts for 1 minute.

Creatures of Nectaflutter's choice inside the aura gain the following benefits:

- Advantage on saving throws against being charmed, frightened, or stunned.

- Regain 5 HP at the start of their turn if they have at least 1 HP.

- Their melee attacks deal an additional 1d4 radiant damage, as their strikes are infused with the magic of nature.

AFFINITY TASKS

To unlock Nectaflutter's Special Ability, you must complete at least four of the following tasks:

◆ **Wings of the Dawn:** Follow Nectaflutter through a flower-covered field at sunrise, ensuring it moves undisturbed for at least one hour.

◆ **Blossom's Gift:** Use Nectaflutter's healing abilities to restore at least 50 HP total across multiple creatures.

◆ **Scent of Harmony:** Witness a moment of pure peace in nature, such as animals gathering at a water source, a rare bloom opening, or a grove untouched by time.

◆ **Petalborne Trail:** Allow Nectaflutter to pollinate at least three different magical or rare flowers in different locations.

◆ **Guardian of the Glade:** Prevent a natural or magical sanctuary from being disturbed, whether by creatures, weather, or unnatural forces.

NECTAFLUTTER

Tiny, Beast

Armor Class: 13

Hit Points: 17 (5d4 + 5)

Speed: 10 ft., Fly 40 ft.

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

Saving Throws: Dex +5, Wis +4

Capture Save: +5

Skills: Perception +4, Stealth +5, Nature +2

Damage Resistances: Poison

Condition Immunities: Charmed

Senses: Darkvision 30 ft., Passive Perception 14

Languages: Understands Sylvan but can't speak

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

TRAITS

Floral Essence. When Nectaflutter moves, it leaves behind a faint pollen trail. Any creature that starts its turn within 5 feet of Nectaflutter must succeed on a DC 13 Constitution saving throw or become drowsy, having disadvantage on its next attack roll.

Pollen Burst (Recharge 5-6). As a reaction when hit, Nectaflutter releases a cloud of pollen in a 10-foot radius. Creatures in the area must succeed on a DC 12 Wisdom saving throw or be charmed until the end of their next turn.

ACTIONS

Multiaction. Nectaflutter makes two attacks: one with its Lulling Powder and one with its Proboscis Strike.

Lulling Powder. Ranged Weapon Attack: +5 to hit, range 15 ft., one target. Hit: 6 (1d8 + 2) poison damage, and the target must make a DC 13 Constitution saving throw or be slowed until the end of its next turn.

Proboscis Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Wisdom saving throw or be unable to take reactions until the start of its next turn.

Nectar Surge (1/Day). Nectaflutter flaps its wings rapidly, creating a shimmering aura of energy. It and up to two creatures of its choice within 10 feet regain 5 hit points.

SPECIAL ABILITY: NECTAR REVIVAL

Nectaflutter's presence fosters rapid healing, ensuring its allies remain strong.

◆ Nectar Surge now heals for 10 HP instead of 5.

◆ When Nectaflutter heals a creature, that creature gains advantage on its next saving throw against poison or charm effects within the next minute.

◆ If Nectaflutter spends at least 1 hour in a flower-filled area, it regains all uses of Nectar Surge without needing a long rest.



NEONOX

STEEL

Description: Neonox is a sleek, cybernetic cervid with glowing neon circuitry running along its obsidian-black fur. Its luminous glyphs pulse in rhythmic patterns, and its visor-like eyes scan its surroundings with eerie precision. This enigmatic creature is believed to be a fusion of magic and technology, harnessing arcane energy to phase through dimensions and disrupt the flow of time around it.

Habitat: Neonox is found in ancient ruins infused with lost technology, floating sanctuaries, and deep within arcane storm clouds.

Size: 5 ft.

Weight: 400 lbs.

Personality Traits: Roll on the table or choose one when a Neonox companion is acquired.

d6 Personality Trait

- 1 Its glowing glyphs shift and flicker when it experiences strong emotions.
- 2 Stares unblinking at arcane symbols, seemingly deciphering hidden meanings.
- 3 Moves with an eerie silence, leaving behind faint trails of energy.
- 4 Occasionally vanishes for a moment, reappearing a few feet away.
- 5 Its presence distorts nearby light, causing faint mirages.
- 6 Shows curiosity towards magically enhanced items, scanning them with its visor.

COMPANION PROGRESSION

Level 6 - Electromagnetic Dash

Neonox's body generates bursts of electrical energy that enhance its speed and agility.

- Neonox's movement speed increases by 10 feet.
- When Neonox uses its Phase Shift, it leaves behind a static charge. The first enemy that enters its previous space must make a DC 13 Dexterity saving throw or take 6 (1d10) lightning damage.
- Neonox gains resistance to force damage and advantage on saving throws against effects that would teleport or banish it against its will.

Level 8- Neon Trail (3/Day)

Neonox can leave behind a luminous energy trail, distorting the battlefield.

- As a bonus action, Neonox creates a shimmering, 20-foot-long path that lasts for 1 minute.
- Allies who move through the trail can choose to teleport up to 15 feet as part of their movement.
- Enemies that start their turn in the path must make a DC 14 Constitution saving throw or have disadvantage on their next attack roll due to visual distortions.

Level 10 - Chrono Disruptor

Neonox's mastery of time allows it to briefly alter the flow of battle.

- If Neonox reduces a creature to 0 hit points, it can choose one ally within 30 feet to immediately take the Dodge or Dash action as a reaction.
- Once per short rest, Neonox can force a creature it can see within 30 feet to reroll an attack roll, ability check, or saving throw, taking the new result.

AFFINITY TASKS

To unlock Neonox's Special Ability, you must complete at least four of the following tasks:

- ◆ **Chrono Drift:** Use Phase Shift to move through solid objects or terrain five times without taking damage.
- ◆ **Ruins of the Forgotten Code:** Spend 24 hours within an ancient ruin imbued with lost technology.
- ◆ **Tethered Fate:** Prevent an ally from dying by phasing them through dimensions.
- ◆ **Echo of the Luminance:** Have Neonox successfully dodge five attacks in a single combat encounter using Phase Shift or teleportation.
- ◆ **Neon Battleground:** Use Neon Trail or another mobility-based ability to assist at least three allies in a single battle, proving mastery over battlefield control.

NEONOX

Medium, Monstrosity

Armor Class: 16 (natural armor)

Hit Points: 85 (10d8 + 40)

Speed: 50 ft.

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

Saving Throws: Dex +6, Wis +4

Capture Save: +6

Skills: Perception +4, Arcana +5, Stealth +6

Damage Resistances: Lightning, Psychic, Radiant

Condition Immunities: Charmed, Frightened, Paralyzed

Senses: Darkvision 60 ft., Truesight 30 ft., passive Perception 14

Languages: Understands Celestial and Draconic but can't speak

Challenge: 4 (1,100 XP)

Proficiency Bonus: +2

TRAITS

Phase Shift. As a bonus action, Neonox can teleport up to 20 feet to an unoccupied space it can see. It can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Temporal Disruption. Any creature that starts its turn within 10 feet of Neonox has its movement speed reduced by 10 feet until the start of its next turn.

Neon Reflexes. Neonox has advantage on Dexterity saving throws against spells and magical effects.

ACTIONS

Multiattack. Neonox makes two attacks: one with its Luminous Strike and one with its Disruptive Pulse.

Luminous Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) radiant damage.

Disruptive Pulse. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 13 (3d6 + 3) lightning damage. The target must make a DC 14 Constitution saving throw or be unable to take reactions until the end of its next turn.

Dimensional Surge (Recharge 5-6). Neonox releases a burst of unstable energy in a 20-foot radius. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) force damage on a failed save or half as much on a success. Creatures that fail the save are also pushed 10 feet in a random direction.

SPECIAL ABILITY: NEON APOTHEOSIS

Neonox attaining mastery over dimensional phasing and temporal manipulation.

◆ Neonox permanently gains the benefits of the Haste spell (without requiring concentration).

◆ As an action, once per long rest, Neonox creates a gravitational anomaly at a point within 60 feet. Each creature within a 30-foot sphere must make a DC 14 Strength saving throw or be pulled 15 feet toward the center and take 27 (5d10) force damage. Those who succeed take half damage and are not pulled.



NEPTIRION

DRAGON

Description: Neptirion is a massive, serpentine dragon that rules the deep oceans and glacial waters. Its shimmering, sapphire-blue scales ripple with energy, while jagged, ice-like spines run along its back, condensing moisture from the air into mist as it moves. Its long, sinuous tail can create whirlpools, and its piercing golden eyes glow faintly beneath the water's surface, striking fear into those who dare cross its domain.

Habitat: Neptirion resides in deep ocean trenches, frozen lakes, and stormy coastlines.

Size: 16 ft.

Weight: 4,500 lbs.

Personality Traits: Roll on the table or choose one when a Neptirion companion is acquired.

d6 Personality Trait

- 1 Swims in elegant, hypnotic patterns when calm, mesmerizing those who watch.
- 2 Has a habit of freezing small fish in ice before eating them, savoring the chill.
- 3 Enjoys swimming beneath ships, creating massive waves to test their resilience.
- 4 Has a deep, resonant hum that vibrates through the water, unsettling nearby creatures.
- 5 When bonded with a companion, it will always try to shield them from incoming attacks.
- 6 Prefers to remain unseen, using mist and deep waters to stay hidden until necessary.

COMPANION PROGRESSION

Level 8 - Frostborn Terror

Neptirion's presence becomes unnerving, instilling dread in those who face it.

- Any creature that starts its turn within 10 feet of Neptirion must succeed on a DC 15 Wisdom saving throw or become frightened until the end of its next turn. Frightened creatures have disadvantage on attacks against Neptirion.

- If Neptirion is being used as a mount, the rider is immune to the frightened condition, gains advantage on Intimidation (Charisma) checks and can breathe underwater as long as they remain on Neptirion.

Level 10 - Icebound Sovereign (1/Short Rest)

With a single motion, Neptirion alters its surroundings to reflect its dominion over frozen waters.

- As an action, Neptirion can freeze all water within a 20-foot radius into thick ice for 1 minute. The area becomes difficult terrain, and creatures that start their turn on the ice must make a DC 14 Dexterity saving throw or fall prone.

- Neptirion and its allies ignore the difficult terrain.

Level 12 - Eternal Glacier's Wrath (1/Day)

Neptirion's power reaches its peak, turning the battlefield into a frozen wasteland.

- For 1 minute, Neptirion's body is surrounded by an aura of freezing mist.

- All melee attacks against Neptirion result in the attacker taking 14 (4d6) cold damage.

- Neptirion's cold damage attacks deal maximum damage against creatures that are grappled or restrained.

- All bodies of water within 60 feet freeze solid for 1 hour.

AFFINITY TASKS

To unlock Neptirion's Special Ability, you must complete at least four of the following tasks:

- ◆ **Frozen Sovereign:** Have Neptirion restrain five different creatures using its Freezing Deluge or other ice-based abilities.
- ◆ **Beneath the Ice:** Spend one hour in total silence with Neptirion beneath a frozen lake or in an underwater cave.
- ◆ **Tidecaller's Fury:** Successfully knock at least three creatures prone in a single use of Neptirion's Tail Slam or a similar attack.
- ◆ **Glacial Hunt:** Defeat an enemy that is both underwater and frozen, proving Neptirion's mastery over the tides and frost.
- ◆ **Stormborn Rider:** Ride Neptirion through a raging storm or across rough, frozen seas, enduring the elements together.

NEPTIRION

Large, Dragon

Armor Class: 18 (natural armor)

Hit Points: 161 (14d10 + 84)

Speed: 40 ft., Swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Str +9, Con +9, Wis +6, Cha +7

Capture Save: +9

Skills: Perception +6, Stealth +5, Athletics +9

Damage Resistances: Cold, Lightning

Damage Immunities: Water-based effects (such as Control Water, Create or Destroy Water)

Condition Immunities: Frightened, Paralyzed

Senses: Darkvision 120 ft., Tremorsense 30 ft., passive Perception 16

Languages: Draconic, Aquan, understands Common

Challenge: 7 (2,900 XP)

Proficiency Bonus: +3

TRAITS

Amphibious. Neptirion can breathe both air and water.

Glacial Spines. Any creature that hits Neptirion with a melee attack while within 5 feet takes 7 (2d6) cold damage.

Abysal Guardian. Neptirion can breathe and see perfectly underwater. It has advantage on saving throws against being grappled or restrained.

ACTIONS

Multiattack. Neptirion makes three attacks: one with its Bite, one with its Tail Slam, and one with its Frost Shard Barrage.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be grappled (escape DC 17).

Tail Slam. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be stunned until the end of Neptirion's next turn.

Frost Shard Barrage. Ranged Weapon Attack: +7 to hit, range 30/60 ft., three targets. Hit: 14 (3d6 + 4) cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Freezing Deluge (Recharge 5-6). Neptirion exhales an icy torrent in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much on a success. Creatures that fail the save are restrained in ice until they use an action to break free (DC 15 Strength check).

SPECIAL ABILITY: LEVIATHAN'S DOMINION

Neptirion's true power is unlocked.

- ◆ Neptirion's cold damage ignores resistance.
- ◆ Friendly creatures within 30 feet of Neptirion have advantage on saving throws against cold and water-based effects.
- ◆ Once per long rest, Neptirion can cast Control Water or Cone of Cold without requiring components.



NYXVILE

PSYCHIC

Description: Nyxvile is a cunning, shadowy fiend with sleek, dark purple skin and piercing, ember-like eyes that glow with malicious intelligence. Its bat-like wings ripple with shadow energy, dripping darkness that dissipates into the air like smoke. Razor-sharp claws and a whip-like tail make it a formidable physical opponent, but its true strength lies in its ability to warp reality and manipulate fear.

Habitat: Nyxvile is found lurking in the void between planes, shadowed ruins, and cursed forests.

Size: 5 ft.

Weight: 80 lbs.

Personality Traits: Roll on the table or choose one when a Nyxvile companion is acquired.

d6 Personality Trait

- 1 Smirks constantly, as if it knows something others don't.
- 2 Flicks its tail when amused, leaving faint afterimages in the air.
- 3 Enjoys whispering into the minds of creatures just to see them panic.
- 4 Materializes in and out of shadows, making it difficult to track.
- 5 Taps its claws together when thinking, producing a soft clicking sound.
- 6 Rarely speaks, preferring to communicate through telepathic intimidation.

COMPANION PROGRESSION

Level 7 - Abyssal Instinct

Nyxvile's mind operates on a plane of fear and deception, making it nearly impossible to manipulate.

- Nyxvile has advantage on all Intelligence, Wisdom, and Charisma saving throws against spells and abilities that attempt to charm, frighten, or control it.

- Once per long rest, if Nyxvile fails a saving throw, it can choose to succeed instead.

Level 8 - Cloak of Shadows

Nyxvile bends the darkness around itself, making it nearly impossible to detect.

- When in dim light or darkness, Nyxvile has advantage on Stealth checks and can attempt to Hide as a bonus action. While hidden, creatures that rely on darkvision cannot see Nyxvile unless they succeed on a DC 15 Perception check.

Level 10 - Devourer of Nightmares (1/Day)

Nyxvile feasts upon the fear of others, turning it into raw power.

- As an action, Nyxvile absorbs the terror of all frightened creatures within 30 feet, causing them to make a DC 17 Wisdom saving throw.

On a failure, the creatures take 40 (8d10) psychic damage, and Nyxvile regains energy points equal to half the total damage dealt.

On a success, they take half damage, and Nyxvile regains no energy points.

- Any creature reduced to 0 HP by this ability vanishes into Nyxvile's shadows, unable to be resurrected except by a Wish spell or similar divine intervention.

AFFINITY TASKS

To unlock Nyxvile's Special Ability, you must complete at least three of the following tasks:

♦ **Dusk Stalker:** Have Nyxvile remain in complete darkness or deep shadow for a full night, moving unseen.

♦ **Terror's Reflection:** Use Nyxvile's abilities to make a creature flee in fear or fall into despair without physically harming them.

♦ **Gaze into the Void:** Witness a natural or supernatural portal to another plane, such as the Abyss, the Shadowfell, or a dreamscape.

♦ **Master of Deception:** Trick an intelligent creature into believing something false for at least 10 minutes without using combat.

♦ **Echoes of Forgotten Fear:** Stand in the ruins of an ancient battle or cursed site, listening for whispers of past horrors.

NYXVILE

Medium, Fiend

Armor Class: 16 (natural armor)

Hit Points: 102 (12d8 + 48)

Speed: 40 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Saving Throws: Dex +7, Wis +6, Cha +8

Capture Save: +8

Skills: Stealth +7, Deception +8, Perception +6

Damage Resistances: Psychic, Necrotic, Cold

Condition Immunities: Charmed, Frightened

Senses: Darkvision 120 ft., Passive Perception 16

Languages: Abyssal, Infernal, Telepathy 60 ft.

Challenge: 6 (2,300 XP)

Proficiency Bonus: +3

TRAITS

Shadow Warp. When Nyxvile moves, it can teleport up to 20 feet as part of its movement without provoking opportunity attacks.

