

THE TRAINER



HOME BREW

A homebrew DnD class

TRAINER

The young elf is thrown to the ground by a savage orc. Her loyal bear, “Biscuit”, sees the attack and lunges forward with a roar, forcing the orc to break away. The elf seizes the moment of respite, draws her bow and dispatches the orc with a well-placed shot while he wrestles with Biscuit.

Holding his hand high, the human whistles to his eagle, “Loft”, who observes the world from high overhead. Loft returns to his human’s side, receiving whispered instructions with an understanding nestle against his companion. The human points to an owlbear they’ve been tracking together and whispers an attack word in elvish. Loft launches a distracting assault