Twisting Fear. When a creature that can see Nyxvile starts its turn within 30 feet of it, it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. Nyxvile makes three attacks: one with its Shadow Claws, one with its Tail Lash, and one with its Mind Fly.

Shadow Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

Tail Lash. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage, and the target must make a DC 15 Strength saving throw or be knocked prone.

Mind Fly. Ranged Spell Attack: +8 to hit, range 30 ft., one target. Hit: 19 (4d6 + 5) psychic damage, and the target has disadvantage on Intelligence and Wisdom saving throws until the end of its next turn.

Nightmare Surge (Recharge 5-6). Nyxvile releases a surge of nightmarish energy in a 20-foot radius. Each creature in the area must make a DC 16 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much on a success. If a creature fails the saving throw, it also becomes frightened for 1 minute.

SPECIAL ABILITY: MINDSHROUD

Nyxvile wraps itself in psychic static, making it difficult to perceive or predict.

♦ Creatures within 30 feet cannot read Nyxvile's thoughts or detect its presence with divination magic unless they succeed on a DC 16 Intelligence saving throw.

♦ Once per turn, when Nyxvile is targeted by an attack or spell, it can impose disadvantage on the roll as a reaction, warping the attacker's perception.



PUFFLARE

WATER

Description: Pufflare is a round, spiky fish with vibrant blue hues and a pale underbelly. Its body is covered in sharp spines that it inflates when threatened. Despite its prickly exterior, Pufflare is a curious and playful creature, often following boats or inspecting adventurers who enter its waters.

Habitat: Pufflare thrives in coastal waters, coral reefs, and tranquil lagoons. It can often be seen hiding among underwater vegetation or darting through schools of fish.

Size: 2 ft., 3 ft. wide when inflated

Weight: 40 lbs.

Personality Traits: Roll on the table or choose one when a Pufflare companion is acquired.

d6 Personality Trait

- 1 Frequently puffs up and deflates when excited or startled.
- 2 Loves chasing bubbles or swimming through schools of smaller fish.
- 3 Hides behind coral or rocks at the first sign of danger, inflating only if approached.
- 4 Playfully splashes water at creatures it finds interesting.
- 5 Is fiercely protective of its territory and will puff up to intimidate larger foes.
- 6 Occasionally collects shiny objects from the ocean floor, hoarding them in hidden crevices.

COMPANION PROGRESSION

Level 3 - Defensive Reflex

Pufflare's body instinctively reacts to danger, making it difficult to harm.

- When a creature misses Pufflare with a melee attack, Pufflare can use its reaction to move 10 feet without provoking opportunity attacks.
- If Pufflare is inflated, it can also immediately attempt a Spine Shot as part of this reaction (this does not count toward its recharge).

Level 5 - Hydro Vault (1/Short Rest)

Pufflare channels high-pressure water to control the battlefield.

- As an action, Pufflare releases a rapid blast of water, targeting up to three creatures within 30 feet. Each target must make a DC 14 Strength saving throw or be pushed back 10 feet and have their speed reduced by 10 feet for 1 round.

If any target fails the save by 5 or more, they are also knocked prone.

Level 7 - Piercing Tides

Pufflare's spines harden, making them more dangerous in battle.

- Spine Burst and Spine Shot now deal an additional 1d6 piercing damage.
- Creatures that fail their save against Spine Burst also take 1d4 piercing damage at the start of their next turn as the barbs remain lodged in their skin.
- Pufflare's Spine Shot range increases to 40 feet.

AFFINITY TASKS

To unlock Pufflare's Special Ability, you must complete at least four of the following tasks:

- ♦ **Drifting Shield:** Successfully block or negate damage using Pufflare's Inflated Defense three times in a single battle.
- ♦ **Spined Adversary:** Defeat a creature that relies on melee attacks without allowing it to land a successful hit on Pufflare.
- ♦ **Hydrodynamic Precision:** Use Water Jet or Aqua Barrage to knock at least two creatures into hazards or environmental dangers.
- ♦ **Bubble Haven:** Find a hidden underwater sanctuary where Pufflare can rest safely for a full day.
- ♦ **Reef Guardian:** Successfully protect a weaker aquatic creature (such as a small fish, sea turtle, or lost hatchling) from a natural predator or hostile enemy without letting it take damage.

PUFFLARE

Small, Beast

Armor Class: 14 (natural armor)

Hit Points: 33 (6d6 + 12)

Speed: 5 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Saving Throws: Dex +4, Con +4

Capture Save: +4

Skills: Perception +3, Stealth +4

Damage Resistances: Piercing

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Common and Aquan but can't speak

Challenge: 2 (450 XP)

Proficiency Bonus: +2

TRAITS

Inflated Defense. As a bonus action, Pufflare can inflate its body, increasing its AC to 17 but reducing its swim speed to 20 ft. This effect lasts until it uses a bonus action to deflate.

Spine Burst (Recharge 5-6). When threatened, Pufflare can release a burst of sharp spines. Each creature within 10 feet must make a DC 12 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. Pufflare makes two attacks: one with its Bite and one with its Water Jet.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Water Jet. Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Spine Shot (Recharge 5-6). Pufflare expels a targeted spine at high speed. Ranged Weapon Attack: +4 to hit, range 20 ft., one target. Hit: 12 (3d6 + 2) piercing damage.

SPECIAL ABILITY: BRISTLING SURGE

Pufflare's spines crackle with energy, allowing it to attack while moving.

- ♦ Whenever Pufflare moves more than 10 feet on its turn, it can fire one Spine Shot at any target within range (this does not count toward its recharge).
- ♦ Once per long rest, Pufflare can enter a Bristhrush State for 1 minute, gaining:
 - ♦ +2 AC while inflated.
 - ♦ Advantage on Dexterity saving throws.
 - ♦ The ability to make Spine Shots as a bonus action instead of an action.



PYROFOX

FIRE

Description: The Pyrofox is a cunning, fire-infused fox with a burning tail and fiery orange markings. Known for its elegance and mischievous behavior. It is highly intelligent and is said to have a knack for outsmarting hunters and even mages. Its tail burns brighter when it feels confident or is preparing to unleash its fiery attacks.

Habitat: Pyrofoxes are commonly found in volcanic regions, charred forests, and rolling savannahs touched by fire. They also occasionally appear in urban areas, drawn by warm hearths and flickering flames.

Size: 2 ft.

Weight: 25 lbs.

Personality Traits: Roll on the table or choose one when a Pyrofox companion is acquired.

d6 Personality Trait

- 1 Has a habit of chasing its own flaming tail for amusement.
- 2 Loves to tease larger creatures by darting in and out of reach.
- 3 Loyal to those who earn its trust, even if it remains wary of strangers.
- 4 Often "sings" with soft, high-pitched howls near open flames.
- 5 Prefers to observe from a distance before deciding to approach or flee.
- 6 Often stares into flames, seemingly lost in thought or communication.

COMPANION PROGRESSION

Level 2 - Cunning Embers

The Pyrofox's flames flicker unpredictably, making it harder to track and target.

- The Pyrofox has advantage on Dexterity (Stealth) checks in dim light or darkness.
- If the Pyrofox takes the Dodge action, its Burning Aura damage increases to 4 fire damage until the start of its next turn.

Level 4 - Mirage Blaze (1/Short Rest)

The Pyrofox creates an afterimage of itself using heat distortions, confusing enemies.

- As a reaction to being targeted by an attack, the Pyrofox can create an illusory duplicate. The attacker must roll with disadvantage. If the attack misses, the Pyrofox can move up to half its speed without provoking opportunity attacks.

Level 6 - Inferno Trickster (1/Day)

The Pyrofox's mischievous nature allows it to manipulate flames like a master illusionist.

- As an action, the Pyrofox creates up to three flickering flame illusions within 30 feet. These can take the form of small creatures, false torches, or fiery runes. The illusions last for 1 minute unless dismissed early.
- A creature that interacts with an illusion must make a DC 14 Intelligence (Investigation) check to recognize it as fake.
- While within 5 feet of one of its illusions, the Pyrofox can use the Hide action as a bonus action.

AFFINITY TASKS

To unlock Pyrofox's Special Ability, you must complete at least four of the following tasks:

- ◆ **Fox's Gambit:** Outsmart a sentient enemy using deception, illusions, or trickery in the presence of the Pyrofox.
- ◆ **Dancing Flames:** Successfully avoid damage from three fire-based attacks in a single battle.
- ◆ **The Spirit of the Trickster:** Solve a riddle, puzzle, or trickster's challenge related to fire or illusion.
- ◆ **Moonlit Blaze:** Guide the Pyrofox to a high place under the full moon and perform a fire ritual to strengthen its bond.
- ◆ **Whispering Embers:** Befriend another fire-aligned creature (such as a Fire Elemental, Efreet, or Salamander) and secure its blessing.

PYROFOX

Tiny, Elemental Beast

Armor Class: 14 (natural armor)

Hit Points: 13 (3d4 + 6)

Speed: 40 ft.

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

Saving Throws: Dex +5, Wis +3

Capture Save: +5

Skills: Perception +3, Stealth +5

Damage Resistances: Fire

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Common and Primordial but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Burning Aura. Creatures within 5 feet of the Pyrofox take 2 fire damage at the start of their turn.

Evasive. The Pyrofox can take the Dodge action as a bonus action.

ACTIONS

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

Tail Flame (Recharge 5-6). The Pyrofox lashes out with its burning tail in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Illusory Flames (1/Day). The Pyrofox creates a visual illusion of flickering flames in a 20-foot radius centered on itself. The illusion lasts for 1 minute, and creatures within the radius must make a DC 13 Intelligence saving throw to discern the illusion. Creatures that fail the save treat the area as difficult terrain and are frightened until the end of their next turn.

SPECIAL ABILITY: FOXFIRE TEMPEST (1/DAY)

The Pyrofox erupts in a whirlwind of mystical fire, leaving only embers in its wake.

- ◆ As an action, the Pyrofox teleports up to 40 feet in any direction, vanishing in a spiral of flames.
- ◆ All creatures within 10 feet of both its starting and ending locations must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save or half on a success.
- ◆ The Pyrofox becomes invisible until the start of its next turn or until it attacks.



STORMMANE

LIGHTNING

Description: Stormmane is a majestic, electrified equine with a shimmering black coat streaked with glowing lightning patterns. Its mane and tail flow like storm clouds, crackling with green electrical energy. Stormmane moves with both grace and raw strength, its hooves leaving trails of sparks wherever it runs.

Habitat: Stormmane roams open plains, stormy plateaus, and mountain ridges where thunderstorms are frequent.

Size: 6 ft.

Weight: 1,200 lbs.

Personality Traits: Roll on the table or choose one when a Stormmane companion is acquired.

d6 Personality Trait

- 1 Strikes the ground with its hooves when agitated, causing small static discharges.
- 2 Has a calm and regal demeanor but becomes ferocious when provoked.
- 3 Gallops through storms, appearing to absorb the lightning strikes.
- 4 Protects weaker creatures within its territory, chasing away predators.
- 5 Lets out a resonant neigh that echoes like thunder when marking its presence.
- 6 Displays curiosity toward magical artifacts, often inspecting them with its glowing horn.

COMPANION PROGRESSION

Level 7 - Gale Hooves

Stormmane's movements become swift as the wind, allowing it to evade danger effortlessly.

- When Stormmane moves at least 20 feet on its turn, it gains +2 AC until the start of its next turn.
- Stormmane's jump distance is doubled, allowing it to leap over obstacles with ease.

Level 9 - Thunderborn Fury

Stormmane channels the raw power of the storm, making it an unstoppable force of nature.

- Stormmane is immune to being restrained or grappled as long as it has moved at least 10 feet on its turn.
- Thunderbolt Charge's range increases to 50 feet, and creatures that fail their save are also stunned until the end of their next turn.

Level 10 - Tempest Manifestation (1/Day)

Stormmane becomes a true embodiment of the storm, turning the battlefield into a chaotic tempest. For 1 minute, Stormmane gains the following benefits:

- It can Dash as a bonus action and does not provoke opportunity attacks.
- Its Lightning Stride trail expands to 15 feet wide, and creatures that fail the save take 4d6 lightning damage instead of 3d6.
- At the start of each of its turns, a bolt of lightning strikes the nearest enemy within 60 feet, dealing 6d8 lightning damage (DC 17 Dexterity save for half).

AFFINITY TASKS

To unlock Stormmane's Special Ability, you must complete at least four of the following tasks:

- ◆ **Sky Gallop:** Ride or follow Stormmane at full speed through an open storm without stopping for at least one hour.
- ◆ **Thunder's Echo:** Stand atop a high peak or plateau with Stormmane and witness a natural lightning strike up close.
- ◆ **Guardian of the Winds:** Protect a vulnerable traveler or creature from a powerful storm using Stormmane's abilities.
- ◆ **Echo of the Stormlord:** Allow Stormmane to run freely across an open field during a thunderstorm, absorbing its energy.
- ◆ **Fury of the Skies:** Charge at least 60 feet in a single movement and successfully strike an opponent without breaking the charge.

STORMMANE

Medium, Elemental Beast

Armor Class: 16 (natural armor)

Hit Points: 102 (12d8 + 48)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (-1)	14 (+2)	14 (+2)

Saving Throws: Dex +6, Con +7, Wis +5

Capture Save: +7

Skills: Perception +5, Athletics +7

Damage Resistances: Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Understands Common and Primordial but can't speak

Challenge: 5 (1,800 XP)

Proficiency Bonus: +3

TRAITS

Stormbound. Stormmane is immune to difficult terrain caused by storms, high winds, or magical lightning effects.

Lightning Stride. When Stormmane uses its Dash action, it leaves a 10-foot-wide trail of lightning in its wake. Any creature that enters the trail for the first time on a turn or ends its turn there must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.

ACTIONS

Multiattack. Stormmane makes two attacks: one with its Horn and one with its Hooves.

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) lightning damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Thunderbolt Charge (Recharge 5-6). Stormmane charges in a straight line up to 30 feet, releasing a thunderous blast. Each creature in its path must make a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage and being knocked prone on a failed save, or half as much damage without being knocked prone on a success.

Stormcall (1/Day). Stormmane summons a localized storm in a 30-foot radius centered on itself for 1 minute. The area becomes difficult terrain, and lightning strikes a random creature within the area at the start of each of Stormmane's turns. The struck creature must make a DC 15 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a success.

SPECIAL ABILITY: SOVEREIGN OF THE STORM

- ◆ Stormmane is immune to lightning damage and automatically succeeds on saving throws against wind-based or storm-based effects.
- ◆ Once per long rest, when Stormmane uses Stormcall, the storm persists for an additional 5 minutes and strikes two random enemies per turn instead of one.



SYLPHDRAKE

DRAGON

Description: Sylphdrake is a delicate, serpent-like dragon whose wings resemble two large, vibrant green leaves. These leaf-like wings allow it to glide effortlessly through dense foliage, using the wind to maneuver with incredible precision. Though small, it possesses two small arms tipped with sharp claws, which it uses to grasp onto branches or defend. Highly elusive, Sylphdrake blends seamlessly with the treetops.

Habitat: Sylphdrake thrives in ancient forests, misty jungles, and sacred groves.

Size: 1.5 ft.

Weight: 4 lbs.

Personality Traits: Roll on the table or choose one when a Sylphdrake companion is acquired.

d6 Personality Trait

- 1 Dances gracefully through the air, riding the wind with joy.
- 2 Hides among leaves, only revealing itself to those it deems worthy.
- 3 Chirps softly like birds when communicating with others.
- 4 Gently nudges small plants, as if encouraging them to grow.
- 5 Prefers to observe rather than engage in direct conflict.
- 6 Darting quickly between trees, it always seems just out of reach.

COMPANION PROGRESSION

Level 2 - Venomous Claws

Sylphdrake's claws secrete a toxic resin, weakening its prey over time.

- Claws now deal an extra 1d6 poison damage.
- When a creature fails the saving throw against poison, it also has disadvantage on Strength-based attacks and checks until the end of its next turn.
- Vine Snare: When Sylphdrake hits the same creature twice in a single turn, thorny vines wrap around the target's legs, reducing its speed by half until the start of its next turn.

Level 4 - Thornscales Armor

Sylphdrake's body hardens like bark, sprouting thorn-like scales that repel attackers.

- When hit by a melee attack, the attacker takes 3 (1d6) piercing damage.
- Once per long rest, Sylphdrake can harden its scales as a reaction, increasing its AC by 2 for 1 minute.
- Sylphdrake's flying speed increases by 10 feet.

Level 6 - Natural Currents (1/Short Rest)

Sylphdrake spreads its wings, summoning an ethereal wind that lifts allies and hinders foes.

- All creatures of Sylphdrake's choice within 20 feet can immediately move up to 10 feet without provoking opportunity attacks.
- Enemies in the area must make a DC 14 Strength saving throw or be pushed 10 feet back and knocked prone as the sudden gust sweeps them off their feet.

AFFINITY TASKS

To unlock Sylphdrake's Special Ability, you must complete at least four of the following tasks:

- ◆ **Healing Winds:** Use Soothing Winds to heal at least 50 HP total across multiple allies over different encounters.
- ◆ **Master of Shadows:** Remain hidden for three rounds in an encounter while attacking from stealth.
- ◆ **Poisoned Prey:** Poison ten different creatures in separate battles.
- ◆ **Defender of the Wilds:** Protect a sacred grove or rare plant species from destruction.
- ◆ **Skyborne Mastery:** Successfully avoid at least five attacks in a single combat encounter using its mobility abilities.

SYLPHDRAKE

Tiny, Dragon

Armor Class: 14 (natural armor)

Hit Points: 27 (6d4 + 12)

Speed: 10 ft., Fly 50 ft.

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

Saving Throws: Dex +6, Wis +5

Capture Save: +6

Skills: Stealth +6, Perception +5, Nature +3, Arcana +3

Damage Resistances: Poison, Psychic

Condition Immunities: Charmed, Frightened, Poisoned

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Draconic, Sylvan, understands Common

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Natural Camouflage. While in a forest or jungle, Sylphdrake has advantage on Dexterity (Stealth) checks and can Hide as a bonus action.

Gale Glide. Sylphdrake does not provoke opportunity attacks when it flies out of a creature's reach.

ACTIONS

Multiaction. Sylphdrake makes two attacks: one with Claws and one with Breeze Dart.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 3 (1d6) poison damage.

Breeze Dart. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 6 (1d6 + 3) force damage, and the target must make a DC 13 Strength saving throw or be pushed 5 feet backward.

Venomous Mist (Recharge 5-6). Sylphdrake exhales a toxic mist in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a success. Creatures that fail the save are poisoned for 1 minute. They can repeat the saving throw at the end of each of their turns to end the effect.

Soothing Winds (Recharge 5-6). Sylphdrake flaps its wings, releasing a calming breeze in a 10-foot radius. All creatures of its choice in the area regain 7 (2d4 + 2) hit points and have advantage on their next Wisdom saving throw within the next minute.

SPECIAL ABILITY: APEX THORN DRAKE

Sylphdrake has fully awakened its primal instincts, becoming an apex predator of the wilds.

- ◆ Sylphdrake is now immune to poison damage.
- ◆ When Sylphdrake critically hits with Claws, the target must make a DC 16 Constitution saving throw or take an additional 4d8 poison damage and be paralyzed until the end of its next turn.
- ◆ Sylphdrake's AC increases by 1 permanently.



TERRABAST

EARTH

Description: Terrabast is a colossal, ancient beast that roams vast plains, rocky highlands, and deep valleys. Its thick, layered fur is a mix of hardened mud and dust, providing it with natural armor against attackers. Its massive, curved tusks are strong enough to uproot trees and carve through stone, while its powerful legs can shake the ground with every step.

Habitat: Terrabast thrives in dry grasslands, rugged hills, and mountain plateaus. It often carves deep paths through landscapes, forming natural trails and riverbeds over generations.

Size: 12 ft.

Weight: 3,800 lbs.

Personality Traits: Roll on the table or choose one when a Terrabast companion is acquired.

d6 Personality Trait

- 1 Stomps the ground rhythmically to communicate with others of its kind.
- 2 Rolls in dust and mud to maintain its natural armor.
- 3 Slowly sways when idle, mimicking the movement of rolling hills.
- 4 Shows signs of intelligence, avoiding unnecessary destruction.
- 5 Prefers solitude, but allows smaller creatures to take shelter in its fur.
- 6 Becomes extremely territorial when disturbed, shaking the ground with its roars.

COMPANION PROGRESSION

Level 8 - Unyielding Stride

Terrabast moves with unstoppable momentum, pushing aside obstacles in its path.

- Terrabast cannot be pushed, pulled, or knocked prone unless by a Huge or larger creature.
- When it moves at least 10 feet, it can ignore difficult terrain until the end of its turn.

Level 10 - Crater Slam (1/Short Rest)

With a mighty stomp, Terrabast shatters the ground beneath it.

- As an action, Terrabast slams the ground, creating a 10-foot radius shockwave centered on itself. Each creature in the area must make a DC 16 Strength saving throw or take 18 (4d6) bludgeoning damage and be knocked prone.
- The area becomes difficult terrain for 1 minute as cracks and rubble scatter across the ground.
- Structures and objects in the area take double damage from attacks and effects for 1 minute.

Level 12- Colossal Bastion

Terrabast becomes an unbreakable force, embodying the unwavering strength of the land.

- Terrabast is immune to the prone condition and cannot be moved against its will.
- Once per long rest, when Terrabast drops below half its energy points, it gains temporary energy points equal to its Constitution modifier × 3.
- Whenever Terrabast uses Landslide Charge, it leaves behind a wall of debris, creating half cover in a line behind it.

AFFINITY TASKS

To unlock Terrabast's Special Ability, you must complete at least four of the following tasks:

- ♦ **Echo of the Land:** Travel at least 10 miles across rocky terrain with Terrabast, allowing it to carve new paths through the earth.
- ♦ **Rumbling Guardian:** Use Terrabast to protect a location or group from a natural disaster, such as a landslide, earthquake, or rockfall.
- ♦ **Trial of the Tusk:** Engage in five separate battles against creatures of Large size or bigger, proving Terrabast's dominance over the wilds.
- ♦ **Echo of the Quake:** Stand with Terrabast on a mountaintop, plateau, or deep valley during an earthquake, remaining steadfast as the ground trembles and shifts beneath you.
- ♦ **Pathbreaker:** Have Terrabast clear or carve a new path through rough terrain at least three times, whether by smashing boulders, flattening land, or uprooting obstacles.

TERRABAST

Large, Beast

Armor Class: 17 (natural armor)

Hit Points: 157 (15d10 + 75)

Speed: 40 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	6 (-2)	14 (+2)	12 (+1)

Saving Throws: Str +9, Con +8, Wis +5

Capture Save: +9

Skills: Athletics +9, Perception +5, Survival +5

Damage Resistances: Bludgeoning, Piercing

Damage Immunities: Poison

Condition Immunities: Frightened, Exhaustion from extreme heat

Senses: remorsense 60 ft., passive Perception 15

Languages: Understands Terran but can't speak

Challenge: 6 (2,300 XP)

Proficiency Bonus: +3

TRAITS

Earthen Hide. Terrabast's body is reinforced with hardened dirt and stone. When hit by a melee weapon attack, the attacker takes 5 (1d10) bludgeoning damage unless they are using a magical or adamantite weapon.

Earthen Resilience. Terrabast ignores the effects of difficult terrain caused by rocky, sandy, or uneven ground and has advantage on saving throws against exhaustion from extreme heat.

ACTIONS

Multiaction. Terrabast makes two attacks: one with its Tusks and one with its Stomp.

Tusks. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must make a DC 17 Strength saving throw or be knocked prone.

Quaking Roar (Recharge 5-6). Terrabast releases a deep, resonating roar that shakes the ground. Each creature within a 30-foot radius must make a DC 17 Constitution saving throw, taking 24 (7d6) bludgeoning damage on a failed save, or half as much on a success. Creatures that fail the save are also deafened for 1 minute and have disadvantage on Dexterity saving throws until the end of their next turn.

Landslide Charge (1/Day). Terrabast charges in a 30-foot straight line. Each creature in its path must make a DC 17 Dexterity saving throw or take 28 (4d10 + 6) bludgeoning damage and be knocked 15 feet away. If a creature collides with a solid object, it takes an additional 10 (3d6) bludgeoning damage. The ground in the path of this charge becomes unstable, turning into difficult terrain for 1 minute.

SPECIAL ABILITY: BEDROCK RESILIENCE

The hardened earth around Terrabast fuses with its body, reinforcing its natural armor.

♦ Terrabast gains immunity to non-magical slashing damage.

♦ If Terrabast takes bludgeoning damage, it can use its reaction to reduce the damage by half.



THORN SHELL

PLANT

Description: Thornshell is a slow-moving but resilient creature with a sturdy, domed shell resembling overlapping leaves and blossoms. Its earthy tones of green and pink camouflage it among vegetation, while its tough armor provides ample protection against threats. Thornshells are known for their defensive nature, rolling into a spiky ball to deter attackers.

Habitat: Thornshells are commonly found in dense forests, overgrown meadows, and near magical groves.

Size: 2.5 ft.

Weight: 80 lbs.

Personality Traits: Roll on the table or choose one when a Thornshell companion is acquired.

d6 Personality Trait

- 1 Slowly sways back and forth when calm, blending in with surrounding foliage.
- 2 Rolls into its shell when startled, peeking out cautiously after a few moments.
- 3 Enjoys basking in sunlight, staying motionless for hours.
- 4 Protects smaller creatures, positioning itself between them and danger.
- 5 Flicks its leaves when agitated, releasing a faint, earthy scent.
- 6 Collects shiny pebbles or fruits, storing them inside its shell for safekeeping.

COMPANION PROGRESSION

Level 3 - Rooted Resilience

Thornshell's natural defenses harden, making it even tougher to dislodge or harm.

- Thornshell has advantage on saving throws against being pushed, knocked prone, or moved against its will.

- When curled in its shell, it gains resistance to all damage from attacks that target Strength or Dexterity saving throws.

Level 5 - Vine Snare (1/Short Rest)

Thornshell's connection to nature allows it to ensnare nearby enemies with creeping vines.

- As an action, Thornshell summons thorny vines in a 10-foot radius centered on itself. Creatures of Thornshell's choice in the area must make a DC 13 Strength saving throw or be restrained for 1 minute.

- A restrained creature can attempt the saving throw again at the end of each of its turns to break free.

Level 7 - Verdant Juggernaut (1/Day)

Thornshell becomes an unstoppable rolling force of nature, crushing everything in its path.

- For 1 minute, Thornshell doubles its movement speed and cannot be restrained, grappled, or knocked prone.

- When Thornshell uses Spine Roll, creatures hit take 4d8 piercing damage instead of 2d8.

- After using Spine Roll, Thornshell can immediately curl into its shell as a free action.

AFFINITY TASKS

To unlock Thornshell's Special Ability, you must complete at least four of the following tasks:

- ◆ **Unshaken Guardian:** Successfully block or withstand three attacks in a row while using Defensive Curl.
- ◆ **Rolling Thunder:** Use Spine Roll to hit at least two enemies in a single activation.
- ◆ **Forest's Embrace:** Spend a full day in an enchanted grove or ancient forest without leaving or engaging in combat.
- ◆ **Flourishing Resilience:** Allow Thornshell's Blooming Thorns to heal at least 20 HP in total across multiple uses.
- ◆ **Thorned Path:** Successfully immobilize or hinder an enemy's movement using Vine Snare or a similar ability at least three times.

THORNHELL

Small, Plant Beast

Armor Class: 15 (natural armor)

Hit Points: 27 (5d6 + 10)

Speed: 20 ft.

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

Saving Throws: Con +4

Capture Save: +4

Skills: Perception +3

Damage Resistances: Piercing, Slashing

Senses: Darkvision 30 ft., Passive Perception 13

Languages: Understands Common but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Defensive Curl. As a bonus action, Thornshell can retract into its shell. While curled, its AC increases to 18, but its speed is reduced to 0, and it cannot take actions other than to uncurl itself.

Thorny Exterior. When Thornshell is hit with a melee attack while curled, the attacker takes 3 (1d6) piercing damage.

ACTIONS

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage.

Seed Spit. Ranged Weapon Attack: +2 to hit, range 20 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. If the target is a plant-based creature, it takes an additional 4 (1d8) piercing damage.

Spine Roll (Recharge 5-6). Thornshell rolls forward up to 20 feet in a straight line, forcing all creatures in its path to make a DC 12 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) piercing damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

SPECIAL ABILITY: BLOOMING THORNS

Thornshell's body begins to sprout regenerative flora, strengthening its defenses and aiding allies.

- ◆ While curled, Thornshell regains 1d6 energy points at the start of each of its turns (up to half of the maximum Energy Points).
- ◆ When an ally within 10 feet takes damage, Thornshell can use its reaction to release pollen, granting that ally temporary hit points equal to 1d4 + its proficiency bonus.



THUNDERLISK

LIGHTNING

Description: Thunderlisk is a sleek, reptilian creature with a shimmering black and gold body. Its piercing red eyes and sharp spines give it a menacing appearance, but its true danger lies in its ability to unleash powerful bursts of electricity. Agile and cunning, Thunderlisk is known to stalk its prey with silent precision before striking with a shocking attack.

Habitat: Thunderlisk inhabits arid deserts, rocky cliffs, and stormy plains.

Size: 3.2 ft.

Weight: 40 lbs.

Personality Traits: Roll on the table or choose one when a Thunderlisk companion is acquired.

d6 Personality Trait

- 1 Darts around erratically, creating small sparks wherever it steps.
- 2 Enjoys climbing high rocks or trees, observing its surroundings with intense focus.
- 3 Flicks its tail to release small static bursts when annoyed or bored.
- 4 Is fiercely territorial, chasing away any creature that enters its domain.
- 5 Becomes visibly energized during storms, crackling with excess electricity.
- 6 Tends to watch travelers from a distance, curious but cautious.

COMPANION PROGRESSION

Level 3 - Static Predator

Thunderlisk's body stores ambient energy, allowing it to strike faster than its prey.

- The first time Thunderlisk hits a creature that hasn't taken a turn yet in combat, it deals an extra 1d8 lightning damage.

Level 5 - Storm Prowler

Thunderlisk moves like a flickering bolt of lightning, difficult to track and pin down.

- When Thunderlisk makes a Stealth check, it can move up to 10 feet as part of the same action.

- Thunderlisk's Spark Leap distance increases to 30 feet, and it can use it as a bonus action instead of an action.

Level 7 - Tempest Fang (1/Day)

Thunderlisk becomes a storm incarnate, striking its prey with unstoppable force.

- As an action, Thunderlisk surges forward up to 40 feet, passing through creatures without provoking opportunity attacks. Each creature Thunderlisk moves through must make a DC 16 Dexterity saving throw, taking 8d8 lightning damage on a failed save or half on a success.

- If Thunderlisk ends this movement adjacent to a creature, it can make a Bite attack as a free action.

AFFINITY TASKS

To unlock Thunderlisk's Special Ability, you must complete at least five of the following tasks:

- ◆ **Silent Stalker:** Successfully sneak up on an enemy and land the first hit in combat without being detected.
- ◆ **Stormborn Agility:** Use Thunderlisk's Spark Leap or movement abilities to avoid three enemy attacks in a single battle.
- ◆ **Flash Predator:** Defeat a creature within one round of combat before it can react.
- ◆ **Flickering Phantom:** Remain hidden for at least 10 minutes in an area with natural storms or unstable energy.
- ◆ **Echo of the Thunderlord:** Stand with Thunderlisk on a stormy plateau, cliff, or peak, allowing it to observe the storm for one uninterrupted hour.
- ◆ **Crackling Footsteps:** Travel at least 5 miles alongside Thunderlisk without stopping, ensuring it moves at full speed the entire time.
- ◆ **Storm's Reflection:** Find a naturally occurring pool of water during a thunderstorm and let Thunderlisk see its reflection in the storm-lit surface.

THUNDERLISK

Small, Beast

Armor Class: 14 (natural armor)

Hit Points: 44 (8d6 + 16)

Speed: 40 ft.

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

Saving Throws: Dex +5, Con +4

Capture Save: +5

Skills: Stealth +5, Perception +3

Damage Resistances: Lightning

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Common but can't speak

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

TRAITS

Lightning Reflexes. Thunderlisk has advantage on Dexterity saving throws against effects that would deal lightning damage or cause it to be restrained.

Electrified Tail. When Thunderlisk hits with its Tail Swipe attack, it can choose to deal an additional 4 (1d8) lightning damage.

ACTIONS

Multiattack. Thunderlisk makes two attacks: one with its Bite and one with its Tail Swipe.

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

Tail Swipe. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) lightning damage.

Electric Surge (Recharge 5-6). Thunderlisk releases a surge of electricity in a 15-foot radius. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one.

Spark Leap. Thunderlisk leaps up to 20 feet in a straight line, releasing a crackling shockwave upon landing. Each creature within 5 feet of the landing point must succeed on a DC 13 Strength saving throw or take 7 (2d6) lightning damage and be knocked prone.

SPECIAL ABILITY: CHARGED VENOM

Thunderlisk's fangs drip with an electrified toxin, stunning its prey before they can react.

◆ When Thunderlisk hits a creature with Bite, the target must make a DC 15 Constitution saving throw or be paralyzed until the end of Thunderlisk's next turn.

◆ A creature that succeeds on this saving throw cannot be affected again for 1 minute.



TIDALISK

WATER

Description: Tidalisk is a mesmerizing aquatic predator with a translucent blue body adorned with glowing white spots. Its long, flexible tentacles ripple with bioluminescent patterns, luring prey closer before ensnaring them. Its red, piercing eyes seem to glow faintly, giving it an otherworldly presence in the water. Known for its intelligence and cunning, Tidalisk is as dangerous as it is beautiful, capable of manipulating its environment with jets of water and ink.

Habitat: Tidalisk inhabits deep oceans, coral reefs, and underwater caves.

Size: 7.5 ft.

Weight: 180 lbs.

Personality Traits: Roll on the table or choose one when a Tidalisk companion is acquired.

d6 Personality Trait

- 1 Moves gracefully, as if performing a dance, even in combat.
- 2 Enjoys hiding in the shadows and surprising its prey.
- 3 Emits soft pulses of light when calm, creating a soothing atmosphere.
- 4 Aggressively defends its territory, targeting intruders with precision.
- 5 Coils its tentacles protectively around magical objects, refusing to let them go without a fight.
- 6 Flicks its tentacles playfully at smaller creatures, showing rare moments of gentleness.

COMPANION PROGRESSION

Level 4 - Abyssal Grip

Tidalisk's tentacles tighten with supernatural force, making escape nearly impossible.

- Creatures grappled by Tidalisk's Tentacles take 1d6 bludgeoning damage at the start of their turn.
- If a creature fails an attempt to escape the grapple by 5 or more, it is also silenced until the end of its next turn, unable to speak or cast spells with verbal components.

Level 6 - Echoing Lure (1/Day)

Tidalisk's bioluminescence creates afterimages that trick its prey into following false movements.

- When Tidalisk activates Bioluminescent Lure, creatures that fail their saving throw are also charmed until the end of their next turn, treating Tidalisk as a non-hostile entity.
- If a charmed creature is attacked, the effect immediately ends.

Level 8 - Leviathan's Pull (1/Day)

Tidalisk channels the force of deep-sea currents, dragging its enemies into a crushing abyss.

- As an action, Tidalisk creates a powerful underwater vortex in a 30-foot radius centered on itself. All creatures of its choice within the area must make a DC 16 Strength saving throw or be pulled 20 feet toward Tidalisk and restrained for 1 minute. A restrained creature can attempt a new saving throw at the end of each of its turns to escape.
- If a restrained creature fails three consecutive saving throws, it takes 21 (6d6) bludgeoning damage from the crushing pressure before being released.

AFFINITY TASKS

To unlock Tidalisk's Special Ability, you must complete at least four of the following tasks:

- ◆ **Lurking Hunter:** Successfully ambush an enemy using Stealth while underwater with Tidalisk.
- ◆ **Crushing Embrace:** Keep an enemy grappled by Tidalisk for at least three consecutive turns during a combat encounter.
- ◆ **Ink and Illusion:** Use Ink Cloud or another obscuring effect to escape from or deceive a dangerous foe.
- ◆ **Deep-Sea Pact:** Discover an ancient underwater ruin and allow Tidalisk to rest within its depths for a full long rest.
- ◆ **Pull of the Abyss:** Defeat an enemy by dragging it underwater and preventing it from escaping.

TIDALISK

Medium, Beast

Armor Class: 14 (natural armor)

Hit Points: 67 (9d8 + 27)

Speed: 10 ft., Swim 40 ft.

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

Saving Throws: Dex +4, Con +5, Wis +4

Capture Save: +5

Skills: Perception +4, Stealth +4

Damage Resistances: Cold

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Understands Common and Aquan but can't speak

Challenge: 3 (700 XP)

Proficiency Bonus: +2

TRAITS

Bioluminescent Lure. As a bonus action, Tidalisk can cause its glowing spots to pulse hypnotically. Each creature within 20 feet of it that can see must succeed on a DC 13 Wisdom saving throw or have disadvantage on attack rolls against Tidalisk until the end of its next turn.

Ink Cloud (Recharge 5-6). Tidalisk releases a 20-foot-radius cloud of ink centered on itself. The area is heavily obscured for 1 minute, or until a strong current disperses the ink. Tidalisk has advantage on Stealth checks while within the cloud.

Hold Breath. While out of water, the Tidalisk can hold its breath for 1 hour.

ACTIONS

Multiattack. Tidalisk makes two attacks: one with its Tentacles and one with its Jet Strike.

Tentacles. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and Tidalisk cannot use its Tentacles on another target.

Jet Strike. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Tidal Wave (Recharge 5-6). Tidalisk expels a surge of water in a 30-foot cone. Each creature in the area must make a DC 13 Strength saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much on a successful one. Creatures that fail the save are also pushed 10 feet away from Tidalisk.

SPECIAL ABILITY: TIDAL PHANTOM

Tidalisk moves like liquid shadow, vanishing into the depths with unmatched skill.

◆ When Tidalisk is in dim light or underwater, it can take the Hide action as a bonus action, even when being observed.

◆ Ink Cloud now lasts for 2 minutes, and creatures inside it have disadvantage on Perception checks against Tidalisk.



UMBRACLAWS

GHOST

Description: Umbraclaws are shadowy wraiths with sleek, spectral bodies that ripple like liquid darkness. Their jagged grins never move, yet their eerie laughter echoes in the air. A glowing core pulses within their chest, feeding on the life force of those they touch. Their elongated claws shift between solid and shadow, striking with unnatural precision. With piercing violet eyes and a flowing, tattered form, they glide through the darkness, always watching, always waiting.

Habitat: Commonly found in cursed catacombs, forsaken castles, and places where the fabric of reality has been weakened by dark magic.

Size: 5.5 ft.

Weight: Incorporeal, effectively weightless.

Personality Traits: Roll on the table or choose one when a Umbraclaw companion is acquired.

d6 Personality Trait

- 1 Revels in the fear of others, savoring the terror in their eyes before striking.
- 2 Speaks in a mocking, distorted whisper, never raising its voice.
- 3 Enjoys mimicking the voices of those it has recently encountered, often in a mocking tone.
- 4 Remains unnervingly still until it suddenly moves with an unnatural, fluid grace.
- 5 Holds an obsessive grudge against divine magic and those who wield it.
- 6 Has an inexplicable fascination with reflections, often staring into mirrors or pools of water for long periods.

COMPANION PROGRESSION

Level 5 - Lingerin Shadows

The darkness around the Umbralclaw clings to its bonded companion, shielding them from sight.

- While in dim light or darkness, the bonded companion gains +2 AC against ranged attacks.
- The Umbralclaw's bonded companion has advantage on saving throws against being frightened, also once per short rest, it can take the Hide action as a bonus action, even if they are being observed.

Level 7 - Spectral Precision

The Umbralclaw sharpens its ability to phase between worlds, making its attacks even deadlier.

- Shadow Claws now ignore resistance to necrotic damage.
- Creatures frightened by Dreadful Visage also have disadvantage on concentration checks while frightened.
- When Umbralclaw uses Shadow Step, its next attack before the end of its turn deals an additional 1d8 necrotic damage.

Level 10 - Eclipse Rend (1/Day)

The Umbralclaw momentarily expands its form into a towering mass of shifting darkness, striking fear into those who dare face it.

- As an action, the Umbralclaw lashes out in a 15-foot cone with elongated spectral claws. Each creature in the area must make a DC 17 Dexterity saving throw or take 4d8 necrotic damage and become blinded until the end of its next turn as inky shadows cloud its vision. If a creature is already frightened, it automatically fails the saving throw.

AFFINITY TASKS

To unlock Umbralclaw's Special Ability, you must complete at least four of the following tasks:

- ◆ **Nocturnal Pact:** Spend an entire night in total darkness alongside Umbralclaw without using magical light sources.
- ◆ **Terror's Embrace:** Successfully frighten 10 different creatures using Dreadful Visage across multiple encounters.
- ◆ **Shadow Dance:** Evade 5 attacks in a single battle by using Shadow Step strategically.
- ◆ **Cursed Battle:** Defeat a creature of Challenge Rating 5 or higher while fighting in dim light or darkness.
- ◆ **Eclipsing the Light:** Use Shadow Claws to reduce an enemy's Strength to 0, causing them to rise as a Shadow.

UMBRACLAW

Medium, Undead

Armor Class: 15 (natural armor)

Hit Points: 75 (10d8 + 30)

Speed: 0 ft., Fly 50 ft. (hover)

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

Saving Throws: Dex +6, Wis +3, Cha +6

Capture Save: +6

Skills: Stealth +6, Intimidation +6, Arcana +4

Damage Resistances: Cold, Lightning, Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses: Darkvision 120 ft., Passive Perception 11

Languages: Understands Common and Abyssal but can't speak

Challenge: 3 (700 XP)

Proficiency Bonus: +2

TRAITS

Shadow Step. As a bonus action, the Umbralclaw can teleport up to 30 feet to an unoccupied space it can see that is in dim light or darkness.

ACTIONS

Shadow Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or have its Strength score reduced by 1d4 until the end of its next short rest. If this reduction reduces the target's Strength to 0, it dies and rises as a Shadow under the Umbralclaw's control.

Umbral Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) necrotic damage. The Umbralclaw regains hit points equal to the necrotic damage dealt. If the target is frightened, it takes an additional 6 (1d12) psychic damage.

Dreadful Visage (Recharge 5-6). The Umbralclaw lets out a haunting, distorted laugh, forcing all creatures within 15 feet to make a DC 14 Wisdom saving throw. On a failed save, a creature is frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPECIAL ABILITY: UMBRAL DOMINION

The Umbralclaw's mastery of darkness extends to its bonded companion, allowing them to move through the world like a wraith.

- ◆ The bonded companion can see normally in darkness, both magical and nonmagical, up to 120 feet.
- ◆ While in dim light or darkness, the bonded companion can move through creatures and objects as if they were difficult terrain, taking 1d10 force damage if they end their turn inside an object.



VELVYR

EARTH

Description: Velvyr is an elegant and swift creature, known for its exceptional agility and keen senses. Its sleek, muscular frame allows it to maneuver effortlessly through dense forests and open plains. The distinctive patterns on its fur blend seamlessly with its surroundings. Velvyr is known for its cunning nature, carefully assessing threats before deciding whether to engage or evade.

Habitat: Velvyr inhabits dense woodlands, rolling grasslands, and dry savannas where it can make full use of its speed and camouflage.

Size: 4.7 ft.

Weight: 160 lbs.

Personality Traits: Roll on the table or choose one when a Velvyr companion is acquired.

d6 Personality Trait

- 1 Flicks its ears at the slightest sound, always alert.
- 2 Takes precise, calculated steps, avoiding unnecessary movements.
- 3 Bows its head slightly when meeting another creature, assessing its intentions.
- 4 Moves with an elegant rhythm, almost as if it were dancing.
- 5 Shorts in irritation when something disrupts its surroundings.
- 6 Never stays in one place too long, preferring open space to roam freely.

COMPANION PROGRESSION

Level 2 - Silent Predator

Velvyr's natural stealth and cunning allow it to outmaneuver even the sharpest opponents.

- Velvyr has advantage on attack rolls against creatures that haven't taken a turn in combat yet.
- If Velvyr remains motionless in natural terrain for at least 1 minute, it becomes nearly invisible, requiring a creature to make a DC 15 Perception check to detect it.

Level 4 - Wild Reflexes (1/Short Rest)

Velvyr's instincts are so sharp that it can react before danger even strikes.

- If Velvyr fails a Dexterity saving throw, it can roll again, taking the second result.
- If a creature misses Velvyr with an attack, Velvyr can immediately move up to 10 feet without provoking opportunity attacks.

Level 6 - Hunter's Arc

Velvyr's leaps are graceful and unpredictable, allowing it to move across the battlefield with ease.

- When Velvyr makes a leaping movement (at least 10 feet in any direction), it can choose one of the following effects:
 1. Momentum Slam: If it lands adjacent to a creature, it can make a free Hoof Strike attack as part of the movement.
 2. Bounding Escape: If it moves away from an enemy, it does not provoke opportunity attacks from that enemy.
- Additionally, Velvyr can jump off walls or obstacles without using extra movement.

AFFINITY TASKS

To unlock Glacierpeep's Special Ability, you must complete at least four of the following tasks:

- ◆ **Ghost in the Grass:** Use Velvyr's stealth abilities to remain undetected for at least one minute while avoiding enemy detection in a natural setting.
- ◆ **Strike and Fade:** Successfully hit an enemy and escape without taking damage at least five times in different encounters.
- ◆ **Duel of Wits:** Force an enemy to miss an attack against Velvyr at least three times in a single combat encounter.
- ◆ **Leap of Faith:** Successfully jump over a dangerous gap, river, or canyon spanning at least 20 feet in a high-stakes moment.
- ◆ **Echo of the Chase:** Engage in a high-speed pursuit, either hunting or escaping another creature, and emerge victorious.

VELVYR

Medium, Beast

Armor Class: 13 (natural armor)

Hit Points: 32 (5d8 + 10)

Speed: 50 ft.

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

Saving Throws: Dex +6, Wis +4

Capture Save: +6

Skills: Acrobatics +6, Perception +4, Stealth +6

Damage Resistances: Piercing

Senses: Darkvision 30 ft., Passive Perception 14

Languages: Understands Sylvan and Common but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

TRAITS

Evasive Instincts. Velvyr has advantage on Dexterity saving throws against effects that require quick movement, such as traps and area spells like Fireball.

Fleet Step. Velvyr can take the Dash or Disengage action as a bonus action.

Camouflaged Coat. While in tall grass, woodlands, or natural terrain, Velvyr has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. Velvyr makes two attacks: one with Hoof Strike and one with Tail Swipe.

Hoof Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be pushed 5 feet back.

Tail Swipe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, and the target must make a DC 14 Constitution saving throw or be dazed until the end of its next turn.

Bounding Leap (Recharge 5-6). Velvyr leaps up to 30 feet in a straight line. If it lands within 5 feet of a creature, it can make a Hoof Strike attack as part of the same action. The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

SPECIAL ABILITY: WINDBOUND PHANTOM

Velvyr has become one with the wind, moving so unpredictably that it defies even the keenest hunters.

- ◆ Velvyr can take an extra reaction each round, but only to move or Dodge.
- ◆ If Velvyr moves at least 30 feet in one turn, it becomes blurred until the start of its next turn, causing all attack rolls against it to have disadvantage.
- ◆ If Velvyr starts its turn hidden, its first attack that turn has advantage and deals an extra 1d8 damage.



VOLTPANDA

LIGHTNING

Description: Voltpanda is a powerful, bear-like creature with fur that glows faintly with vibrant yellow streaks of electricity. Its fierce red eyes and crackling aura make it an intimidating force in any battle. Voltpanda channels its electrical energy through its claws, striking with devastating power and speed.

Habitat: Voltpandas inhabit mountainous regions, stormy plateaus, and dense forests near areas of frequent thunderstorms.

Size: 6 ft.

Weight: 350 lbs.

Personality Traits: Roll on the table or choose one when a Voltpanda companion is acquired.

d6 Personality Trait

- 1 Flicks its ears back and forth when agitated, causing small sparks to scatter.
- 2 Protects weaker creatures within its territory, often taking on a guardian role.
- 3 Challenges anyone who approaches it too closely with a roar crackling with electricity.
- 4 Relaxes by scratching its claws against rocks, leaving faint scorch marks behind.
- 5 Becomes especially energetic during thunderstorms, sparking uncontrollably.
- 6 Often charges up electricity by dragging its claws along the ground, creating faint trails of glowing sparks.

COMPANION PROGRESSION

Level 4 - Electrified Strikes

Voltpanda's attacks surge with unstable energy, shocking its foes even when they block its blows.

- When Voltpanda misses a melee attack, the target still takes 1d6 lightning damage.
- If the attack hits, the target cannot take reactions until the start of its next turn.

Level 6 - Thunderous Stomp (1/Short Rest)

With a mighty stomp, Voltpanda channels its energy into the ground, sending shockwaves through the battlefield.

- As an action, Voltpanda slams the ground, forcing all creatures within 10 feet to make a DC 15 Strength saving throw. On a failed save, creatures are knocked prone and take 2d8 bludgeoning damage.
- If used during a thunderstorm, creatures that fail the save also take 1d8 lightning damage.

Level 8 - Thunder Emperor's Wrath (1/Day)

Voltpanda unleashes the full force of its electrified fury, turning the battlefield into a storm of devastation.

- As an action, Voltpanda erupts with electricity, forcing all creatures within 20 feet to make a DC 16 Dexterity saving throw. On a failed save, creatures take 6d10 lightning damage and are stunned until the end of Voltpanda's next turn. On a success, they take half damage and are not stunned.
- This ability automatically recharges if Voltpanda is hit by lightning during a storm.

AFFINITY TASKS

To unlock Voltpanda's Special Ability, you must complete at least four of the following tasks:

- ◆ **Peak Predator:** Climb to the highest point of a mountain, plateau, or stormy region with Voltpanda and remain there for a full hour.
- ◆ **Shockwave Challenger:** Defeat an enemy using Thunderous Charge or Thunderous Stomp, ensuring they are knocked prone before the final blow.
- ◆ **Fury of the Storm:** Enter a battle during a thunderstorm and fight for at least five rounds without retreating.
- ◆ **Guardian of the Wilds:** Protect a weaker creature or NPC from a dangerous predator or enemy, using Voltpanda's power to defend them.
- ◆ **Echo of Thunder:** Stand in an open field as a natural lightning strike hits nearby, proving your resilience to the storm's might.

VOLTPANDA

Medium, Elemental Beast

Armor Class: 15 (natural armor)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws: Str +6, Con +5

Capture Save: +6

Skills: Athletics +6, Perception +3

Damage Resistances: Lightning

Damage Vulnerabilities: Water

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Common and Primordial but can't speak

Challenge: 3 (700 XP)

Proficiency Bonus: +2

TRAITS

Lightning Aura. At the start of Voltpanda's turn, each creature within 5 feet of it takes 3 (1d6) lightning damage.

Thunderous Charge. If Voltpanda moves at least 20 feet straight toward a creature and hits it with a melee attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. Voltpanda makes two attacks: one with its Claws and one with its Thunder Punch.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Thunder Punch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) lightning damage. If the target is wearing metal armor, it has disadvantage on its next attack roll.

Storm Burst (Recharge 5-6). Voltpanda releases a powerful surge of electricity in a 15-foot radius. Each creature in the area must make a DC 14 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

SPECIAL ABILITY: STORMHEART INSTINCT

Voltpanda's body surges with electricity, reacting instinctively to incoming threats and harnessing the storm's energy to strike with overwhelming force.

- ◆ When an enemy within 10 feet misses an attack against Voltpanda, it automatically takes 1d8 lightning damage as static electricity lashes out.
- ◆ When Voltpanda rolls a natural 20 on an attack, lightning surges through its claws, causing the attack to deal an additional 2d8 lightning damage and forcing the target to make a DC 16 Constitution saving throw or be paralyzed until the end of their next turn.
- ◆ If Voltpanda starts its turn in heavy rain or a storm, its movement speed increases by 10 feet.



ZAPRIL

LIGHTNING

Description: Zapril is a small, energetic rodent-like creature surrounded by an aura of crackling electricity. Its golden fur glows faintly with arcs of lightning that dance along its tail and ears. Known for its playful nature, Zapril often zips around with incredible speed, leaving behind small static shocks.

Habitat: Zapril thrives in open fields, forests, and even urban areas with abundant sources of energy.

Size: 1.2 ft.

Weight: 5 lbs.

Personality Traits: Roll on the table or choose one when a Zapril companion is acquired.

d6 Personality Trait

- 1 Playfully zaps creatures it likes, giving them a mild shock.
- 2 Is fiercely protective of its territory and will zap intruders without hesitation.
- 3 Loves to chase after glowing or moving objects, often losing focus during combat.
- 4 Enjoys curling up in warm spots, often nestling near sources of heat or energy.
- 5 Emits small sparks when excited or happy, lighting up dark areas.
- 6 Can't resist the temptation to chew on wires or metallic objects.

COMPANION PROGRESSION

Level 2 - Lightning Reflexes

Zapril's movements become erratic and unpredictable, making it difficult to pin down.

- When Zapril is targeted by an attack, it can use its reaction to move up to 10 feet without provoking opportunity attacks.

- If this movement causes the attack to miss, the attacker takes 1d4 lightning damage as residual energy discharges.

Level 4 - Storm Conductor

Zapril draws energy from natural and magical lightning, amplifying its own power.

- When Zapril takes lightning damage, it instead gains temporary hit points equal to half the damage taken.

- Zapril's Electro Pulse radius increases to 15 feet, and creatures that fail their save are also stunned until the start of their next turn.

Level 6 - Arc Surge (1/Day)

Zapril becomes a living conduit of electricity, zipping across the battlefield in a blinding flash.

- As an action, Zapril instantly teleports up to 60 feet to an unoccupied space it can see. All creatures within 10 feet of Zapril's starting and ending locations must make a DC 15 Dexterity saving throw or take 6d8 lightning damage. On a success, they take half damage.

- If Zapril teleports during a storm or in an area with strong electrical energy, it instead deals 8d8 lightning damage.

AFFINITY TASKS

To unlock Zapril's Special Ability, you must complete at least five of the following tasks:

- ◆ **Speed Demon:** Successfully move at least 60 feet in a single turn without taking damage.
- ◆ **Electric Trickster:** Use Zapril's abilities to dodge or negate three attacks in a single encounter.
- ◆ **Storm Seeker:** Endure a natural lightning storm while keeping Zapril active.
- ◆ **Overcharge:** Absorb lightning damage from a spell or magical effect and survive without being knocked unconscious.
- ◆ **Flash Striker:** Land a final blow on an enemy within one round of using Dash or Disengage.
- ◆ **Flash of Brilliance:** Use Zapril's electrical energy to signal someone or illuminate a dark area without the use of magic or items.

ZAPRIL

Tiny, Elemental Beast

Armor Class: 13

Hit Points: 10 (3d4 + 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Capture Save: +5

Skills: Perception +3, Acrobatics +5

Damage Resistances: Lightning

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Understands Common and Primordial but can't speak

Challenge: 1/4(50 XP)

Proficiency Bonus: +2

TRAITS

Static Charge. When a creature touches Zapril or hits it with a melee attack while within 5 feet, the attacker takes 2 lightning damage.

Quick Step. Zapril can take the Dash or Disengage action as a bonus action.

ACTIONS

Shock Bolt. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 6 (1d6 + 3) lightning damage.

Electro Pulse (Recharge 5-6). Zapril releases a burst of electricity in a 10-foot radius. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) lightning damage and cannot take reactions until the end of their next turn.

SPECIAL ABILITY: LIVING LIGHTNING

Zapril fully embodies the essence of electricity, becoming untouchable in a flash of speed.

- ◆ Zapril's movement speed increases to 50 feet, and it can now move along walls and ceilings as if they were normal terrain.
- ◆ Once per long rest, Zapril can enter a Supercharged State for 1 minute:
 - ◆ Its movement speed doubles.
 - ◆ Its attacks deal an additional 1d6 lightning damage.
 - ◆ When it Dashes, it can make a free Shock Bolt attack as part of the movement.

AUREVAIL

LEGENDARY



Lore & Legend

Once every century, when the northern skies glow with an eerie blue light, Aurevail emerges from its glacial throne, soaring across the frozen peaks like a specter of the endless winter. Unlike other legendary creatures, Aurevail does not rage, nor does it destroy—it simply erases.

Where it flies, warmth fades, rivers freeze mid-flow, and even time itself seems to slow. Entire forests have been found locked in ice, their trees glistening like crystal sculptures, untouched by decay. Those who have glimpsed Aurevail speak of a presence that is both breathtaking and terrifying, a being that moves without sound, leaving behind only a world of silence and frost.

Ancient myths tell of a lost kingdom that once revered Aurevail as the Keeper of the Frozen Veil, a guardian said to watch over the boundary between life and stillness. Their greatest city, Evrithal, vanished overnight—not destroyed, but perfectly preserved beneath layers of sapphire ice. Even now, the ruins stand untouched, as if waiting for something—or someone—to awaken them.

Some say Aurevail is searching for something long forgotten. Others believe it is simply the embodiment of winter's inevitability. One thing is certain: those who stand against Aurevail must be prepared to face not just the cold—but the endless hush of a world frozen in time.

Size: 21 ft wingspan, 8 ft tall

Weight: 520 lbs.

QUESTS & ENCOUNTERS FOR AUREVAIL

Aurevail is more than just a creature—it is a living myth, an omen of eternal frost. Whether sought out for power, wisdom, or survival, its presence alone alters the course of history. Below are three quests and a table of random encounters involving Aurevail.

The Frostbound Heart

The village of Norska was thriving just days ago—now, it is completely frozen, every building and person locked in a perfect state of ice. No signs of struggle, no decay. The only clue? Strange winged silhouettes imprinted in the frost, as if something vast flew overhead.

Quest Goals:

- Investigate the frozen village and uncover how it was instantly encased in ice.
- Track the chilling aurora trails left by Aurevail, leading deep into the tundra.
- Discover an ancient, forgotten shrine dedicated to Aurevail, buried beneath the ice.
- Face the truth: The village was caught in Aurevail's silent passing, and only a great sacrifice can reverse the frost's grip.

The Shattered Winter Pact

For centuries, Aurevail and a powerful fire spirit known as Pyronis have maintained an uneasy truce, ensuring that neither eternal winter nor endless wildfire consumes the land. But something has shattered their balance—Pyronis is missing, and Aurevail's icy domain grows unchecked.

Quest Goals:

- Venture into the Everfrost Expanse, where winter has expanded beyond its natural borders.
- Battle snowbound elemental beasts emerging from the growing cold.
- Discover that Pyronis was imprisoned by an ambitious sorcerer, hoping to claim dominion over fire and ice.
- Confront Aurevail—will the players convince it to stay its cold wrath, or will they be forced to fight a being of living winter?

The City of Frozen Time

Deep within the Silverglaze Glacier, legends speak of Evrithal, the Lost City, where time itself was stolen by winter. For ages, no one has dared enter, for those who cross its boundary never return. Now, an ancient scholar claims that the city is stirring, and Aurevail has been sighted circling above it.

Quest Goals:

- Locate the hidden entrance to Evrithal and cross into its frozen time-loop.
- Discover that the city's people are still alive, but unaware they've been frozen for centuries.
- Solve ancient riddles and ice-bound mechanisms to break the city free.
- Face Aurevail's judgment—it froze the city for a reason. Will the party undo the past or leave it sealed forever?

RANDOM ENCOUNTERS INVOLVING AUREVAIL

d6 Random Encounter

- 1 The sky above shimmers with a strange blue aurora, and the temperature plummets instantly. The wind carries a soundless whisper, as if something vast has passed by... but no one saw it.
- 2 A traveling merchant offers an artifact: a feather of deep blue ice, said to have fallen from Aurevail's wings. It radiates unnatural cold, freezing anything it touches.
- 3 A group of pilgrims wrapped in heavy furs travel across the tundra, claiming they are following Aurevail's path to witness the "Great Silence" firsthand. They warn the players not to interfere.
- 4 An entire lake has frozen overnight, its surface smooth as glass. At its center lies an ancient sword, untouched by rust or time—entombed in the ice.
- 5 The players find a perfectly preserved ruin, its walls glistening with untouched frost. Inside, frozen figures stand as if caught mid-motion, their expressions peaceful yet unnerving.
- 6 A sudden blizzard engulfs the land, but within the swirling snow, a shape moves—massive, graceful, and watching. Then, just as quickly, the storm clears, leaving no trace of what was there.

AUREVAIL

Huge, Elemental Beast

Armor Class: 18 (natural armor)

Hit Points: 230 (20d12 + 100)

Speed: 30 ft., Fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	21 (+5)	14 (+2)	18 (+4)	18 (+4)

Saving Throws: Dex +10, Wis +9, Con +10

Capture Save: +10

Skills: Perception +9, Stealth +10

Damage Resistances: Radiant, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Cold, Poison

Condition Immunities: Charmed, Frightened, Poisoned, Paralyzed

Senses: Darkvision 120 ft., Passive Perception 19

Languages: Understands Primordial and Common but can't speak

Challenge: 13 (10,000 XP)

Proficiency Bonus: +5

TRAITS

Frozen Presence. Aurevail radiates an aura of intense cold in a 20-foot radius. Creatures that start their turn within this area must make a DC 19 Constitution saving throw or take 10 (3d6) cold damage and have their movement speed reduced by half until the start of their next turn.

Winter's Domain. Aurevail's presence alters the environment. Any liquid within 60 feet of it instantly freezes, and flames, both magical and nonmagical, are extinguished unless their source is of 6th level or higher.

Frigid Resilience. Aurevail regenerates 10 hit points at the start of each of its turns if it is in a snowy or frozen environment.

Innate Spellcasting

Aurevail's innate spellcasting ability is Wisdom (spell save DC 17, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

◆ **At will:** ray of frost, frostbite

◆ **3/day each:** ice storm, wall of ice

◆ **1/day each:** cone of cold, control weather

ACTIONS

Multiattack. Aurevail makes two attacks: one with its beak and one with its frost-coated talons.

Beak. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (5d8 + 6) piercing damage plus 14 (4d6) cold damage.

Frozen Talons. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) slashing damage plus 14 (4d6) cold damage.

Glacial Tempest (Recharge 5-6). Aurevail beats its wings, releasing a blizzard of razor-sharp ice in a 60-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 50 (10d8) cold damage on a failed save, or half as much on a success. Creatures that fail the save are restrained by ice until the start of Aurevail's next turn.

LEGENDARY ACTIONS

Aurevail can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Aurevail regains spent legendary actions at the start of its turn.

Icebound Strike (Costs 2 Actions). Aurevail slashes a creature with an enhanced frost talon. The target must make a DC 19 Constitution saving throw or take 18 (4d8) cold damage and be paralyzed until the end of its next turn.

Glide Through the Blizzard. Aurevail moves up to half its flying speed without provoking opportunity attacks. Any creatures it moves past must make a DC 19 Strength saving throw or be knocked prone by the force of its icy winds.

Howl of the Frozen Sky. Aurevail lets out a chilling screech. Each creature within 60 feet must make a DC 19 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the save at the end of its turns.

COMPANION PROGRESSION

Level 16 - Frostborn Sentinel

Aurevail's very presence thickens the frost in the air, reinforcing its domain.

- Allies within 30 feet of Aurevail gain resistance to cold damage and ignore nonmagical difficult terrain caused by ice or snow.

- Whenever Aurevail casts Wall of Ice, it can choose one ally within 60 feet to be able to pass through the wall as if it were non-existent.

Level 17 - Silent Tundra (1/Long Rest)

Aurevail invokes the hush of a frozen world, sealing all sound in its domain.

- As an action, Aurevail creates an aura of magical silence in a 60-foot radius for 1 minute. This effect is similar to the Silence spell but does not require concentration and cannot be countered by lesser magic.

- While this effect is active, enemies inside the radius cannot take reactions and have disadvantage on Constitution saving throws to maintain concentration.

Level 19 - Glacial Eclipse (1/Long Rest)

Aurevail spreads its wings and summons an eternal winter, covering the land in an apocalyptic blizzard.

- For 1 minute, Aurevail creates a 1-mile radius supernatural storm of ice and howling wind. While active:

- All nonmagical fire is extinguished instantly.

- Creatures inside the storm cannot teleport or plane shift.

- Flying creatures (except Aurevail) must make a DC 22 Strength saving throw at the start of their turn or be thrown 50 feet in a random direction and knocked prone.

- Hostile creatures within the storm take 6d10 cold damage at the start of their turns and make all attack rolls at disadvantage due to the blinding blizzard.

- Allies of Aurevail gain immunity to cold and the ability to see perfectly within the storm.

The storm lasts for 1 minute, but frozen terrain and magical ice remain indefinitely until dispelled by a Wish spell or similar divine magic.

Level 20 - Apex of the Frozen Veil (1/Long Rest)

Aurevail reaches the pinnacle of its icy power, becoming the ultimate force of winter's stillness.

- As a bonus action, Aurevail enters a transcendent frozen state for 1 minute, gaining the following benefits:

- **Absolute Cold:** It becomes immune to all damage except force and radiant.

- **Eternal Stillness:** Enemies within 30 feet must make a DC 22 Constitution saving throw at the start of their turn or be paralyzed until the start of their next turn. Creatures that succeed are instead slowed (as per the Slow spell) until the start of their next turn.

- **Frozen Reality:** All spells that create fire or radiant effects within 120 feet are automatically countered unless cast at 8th level or higher.

This effect lasts for 1 minute or until Aurevail is reduced to 50 hit points or fewer, at which point the transformation ends, and it cannot use this ability again until after experiencing extreme cold, such as resting atop a glacial peak or in an ancient frozen ruin.

AFFINITY TASKS

To unlock Aurevail's Special Ability, you must complete at least three of the following tasks:

◆ **The Silent Tundra:** Spend one full night in complete stillness alongside Aurevail, meditating in an untouched frozen landscape where no living thing moves.

◆ **Chilled to the Bone:** Survive at least 3 battles in extreme cold conditions (below -50°F), relying solely on Aurevail's presence to endure the bitter frost.

◆ **Breath of Stillness:** Prevent three different enemies from fleeing a battle by using Aurevail's ice-based abilities to trap or slow them down.

◆ **Footsteps in the Frost:** Travel at least 50 miles through an unbroken tundra with Aurevail, leaving behind no trace of your passage.

◆ **The Inevitable Chill:** Defeat three different fire-based creatures using only cold damage, proving that even the hottest flames can be extinguished by the frost.

◆ **Guardian of the Still World:** Protect a creature, place, or object of great importance by sealing it away within an ice prison, ensuring it remains untouched by time.

SPECIAL ABILITY: ETERNAL FROSTBOND

Aurevail bestows its chosen companion with the blessing of endless winter, allowing them to channel its frozen essence in ways beyond mortal limits.

Once per long rest, when Aurevail and its bonded companion are within 30 feet of each other, they can synchronize their energy, entering a state of Frozen Synergy for 1 minute. While in this state:

◆ The bonded companion gains resistance to cold damage and advantage on Constitution saving throws against exhaustion due to extreme cold.

◆ Any spell or ability the bonded companion casts that deals cold damage ignores resistance to cold and treats immunity as resistance instead.

◆ If the bonded companion would be reduced to 0 hit points while this effect is active, Aurevail encases them in protective ice, rendering them immune to all damage until the end of their next turn. The ice then shatters, restoring them to 1 hit point.

◆ While Aurevail is flying and this ability is active, its bonded companion can stand on its back as if on solid ground. While doing so, the companion does not need to make ability checks to maintain balance and can take actions normally.

◆ This ability cannot be used again until Aurevail has spent at least 1 hour in an environment of extreme cold, such as atop a glacial peak, inside a blizzard, or within an icebound ruin.

RAI'ZOR

LEGENDARY



Lore & Legend

When the skies darken without warning and the wind dies in eerie silence, only the wise know to run. Rai'Zor has arrived.

This legendary beast doesn't just command the storm—it is the storm. Born from the clash of ancient titans, Rai'Zor is said to be lightning given form, a living tempest that roams the skies in search of worthy foes. It doesn't hunt for food, nor does it destroy for pleasure. It seeks only one thing: power.

Its wings, black as thunderheads, crackle with golden energy, and with every beat, the air itself trembles. Entire armies have fallen to a single pass of Rai'Zor overhead, their weapons melted, their banners turned to ash. Sailors pray to never see its shadow. Kings fear the day its cry echoes over their cities.

Legends tell of a time when Rai'Zor was challenged by a warrior so fierce that even the storm hesitated. The battle raged for days, shattering mountains and setting the sky ablaze. In the end, Rai'Zor left—not in defeat, but in respect. It is said that those who prove themselves against this beast are never the same afterward, their souls forever touched by the raw, untamed fury of the storm.

But be warned: Rai'Zor bows to no master, fears no chains, and yields to no force. If you stand before it, you had better be ready. Because once the storm chooses you, there is no escape.

Size: 20 ft wingspan, 8 ft tall

Weight: 460 lbs.

QUESTS & ENCOUNTERS FOR RAI'ZOR

Rai'Zor is more than just a powerful beast; it is a living legend, a force of nature that shapes the world around it. Here are some adventure hooks, and quests for incorporating Volcaryon into your campaign.

The Thunder King's Gambit

A self-proclaimed warlord, King Zevran the Stormborn, claims to have forged a pact with Rai'Zor, declaring himself the true ruler of the skies. Under his command, legions of sky-pirates and storm-forged soldiers descend upon cities, using lightning-infused weapons rumored to be crafted from Rai'Zor's own feathers.

Quest Goals:

- Investigate Zevran's floating fortress, rumored to be powered by stolen storm energy.
- Battle storm-infused constructs and warriors who wield weapons crackling with Rai'Zor's power.
- Confront Zevran, only to discover that he has caged Rai'Zor in an arcane prison, draining its power for himself.
- Choose: Free Rai'Zor and risk its rage, or find another way to neutralize the storm tyrant's power.

Eye of the Storm

A massive superstorm has formed over the Floating Isles, cutting off trade and threatening to consume the entire region. Scholars and druids warn that this is no natural phenomenon—Rai'Zor is in distress, lashing out in confusion and fury.

Quest Goals:

- Fly through the storm's outer edges, dodging arcane lightning strikes and violent winds.
- Locate the source of Rai'Zor's disturbance—perhaps a rival legendary beast or an unnatural magical interference.
- Survive Rai'Zor's trial by lightning—a test of endurance, wits, and strength.
- If victorious, the storm fades, and Rai'Zor may grant the party a single boon—a feather crackling with untamed power.

Legacy of the Skyborn

An ancient ruin hidden in the highest peaks holds a secret: Rai'Zor was not the first of its kind. Legends speak of an ancient race, the Skyborn, who once rode creatures of pure storm energy and wielded thunder as a weapon. But the knowledge of how to tame the storm was lost... until now.

Quest Goals:

- Decode the Skyborn texts, revealing forgotten secrets of storm magic.
- Survive encounters with stormforged guardians, constructs built to protect the ancient knowledge.
- Discover an ancient relic, the Stormcaller's Sigil, rumored to grant control over Rai'Zor's fury—but at a cost.
- Face a final trial: Rai'Zor itself arrives, drawn by the disturbance. Will the party fight, bargain, or seek an alliance?

RANDOM ENCOUNTERS INVOLVING RAI'ZOR

d6 Random Encounter

- 1 The sky suddenly darkens, and a bolt of golden lightning strikes nearby—but instead of dissipating, the electricity lingers, crackling with unnatural energy. Is Rai'Zor near?
- 2 A group of storm-touched nomads claim to have seen Rai'Zor battling another entity high above the clouds. They beg the players to investigate before the storm escalates.
- 3 A fallen feather of Rai'Zor is found embedded in the ground, still humming with static energy. A powerful force clearly left it here—but why?
- 4 The party spots an enormous shadow moving within the clouds, followed by the distant sound of thunderous wingbeats. Rai'Zor is hunting... but for what?
- 5 A village reports violent lightning storms destroying their crops and buildings. They blame Rai'Zor, but a deeper investigation reveals the storm has been artificially manipulated.
- 6 A lone storm sorcerer, with eyes glowing like lightning, claims to have communed with Rai'Zor and offers to share its secrets—for a price.

RAI'ZOR

Huge, Elemental Beast

Armor Class: 17 (natural armor)

Hit Points: 207 (18d12 + 90)

Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Saving Throws: Dex +10, Wis +8, Cha +9

Capture Save: +10

Skills: Perception +8, Intimidation +9

Damage Resistances: Radiant, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Lightning, Thunder

Condition Immunities: Charmed, Frightened, Paralyzed

Senses: Darkvision 120 ft., Passive Perception 20

Languages: Understands Primordial and Common but can't speak

Challenge: 12 (8,400 XP)

Proficiency Bonus: +4

TRAITS

Storm Surge. Rai'Zor constantly exudes an aura of electricity in a 15-foot radius. Creatures that enter or start their turn within this area take 10 (3d6) lightning damage.

Tempest Wings. When Rai'Zor moves at least 20 feet in a turn, it generates violent winds. Creatures in a 10-foot radius around its starting position must make a DC 18 Strength saving throw or be pushed 15 feet and knocked prone.

Heart of the Storm. Rai'Zor is immune to all weather effects and cannot be slowed or restrained by magical or nonmagical wind. Additionally, whenever it takes lightning damage, it regains hit points equal to half the damage dealt.

ACTIONS

Multiattack. Rai'Zor makes three attacks: one with its beak and two with its storm-charged talons.

Beak. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 28 (5d8 + 6) piercing damage plus 11 (2d10) lightning damage.

Storm Talons. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) slashing damage plus 11 (2d10) lightning damage.

Thunderstrike (Recharge 5-6). Rai'Zor unleashes a burst of thunderous energy in a 60-foot cone. Creatures in the area must make a DC 18 Constitution saving throw, taking 54 (12d8) thunder damage on a failed save, or half as much on a success. Creatures that fail the save are deafened for 1 minute.

LEGENDARY ACTIONS

Rai'Zor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Rai'Zor regains spent legendary actions at the start of its turn.

Lightning Crash (Costs 2 Actions). Rai'Zor calls down a bolt of lightning at a point within 60 feet. Each creature in a 10-foot radius must make a DC 18 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much on a success.

Storm Glide. Rai'Zor moves up to half its flying speed without provoking opportunity attacks. Any creatures it moves past must make a DC 18 Strength saving throw or be knocked prone.

Eye of the Storm. Rai'Zor generates an area of strong wind in a 30-foot radius, lasting until the end of its next turn. Ranged attacks in this area automatically miss, and creatures must make a DC 18 Strength saving throw to move.

COMPANION PROGRESSION

Level 14 - Arc of the Tempest

Rai'Zor's connection to the storm deepens, allowing it to harness lightning with precise control.

- As a bonus action, Rai'Zor can charge a creature within 30 feet with static energy. The next melee attack that hits this creature before the start of Rai'Zor's next turn deals an additional 18 (4d8) lightning damage.

- If the charged creature willingly moves before being struck, it takes 9 (2d8) lightning damage as the energy discharges erratically.

Level 16 - Skyborne Tyrant

Rai'Zor's mastery of the skies grants it dominion over aerial combat and mobility.

- When flying, Rai'Zor's movement cannot be reduced by difficult terrain, magical effects, or wind-based abilities.

- Creatures of Large size or smaller have disadvantage on opportunity attacks against it while it is flying.

- Once per short rest, Rai'Zor can use its legendary Storm Glide action without spending a legendary action.

Level 18 - Wrath of the Heavens

The storm answers Rai'Zor's call, striking down those who stand against it.

- When Rai'Zor is critically hit, it can use its reaction to call down a retaliatory lightning bolt on the attacker. The creature must make a DC 20 Dexterity saving throw, taking 55 (6d10) lightning damage on a failure, or half as much on a success.
- Once per long rest, Rai'Zor can summon a localized storm in a 1-mile radius around itself, lasting for 1 hour. The area is treated as being under the effects of Control Weather, creating violent winds, heavy rain, and crackling lightning.

Level 20 - Tempest Ascension

The storm does not follow Rai'Zor—it is Rai'Zor.

Once per long rest, Rai'Zor can enter a state of absolute storm mastery for 1 minute. While in this state, it gains the following benefits:

- **Unchained Wind:** Rai'Zor's flying speed doubles and it ignores all movement restrictions, including magical effects like Slow or Earthbind. It can hover in place effortlessly.
- **Thunderous Dominion:** At the start of each of Rai'Zor's turns, creatures of its choice within 30 feet must make a DC 20 Strength saving throw or be pushed 20 feet away and knocked prone.
- **Storm's Wrath:** When Rai'Zor deals lightning or thunder damage, it ignores resistances and treats immunities as resistance instead. Additionally, creatures wearing metal armor or holding metal weapons automatically fail their saving throws against its lightning attacks.
- **Eye of the Maelstrom:** Allies within 30 feet of Rai'Zor gain resistance to lightning and thunder damage and can move through nonmagical difficult terrain without penalty.

This transformation ends after 1 minute or if Rai'Zor is reduced to 0 energy points. When Tempest Ascension ends, Rai'Zor must finish a long rest before using it again.

AFFINITY TASKS

To unlock Rai'Zor's Special Ability, you must complete at least three of the following tasks:

- ◆ **Stormwalker's Trial:** Endure a natural thunderstorm while traveling with Rai'Zor without seeking shelter.
- ◆ **Lightning's Chosen:** Allow yourself to be struck by natural lightning or survive an enemy's lightning attack without resistance or immunity.
- ◆ **Skyborne Duel:** Engage in battle while at least 100 feet above the ground, demonstrating mastery over aerial combat.
- ◆ **Echo of the Thunder:** Deliver a final blow to a creature using lightning or thunder damage at least five different times.
- ◆ **The Sky Belongs to Us:** Ride Rai'Zor for at least one hour continuously without landing.
- ◆ **Strike Like Thunder:** Hit three different enemies in the same round with lightning or thunder damage.

SPECIAL ABILITY: STORMBORNE ASCENSION

The skies bow to Rai'Zor's presence, elevating its bonded companion to heights unknown.

- ◆ While mounted on Rai'Zor, the bonded companion gains a flying speed equal to Rai'Zor's movement speed, even if they dismount, for up to 1 minute.
- ◆ If the bonded companion deals lightning or thunder damage, they deal an extra 2d8 damage once per turn.
- ◆ Once per long rest, Rai'Zor and its bonded companion can unleash a combined aerial assault—as an action, Rai'Zor performs Thunderstrike, and the bonded companion immediately makes an attack or casts a spell, targeting a creature within range.

VOLCARYON

LEGENDARY



Lore & Legend

Legends tell of Volcaryon, the harbinger of flame, a creature said to be born from the heart of a sleeping volcano. When Volcaryon takes flight, its fiery wings scorch the heavens, leaving behind trails of molten embers that linger in the sky for hours, turning twilight into an eerie glow of crimson and gold.

Unlike mere beasts of fire, Volcaryon is neither mindless nor malevolent. It is a force of nature, an embodiment of destruction and renewal. Where it flies, forests burn, rivers boil, and mountains rumble in fear. Yet, in the aftermath of its passage, new life emerges from the ashes, stronger than before.

Ancient scholars believe Volcaryon appears only during times of great upheaval, as if drawn to conflict and war. Its mere presence is enough to ignite the hearts of warriors, filling them with a relentless, almost reckless determination. But beware—those who challenge Volcaryon without the strength to endure its flames will be reduced to cinders, their ambitions burned away along with their bodies.

Some believe capturing Volcaryon's power is the key to ultimate mastery over fire, but taming such a force is a feat only the greatest of champions have ever achieved.

Size: 22 ft wingspan, 9 ft tall

Weight: 470 lbs.

QUESTS & ENCOUNTERS FOR VOLCARYON

Volcaryon is more than just a powerful beast; it is a living legend, a force of nature that shapes the world around it. Here are some adventure hooks, quests, and unique mechanics for incorporating Volcaryon into your campaign.

The Ashen Prophecy

A volcanic eruption has devastated a kingdom, and ancient writings suggest that Volcaryon is the cause. However, a hidden text within the prophecy reveals a different truth—Volcaryon is not the destroyer, but the guardian of balance. The players must track down the blazing beast, survive its wrath, and uncover the true force threatening the world: a cult that seeks to steal Volcaryon's power for themselves.

Quest Goals:

- Decipher the prophecy and find clues leading to Volcaryon.
- Battle through scorching wastelands and volcanic caverns.
- Confront the Cult of the Infernal Crown, who wish to imprison Volcaryon.
- Choose: Free Volcaryon and restore balance, or attempt to control its flames for their own purposes.

The Molten Champion

A legendary warrior once wielded a weapon forged from Volcaryon's feathers, a blade said to burn brighter than the sun. The weapon, Solarbrand, was lost centuries ago in a fiery cataclysm. A powerful noble now seeks it, believing it can make him invincible.

Quest Goals:

- Delve into the ruins of a sunken city swallowed by lava.
- Solve ancient fire-themed puzzles and avoid deadly traps.
- Face Volcaryon's judgment—it will not allow its stolen power to be used without a trial.
- Retrieve Solarbrand, or convince Volcaryon that the noble is unworthy.

Special Mechanic: If a character earns Volcaryon's respect in battle (by landing a critical hit or surviving a devastating attack), the creature may shed a feather, allowing them to forge a new version of Solarbrand with the right materials.

Skyfire Awakening

A second sun has appeared in the sky, its fiery presence causing perpetual daylight and heat waves across the land. Druids, mages, and celestial scholars all agree: Volcaryon is preparing to molt, shedding its burning wings in an event that only occurs once every thousand years.

If left unchecked, the shedding will ignite the atmosphere, turning the world into a burning wasteland. The only way to stop this is to track down Volcaryon and redirect its fiery energy before it reaches critical mass.

Quest Goals:

- Race against time to reach Volcaryon's nesting grounds atop the highest volcanic peak.
- Gather four elemental totems to absorb part of the fiery energy.
- Survive the Skyfire Molt, a catastrophic event where Volcaryon sheds its burning plumage, sending waves of destruction across the land.
- Face a weakened but enraged Volcaryon, who sees any interference as a challenge to its dominance.

Special Mechanic: If the players succeed in controlling the energy, Volcaryon's wings will take on a new form, allowing them to gain its blessing or unlock a powerful fire-based spell or ability.

RANDOM ENCOUNTERS INVOLVING VOLCARYON

d4 Random Encounter

- 1 While traveling, the sky turns red as Volcaryon soars overhead, causing minor fires across the land. Do the players investigate or avoid the destruction?
- 2 The remains of a war zone are scorched beyond recognition. Volcaryon's presence is near—but why was it here?
- 3 A fire sorcerer has discovered a strange, flaming egg. Could it be a young Volcaryon? Or something far worse?
- 4 Volcaryon has engaged in aerial combat with another legendary beast. Their battle threatens to rain fire upon an innocent city. Do the players interfere?

VOLCARYON

Huge, Elemental Beast

Armor Class: 18 (natural armor)

Hit Points: 253 (22d12 + 110)

Speed: 30 ft., Fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	21 (+5)	14 (+2)	18 (+4)	22 (+6)

Saving Throws: Dex +10, Wis +9, Cha +11

Capture Save: +11

Skills: Perception +9, Intimidation +11

Damage Resistances: Thunder, Radiant; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Fire, Poison

Condition Immunities: Charmed, Frightened, Poisoned, Paralyzed

Senses: Darkvision 120 ft., Passive Perception 19

Languages: Understands Primordial and Common but can't speak

Challenge: 15 (13,000 XP)

Proficiency Bonus: +5

TRAITS

Blazing Presence. Volcaryon emits an aura of heat in a 15-foot radius. Creatures that start their turn within this range take 10 (3d6) fire damage. Flammable objects ignite instantly.

Wings of the Sun. While in flight, Volcaryon leaves a trail of burning embers in its wake. The first time a creature enters this trail on a turn or starts its turn there, it must make a DC 20 Dexterity saving throw or take 21 (6d6) fire damage and be blinded until the start of its next turn.

Primordial Resurgence (1/Day). If Volcaryon is reduced to 0 hit points, its body erupts in a massive 60-foot explosion, dealing 78 (12d12) fire damage (Dexterity DC 20 for half). At the next dawn, Volcaryon reforms at the peak of an active volcano or a place of extreme heat.

ACTIONS

Multiattack. Volcaryon makes three attacks: one with its beak and two with its flaming talons.

Beak. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (4d10 + 8) piercing damage plus 18 (4d8) fire damage.

Flaming Talons. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) slashing damage plus 18 (4d8) fire damage.

Solar Inferno (Recharge 5-6). Volcaryon releases a burst of concentrated heat in a 90-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much on a success. Creatures that fail the save also suffer exhaustion level 1 due to the extreme heat.

LEGENDARY ACTIONS

Volcaryon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Volcaryon regains spent legendary actions at the start of its turn.

Fiery Wingbeat (Costs 2 Actions). Volcaryon beats its wings, sending a shockwave of embers. Each creature within 20 feet must make a DC 20 Dexterity saving throw or take 20 (4d6 + 6) fire damage and be knocked prone. Volcaryon can then fly up to half its speed without provoking opportunity attacks.

Scorching Stare. Volcaryon fixes its gaze on a creature within 60 feet. The target must succeed on a DC 20 Wisdom saving throw or take 22 (4d10) fire damage and be frightened until the end of its next turn.

Ignite. Volcaryon causes a creature or flammable object within 30 feet to ignite. The target takes 10 (3d6) fire damage at the start of each of its turns until it uses an action to douse the flames.

COMPANION PROGRESSION

Level 16 - Phoenix Rebirth (1/Day)

Volcaryon's connection to fire grants it near-immortality, rising stronger from the ashes of destruction.

- When Volcaryon is reduced to 0 hit points for the first time, instead of using Primordial Resurgence, it erupts into an inferno and is immediately restored to half the maximum energy points.

- All creatures within 30 feet must make a DC 22 Dexterity saving throw, taking 52 (8d12) fire damage on a failed save or half as much on a success.

- This ability replaces Primordial Resurgence, meaning Volcaryon does not vanish at dawn after using it.

Level 18 - Solar Cataclysm (2/Day)

Volcaryon calls upon the full wrath of the sun, turning the battlefield into a searing wasteland.

- As an action, Volcaryon summons a burning storm in a 120-foot radius centered on itself for 1 minute.

- All creatures in the area at the start of their turn must make a DC 22 Constitution saving throw or gain one level of exhaustion due to the extreme heat.

- While active, all fire damage dealt within this area ignores resistance, and healing from non-magical sources is halved.

Level 20 - Pyroclasmic Dominion

Volcaryon's mere presence reshapes the battlefield, altering the flow of combat and the very terrain itself. It commands the raw forces of fire and earth, turning the environment into a dynamic, ever-changing hazard or advantage.

- As a bonus action, once per long rest, Volcaryon awakens the battlefield in a 300-foot radius for 1 minute. Within this area, the terrain shifts unpredictably, manifesting elemental fire and molten upheavals that respond to Volcaryon's will.

Effects of Pyroclasmic Dominion:

- **Flaming Currents:** At the start of each of Volcaryon's turns, it may redirect superheated air currents, causing any creature of its choice within the area to have advantage or disadvantage on their next Dexterity saving throw or ranged attack roll.

- **Molten Pathways:** Lava veins surge across the battlefield, creating platforms of solidified magma. Volcaryon and its allies ignore difficult terrain and can move across lava unharmed while this ability is active.

- **Searing Updrafts:** Once per round, Volcaryon can cause a column of rising heat to launch one creature up to 30 feet into the air (Dexterity save DC 20 to avoid). If used on an ally, the creature gains a flying speed of 30 feet until the start of its next turn.

- **Unstable Ground:** If a creature remains in the same spot for more than one round, the heat intensifies beneath them. At the end of their turn, they must make a DC 20 Constitution saving throw or take 14 (4d6) fire damage and have their movement speed halved for 1 round as the ground becomes dangerously unstable.

- After Pyroclasmic Dominion ends, the terrain remains altered for 10 minutes before returning to its normal state. Areas of lava harden, fiery air currents dissipate, and the battlefield cools.

- Volcaryon cannot use Pyroclasmic Dominion again until it has spent at least 1 hour resting within an active volcanic region, absorbing its energy to restore its dominion over fire.

AFFINITY TASKS

To unlock Volcaryon's Special Ability, you must complete at least four of the following tasks:

◆ **Skyborne Sovereign:** Fly with Volcaryon for a total of 10 hours across different terrains, feeling the pulse of the wind and fire beneath its wings.

◆ **Inferno's Guardian:** Use Volcaryon's presence to defend an allied settlement or sacred land from a major threat, proving that fire is not just destruction but protection.

◆ **Heart of the Firestorm:** Withstand Volcaryon's Blazing Presence for at least five rounds in combat without fleeing or succumbing to its flames.

◆ **Scorched Challenger:** Battle an opponent of equal or greater power while riding Volcaryon, using its speed and flames to dominate the skies.

◆ **Warden of the Burning Sky:** Call upon Volcaryon to rescue allies or civilians from a natural disaster, proving its legend as both a harbinger of destruction and salvation.

◆ **Bond of the Phoenix King:** Stand beside Volcaryon during a battle against a legendary opponent, ensuring that your fates are forever intertwined in the annals of history.

SPECIAL ABILITY: WINGS OF THE INFERNAL KING

Volcaryon's mastery over the skies allows its bonded companion and allies to ride upon its back, soaring through the battlefield with absolute control over the flames and wind.

◆ **Infernal Mount:** Volcaryon can carry up to three Medium creatures or one Large creature while flying. Allies riding Volcaryon do not provoke opportunity attacks and gain resistance to fire damage while mounted.

◆ **Blazing Ascent:** When Volcaryon takes the Dash action while flying, any creatures mounted on it can use their reaction to either:

◆ Launch into flight for 1 minute (gaining a flying speed equal to their movement speed). This effect lasts until they land or until the duration ends.

◆ Drop down at any point during the movement, landing safely and taking no fall damage, regardless of height.

◆ **Wings of Protection (Recharge 5-6):** As a reaction, when an ally within 30 feet would take damage from an attack or spell, Volcaryon can unleash a protective wingbeat, generating a wall of heat. The target gains resistance to all damage until the start of their next turn.

◆ Volcaryon cannot use Wings of the Infernal King again until it finishes a long rest or has spent at least 1 hour soaring above an active volcanic region, absorbing the updrafts of molten air.

RANDOM ENCOUNTERS & EVENTS TABLE

Below is a d20 Random Encounters & Events Table designed to seamlessly introduce Familiar Legends into your campaign. Each entry provides a brief scenario or hook, allowing GMs to integrate these mysterious companions in surprising ways—whether as potential allies, intriguing plot points, or unexpected challenges.

Use these prompts to generate spontaneous story arcs, side quests, or rewarding one-shot sessions. Whether your players choose to befriend the

Familiar Legends, compete against rival trainers, or simply observe these exotic creatures from afar, you'll find plenty of hooks here to spark your creativity and enrich your campaign. Feel free to expand or modify them to suit your setting, narrative style, and the unique dynamics of your table.

d20	Encounter/Event	Description
1	Traveling Collector	A well-dressed merchant passes through, offering rare capturing tools (including a BondingBall variant) at steep prices. Rumors swirl that a powerful Familiar Legend roams nearby, and they're here to make a profit.
2	Strange Footprints	Locals report odd, glowing pawprints or claw marks outside their farms. At night, livestock stir anxiously. Investigating might reveal a small, elusive Familiar Legend scrounging for food—or something more sinister using its tracks as cover.
3	Lost & Foundling	A diminutive, injured Familiar Legend wanders into the party's camp, visibly desperate for help. Nursing it back to health could earn the group a loyal ally—or draw the attention of those who seek to exploit vulnerable creatures.
4	Duel at Dawn	An ambitious trainer or knight issues a formal challenge to test the party's Familiar Legends in battle. Whether it's a friendly sparring match or a high-stakes wager depends on the challenger's honor—and the players' eagerness to compete.
5	Festival of Wonders	A local town celebrates a yearly festival dedicated to the protection and study of Familiar Legends. The streets bustle with games, colorful banners, and traveling scholars. Contest winners may gain special boons or even earn a rare egg.
6	Storm-Bound Shrine	A sudden storm reveals a half-buried shrine dedicated to an ancient Familiar Legend. Strange weather phenomena and ghostly lights swirl around the ruin at dusk, suggesting that a powerful entity might soon awaken.
7	Guild Research Request	The "Familiar Studies Guild" (or a similar body) hires the party to locate and catalog a species rumored to exist in a remote region. Participants may receive specialized gear and introductions to prominent researchers upon successful return.
8	Poachers in the Woods	A group of rangers discovers crude traps set in a sacred grove. Investigating reveals a band of poachers capturing Familiar Legends for profit. Will the party rescue these creatures, or attempt to claim them for themselves?

d20	Encounter/Event	Description
9	Arcane Turmoil	A powerful magical surge emanates from an old ruin or ley line, causing normally docile Familiar Legends to become aggressive or mutated. The party can stabilize the arcane disturbance—or exploit it for their own purposes.
10	Shadowy Underground Ring	Whispers in the city speak of an illegal Familiar Legend fight club, where participants pit their captured creatures in brutal matches. Competitors bet gold, magical items, and even the creatures themselves. Will the party shut it down—or join the fray?
11	Celestial Omen	Astronomers and soothsayers predict that a rare celestial alignment will draw out an equally rare Familiar Legend. Nobles, scholars, and rival adventurers flock to the site, eager to witness (or seize) the extraordinary beast.
12	Unusual Egg Discovery	The party stumbles upon a strange egg glowing faintly in a hidden alcove or abandoned burrow. Locals whisper that it belongs to an especially rare Familiar Legend. Hatching it may require special conditions or a specific environment.
13	Protectors of the Grove	A druid circle pleads for aid in defending their grove from malevolent spirits or intruders. Rumor has it that a powerful Familiar Legend guards this place, drawn by the circle's deep connection to nature.
14	Envoy from Afar	A distant kingdom sends an emissary bearing a small retinue—and a majestic Familiar Legend at their side. Diplomacy, trade negotiations, or alliances may hinge on how the party treats this exotic companion.
15	Reclusive Sage's Request	An eccentric hermit (known for advanced magical research) asks the party to track down a specific Familiar Legend rumored to hold the key to some arcane puzzle. Their motives might be noble... or dangerously obsessive.
16	Pilgrimage of the Devout	Faithful travelers trek through perilous terrain on a pilgrimage to a holy site where a revered Familiar Legend supposedly manifests once every generation. Pilgrims might need protection, or the party may join to gain the creature's blessing.
17	Carnival of Curiosities	A traveling carnival arrives in town, boasting sideshows and “miracle exhibits.” Among them is a caged Familiar Legend that's shown off as a freak. Freeing it could spark conflict with the carnival's ringmaster—who might not be entirely human.
18	Vengeful Guardian	A stolen artifact or artifact fragment draws the wrath of a normally peaceful Familiar Legend. Locals claim it's been attacking travelers, demanding the item's return. The party's challenge is to locate the stolen piece or calm the raging beast.
19	Hidden Hatchery	A small canyon or cavern complex teems with eggs of various Familiar Legends, each tended by territorial parents. Harsh terrain and cunning traps might deter intruders. Protecting or studying this site could yield rare insights.
20	Uncharted Waters	Shipwreck survivors speak of an island where bizarre Familiar Legends roam beaches of shimmering sand. An expedition is forming, but the waters are treacherous, and the legends of sea creatures with the power to manipulate storms abound.

MAGIC ITEMS

BLAZEBURST BERRY

Wondrous item, uncommon
Estimated Price: 75 gp

This fiery red berry is covered in small, hardened spikes and emits a faint warmth when held. Its flesh is intensely spicy, almost overwhelming to the taste. As an action, a creature can eat the Blazeburst Berry or feed it to a willing companion within 5 feet. When consumed, the berry ignites the body's energy, granting resistance to fire damage for the next 10 minutes. Additionally, the next melee attack the creature makes within 1 minute deals an extra 1d4 fire damage. Once eaten, the Blazeburst Berry is consumed and loses its magical properties.

BONDINGBALL

Wondrous item, uncommon
Estimated Price: 250 gp

This arcane-forged sphere is crafted from polished metal and reinforced crystal, with intricate runes etched into its surface. A circular lens at its center shimmers faintly, pulsing with energy when activated. Designed specifically to bind and contain Familiar Legends, the Bonding Ball serves as a vessel to forge a deep magical connection between a creature and its wielder.

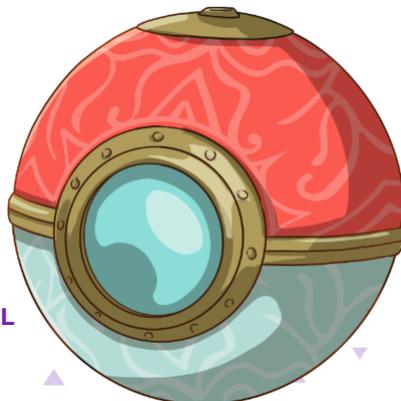
As an action, you can throw the Bonding Ball at a Familiar Legend within 30 feet that is at or below half its maximum hit points. The creature must make a Capture saving throw against a DC equal to 8 + your proficiency bonus + your primary ability modifier. On a failed save, the creature is magically drawn into the Bonding Ball, becoming bonded to you as per the rules in this supplement.

Once bonded, the Familiar Legend can be summoned or dismissed into the Bonding Ball as a bonus action. If the creature succeeds on the saving throw, it resists the binding magic, and you cannot attempt to capture it again for 24 hours. Each Bonding Ball can only contain one Familiar Legend at a time.

**CRIMSON
ESSENCE TONIC**



BONDINGBALL



CHRONO BOUND RELIC

Wondrous item, very rare (requires attunement)
Estimated Price: 28,000 gp

This ornate silver pocket watch shimmers with a faint violet glow, its hands moving in unpredictable patterns. While wearing this relic, you can add 1d4 to any initiative roll you make. Additionally, when you or your bonded companion fail a saving throw, you can use your reaction to turn back time, allowing the creature to reroll the save. You must use the new result. Once used, this ability can't be used again until the next dawn. The relic has 3 charges and regains 1d3 charges at dawn. As a bonus action, you can expend 1 charge to briefly accelerate time around you or your bonded companion, granting the target the effects of the Haste spell for 1 round without requiring concentration.

CRIMSON ESSENCE TONIC

Wondrous item, uncommon
Estimated Price: 275 gp

This vial contains a shimmering red liquid that radiates a faint warmth. When consumed, it reinvigorates the body and mind, restoring 2d8+4 hit points to a creature. If given to a bonded companion, the tonic grants temporary energy points equal to 2d6+3 for 10 minutes. Additionally, if the companion would be reduced to 0 energy points during this time, it instead drops to 1 energy point and remains active. Once consumed, the Crimson Essence Tonic is depleted and loses its magical properties.



**CHRONO
BOUND RELIC**

**BLAZEBURST
BERRY**



DUSKRISSE BERRY

Wondrous item, common
Estimated Price: 40 gp

This deep indigo berry has a smooth, glossy surface. When held, it gives off a faint, pulsing warmth, as if alive. As an action, a creature can eat the Duskrise Berry or feed it to a willing companion within 5 feet. When consumed, the berry heightens the senses, granting advantage on the next Wisdom (Perception) check made in dim light or darkness within 10 minutes. Additionally, for the next minute, the creature's eyes glow faintly, allowing it to see invisible creatures within 10 feet as shimmering outlines. Once eaten, the Duskrise Berry is consumed and loses its magical properties.

DREAMWEAVER'S FLUTE

Wondrous item, rare (requires attunement)
Estimated Price: 9,200 gp

This beautifully crafted flute hums with an enchanting resonance, its melodies drifting like whispers into the minds of those who listen. The flute has 6 charges and regains 1d4+2 charges at dawn.

As an action, you can expend 1 charge to play a soothing tune that forces creatures of your choice within 30 feet to make a Wisdom saving throw (DC 15) or fall asleep for 1 minute, as if affected by the Sleep spell. A sleeping creature wakes if it takes damage or if another creature uses an action to wake it. You can expend 3 charges to play an entrancing melody, casting Hypnotic Pattern (DC 15) centered on yourself.

Additionally, by expending 2 charges, you can play a soft, protective lullaby that grants all sleeping creatures within 30 feet resistance to psychic damage and immunity to the Frightened condition until they wake up.

Once all charges are expended, the flute loses its magic until it regains charges at dawn.



DUSKRISSE BERRY

DREAMWEAVER'S FLUTE



ELIXIR OF FLUID GRACE



ELIXIR OF FLUID GRACE

Wondrous item, uncommon
Estimated Price: 200gp

This hexagonal flask contains a swirling blue liquid flecked with tiny, glowing specks. When sprayed, it releases a fine mist that carries the scent of ocean breeze and fresh rain. As an action, you can spray this elixir on a creature within 5 feet of you, infusing its body with an unnatural fluidity. For the next 10 minutes, the creature's movement speed increases by 10 feet, it has advantage on Dexterity (Acrobatics) checks, and it can take the Dash action as a bonus action. If the target is a water-based creature or companion, it can breathe underwater and gains a swimming speed equal to its walking speed for the duration. Once used, the flask becomes empty and loses its magical properties.

ELIXIR OF STORMSPARK

Wondrous item, rare
Estimated Price: 450gp

This hexagonal flask contains a crackling yellow liquid laced with tiny, glowing sparks that flicker and dance within. When sprayed, it releases a fine mist filled with the scent of ozone and charged air, leaving a faint static tingle on the skin. As an action, you can spray this elixir on a creature within 5 feet of you, imbuing its body with electrical energy for the next 10 minutes. During this time, the creature's weapon attacks deal an additional 1d6 lightning damage, and its movement speed increases by 15 feet. If the target is an electric-type creature or companion, its melee attacks gain the effects of *Shocking Grasp* for the duration, preventing the struck target from taking reactions until the start of its next turn. Once used, the flask becomes empty and loses its magical properties.



ELIXIR OF STORMSPARK

EMBERFRUIT

Wondrous item, common
Estimated Price: 30gp

This round, crimson fruit has a warm, cinnamon-like aroma, and its golden-speckled skin gives off a faint heat. When bitten, it has a rich, spicy-sweet flavor that leaves a tingling sensation on the tongue. As an action, a creature can eat this fruit or feed it to a willing companion within 5 feet. When consumed, the creature's body is infused with fiery energy, granting it resistance to cold damage for the next 10 minutes. Once eaten, the Emberfruit is consumed and loses its magical properties.

EVERCHEW TAFFY

Wondrous item, uncommon
Estimated Price: 150 gp

This enchanted taffy shifts colors subtly within its wrapper, and its flavor changes unpredictably. When unwrapped, the air fills with a faint, sweet aroma. As an action, a creature can eat the Everchew Taffy or feed it to a willing companion within 5 feet. When consumed, roll a d6 to determine its effect:

d6 Roll Effect

- 1 Zesty Zest. The creature gains 5 temporary hit points and advantage on saving throws against being frightened for 10 minutes.
- 2 Bubble Blink. The creature becomes lightly buoyant, gaining a 10-foot increase to jump distance and advantage on Dexterity (Acrobatics) checks for 10 minutes.
- 3 Tongue of Echoes. The creature can understand and speak one additional language of its choice for 1 hour.
- 4 Taffy Toughness. The creature has resistance to nonmagical bludgeoning damage for 10 minutes.
- 5 Electric Jolt. The creature's next melee attack deals an additional 1d4 lightning damage. This effect lasts for 1 minute or until expended.
- 6 Soothing Sweetness. The creature is cured of the poisoned condition and regains 2d4+2 hit points.



EVERCHEW
TAFFY



IRONBOUND
BALL



HARMONY
BALL



GILDED
CHARM

GILDED CHARM

Wondrous item, rare (requires attunement)
Estimated Price: 5,500 gp

This golden amulet shimmers with an unnatural luster, always warm to the touch. While wearing it, you feel an uncanny pull toward fortune. Once per long rest, when you make a Dexterity (Sleight of Hand) check or a Charisma (Persuasion) check related to wealth, trade, or gambling, you can roll with advantage. Additionally, whenever you find gold through treasure or rewards, you gain 10% more than the original amount.

GILDED STUNFRUIT

Wondrous item, common
Estimated Price: 35 gp

This golden-hued fruit has a smooth, waxy skin. When touched, it releases a faint tingling sensation, and its flesh has a tart, electrifying taste that numbs the tongue. As an action, a creature can eat the Gilded Stunfruit or feed it to a willing companion within 5 feet. When consumed, the fruit grants the creature advantage on saving throws against being paralyzed or stunned for 1 minute. Additionally, for the next 10 minutes, the creature's limbs tingle with residual energy, causing its unarmed strikes to deal 1 additional lightning damage.

Once eaten, the Gilded Stunfruit is consumed and loses its magical properties.



HEART OF THE FROZEN BOND

HARMONY BALL

Wondrous item, uncommon
Estimated Price: 350 gp

This purple elegantly crafted sphere is engraved with delicate musical notes and emits a soft, soothing hum when held. As an action, you can throw the Harmony Ball at a Familiar Legend within 30 feet that is at or below half its maximum hit points. The creature must make a Capture saving throw against a DC equal to 8 + your proficiency bonus + your primary ability modifier. If the creature is not hostile or is charmed, it makes this saving throw with disadvantage. On a failed save, the creature is magically drawn into the Harmony Ball, forming a bond with you as per the rules in this supplement.

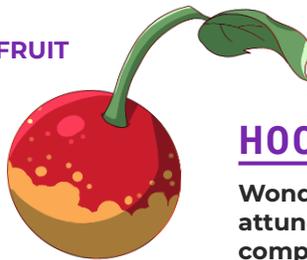
Once bonded, the Harmony Ball continues to emit pleasant melodies whenever the Familiar Legend is summoned. While outside the Harmony Ball, the creature gains a +1 bonus to Charisma (Persuasion) checks when interacting with friendly creatures. Each Harmony Ball can only contain one Familiar Legend at a time.

HEART OF THE FROZEN BOND

Wondrous item, rare (requires attunement by a creature with an ice-type companion)
Estimated Price: 6,800 gp

This crystalline amulet pulses with a soft, cold glow, and frost occasionally forms along its edges. While wearing this amulet, whenever you or your ice-type companion deal cold damage to a creature, its speed is reduced by 10 feet until the end of its next turn. If a creature is already affected by this effect and takes additional cold damage, it must succeed on a DC 15 Constitution saving throw or become restrained in ice until the end of its next turn. A restrained creature can use its action to make a Strength (Athletics) check against the same DC, freeing itself on a success. Additionally, your ice-type companion gains temporary hit points equal to your proficiency bonus whenever it deals cold damage with an attack or ability. Once attuned, the amulet emanates a chilling aura, and frost forms beneath the feet of its wearer and companion when they remain still for too long.

EMBERFRUIT



HOOD OF THE KINDRED WIND

Wondrous item, uncommon (requires attunement by a creature with a bonded companion)

Estimated Price: 300 gp

This hood is woven from enchanted silken threads, shifting between hues of green and silver as it catches the light. While wearing this hood, when you take the Dash action, your bonded companion can use its reaction to move up to its speed without provoking opportunity attacks. If you or your bonded companion succeed on a Dexterity saving throw to take half damage, the other takes only half damage as well, even if they failed. Once per long rest, when your bonded companion is hit by an attack, you can use your reaction to grant it a +2 bonus to AC until the start of its next turn.

IRONBOUND BALL

Wondrous item, uncommon
Estimated Price: 550 gp

Heavier than a standard Bonding Ball, this reinforced sphere is encased in thick metal bands. Its enchantments are designed to subdue the most physically resilient Familiar Legends, making escape nearly impossible.

As an action, you can throw the Ironbound Ball at a Familiar Legend within 30 feet that is at or below half its maximum hit points. The creature must make a Capture saving throw against a DC equal to 8 + your proficiency bonus + your primary ability modifier. If the target has a Strength score of 16 or higher, it makes this saving throw with disadvantage.

On a failed save, the creature is magically drawn into the Ironbound Ball, forming a bond with you as per the rules in this supplement. Once bonded, the Familiar Legend benefits from the ball's reinforcing enchantments, gaining a +1 bonus to Strength-based attack rolls and Strength saving throws while outside the Ironbound Ball.

Each Ironbound Ball can only contain one Familiar Legend at a time.

HOOD OF THE KINDRED WIND



GILDED STUNFRUIT



LUNARSTONE BERRY

Wondrous item, uncommon
Estimated Price: 110 gp

This deep blue berry has a rough, cratered surface, resembling a fragment of the night sky. It emits a faint, silvery glow under the moonlight and carries a cool, almost weightless sensation when held. As an action, a creature can eat the Lunarstone Berry or feed it to a willing companion within 5 feet. When consumed, the berry grants the creature darkvision up to 60 feet for 1 hour. If the creature already has darkvision, its range increases by 30 feet instead. Additionally, for the next 10 minutes, the creature's body becomes lighter, allowing it to reduce fall damage by half and granting advantage on Dexterity (Stealth) checks made in dim light or darkness.

Once eaten, the Lunarstone Berry is consumed and loses its magical properties.

MOLTEN CORE STONE

Wondrous item, rare (requires attunement by a fire-type companion's bonded creature)
Estimated Price: 6,500 gp

This jagged black stone is embedded with glowing veins of molten energy, radiating an intense warmth. While carrying this stone, you gain resistance to fire damage, and your fire-type companion's attacks ignore resistance to fire damage. Additionally, once per long rest, when your bonded companion deals fire damage to a creature, you can use your reaction to ignite the target, forcing it to make a DC 15 Constitution saving throw or become burned for 1 minute. A burned creature takes 1d6 fire damage at the start of each of its turns until it spends an action to extinguish the flames.

MONKEY'S BOUNTY

Wondrous item, common
Estimated Price: 35gp

This small cluster of golden-green fruits has a sweet, tropical aroma and a soft texture that melts in the mouth. Often found growing in dense jungle regions, these fruits are favored by arboreal creatures for their energizing properties. As an action, a creature can eat one Monkey's Bounty or feed it to a willing companion within 5 feet. When consumed, the fruit enhances agility and coordination, granting the creature advantage on the next Strength (Athletics) or Dexterity (Acrobatics) check it makes within the next 10 minutes. Each Monkey's Bounty contains 1d6+3 fruits, and each fruit is consumed upon use..

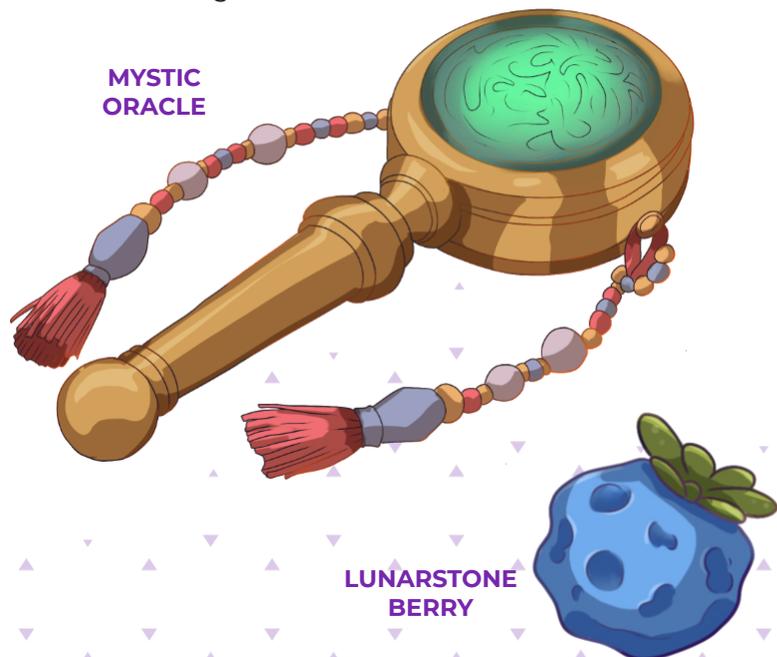
MYSTIC ORACLE

Wondrous item, rare (requires attunement by a spellcaster)
Estimated Price: 5,500 gp

This finely crafted wooden instrument hums with a faint, soothing resonance, and its green, swirling core shifts as if alive. While holding this item, you can use an action to cast Detect Magic or Speak with Animals at will. The Mystic Oracle has 3 charges and regains 1d3 charges at dawn. As an action, you can expend 1 charge to cast Augury or 2 charges to cast Divination.

If you have a bonded companion, it gains advantage on Wisdom (Perception) checks and can communicate simple emotions and images with you telepathically while within 100 feet.

MYSTIC ORACLE

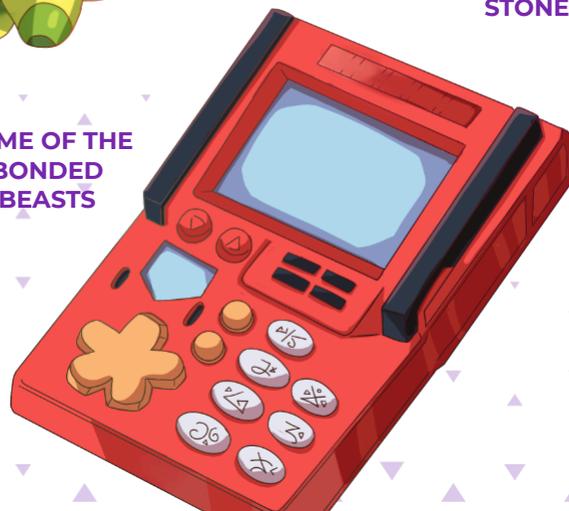


MONKEY'S BOUNTY



MOLTEN CORE STONE

TOME OF THE BONDED BEASTS



POTION OF RADIANT BLOOM

Wondrous item, uncommon
Estimated Price: 150gp

This hexagonal flask contains a sparkling pink liquid that emits a soft, soothing glow. When sprayed, it releases a fine mist with a faint floral aroma that invigorates and restores vitality. As an action, you can spray this potion on a creature within 5 feet of you. The target regains 10 energy points or hit points. If the target is a plant creature or a plant-based companion, it instead regains 12 energy points and has advantage on the next saving throw it makes before the end of its next turn. Once used, the flask becomes empty and loses its magical properties.

SOLARFLARE

Wondrous item, rare (requires attunement)
Estimated Price: 2,500 gp

These enchanted sunglasses have a sleek, angular frame with sharp extending from the edges. Their lenses shimmer in hues of molten gold and crimson, reflecting the energy of the sun. Infused with radiant power, they grant both the wearer and their bonded companion a connection to the celestial light, illuminating even the darkest shadows.

While wearing these shades, you gain darkvision out to 60 feet. If you already have darkvision, its range increases by 30 feet. Additionally, you can see through magical darkness up to 30 feet. Your bonded companion also benefits from this enhanced vision while within 30 feet of you.

You have advantage on saving throws against being blinded by bright light or flash effects. If you successfully resist such an effect, your bonded companion automatically succeeds on the same saving throw if it is within 30 feet of you.

As a reaction when a creature within 30 feet attacks you or your bonded companion with a ranged spell or weapon attack that relies on sight, you can release a burst of sunlight from the lenses. The attacker must make a DC 15 Constitution saving throw or become blinded until the end of its next turn. Once this ability is used, it cannot be used again until the next dawn.

THUNDERCAP TREAT

Wondrous item, common
Estimated Price: 25gp

This small, chewy mushroom has a tangy, citrus-like taste and crackles faintly with static when bitten. As an action, a creature can eat this treat or feed it to a willing companion within 5 feet. When consumed, the creature experiences a brief surge of energy, gaining advantage on the next Dexterity ability check it makes within the next 10 minutes. Once eaten, the Thundercap Treat is consumed and loses its magical properties.

TOME OF THE BONDED BEASTS

Wondrous item, very rare (requires attunement)
Estimated Price: 25,000 gp

This enchanted device resembles a compact, arcane tome infused with ancient runic technology. Its crystalline screen flickers to life when activated, displaying detailed information about creatures and their abilities. The tome has 6 charges and regains 1d4+2 charges daily at dawn.

As an action, you can expend 1 charge to analyze a creature within 30 feet, learning its resistances, immunities, vulnerabilities, and hit points. You can expend 2 charges to identify a move or special ability it has. By expending 3 charges, you can temporarily copy one of its abilities and grant it to your bonded companion for 1 hour. Once all charges are expended, the device powers down until it regains energy at dawn.

THUNDERCAP TREAT



POTION OF RADIANT BLOOM



SOLARFLARE



TOXIBERRY

Wondrous item, uncommon
Estimated Price: 150 gp

This pink berry has a sweet aroma but a slightly bitter aftertaste. As an action, a creature can eat the Toxiberry or feed it to a willing companion within 5 feet. When consumed, the berry neutralizes poison, ending the poisoned condition and granting resistance to poison damage for the next 10 minutes. If the creature is already poisoned when it eats the berry, it instead regains 2d4+2 hit points as the toxin is purged from its body. Once eaten, the Toxiberry is consumed and loses its magical properties.

TROPICAL ESSENCE SHAKE

Wondrous item, uncommon
Estimated Price: 150 gp

This refreshing fruit blend is served in a hollowed-out shell, adorned with fragrant leaves and exotic flowers. The drink has a creamy, sweet taste with hints of coconut, passionfruit, and mango, leaving behind a subtle cooling sensation that spreads through the body. As an action, a creature can drink the Tropical Essence Shake or feed it to a willing companion within 5 feet. When consumed, the drink fills the body with vibrant energy, granting temporary hit points equal to 2d6 + 2, curing one level of exhaustion, and providing advantage on Constitution saving throws against extreme heat and cold for the next 10 minutes. Once consumed, the Tropical Essence Shake is depleted and loses its magical properties.



TOXIBERRY



TROPICAL
ESSENCE
SHAKE

VEYLANCE SHARDS

Wondrous item, rare
Estimated Price: 2,150 gp

These radiant, multi-colored shards hum with latent energy, each resonating with a different elemental force. When held, a shard subtly shifts in color, attuning itself to the wielder's energy. As an action, you can choose a shard's color, then press it against yourself or your bonded companion, imbuing the target with elemental power for 1 hour. The chosen creature gains resistance to an elemental damage type corresponding to the shard's color—yellow for lightning, green for poison, blue for cold, and violet for psychic. If the target already has resistance to that type, it instead gains immunity for the duration. Once used, the shard loses its glow and becomes an ordinary crystal until the next dawn.



VEYLANCE
SHARDS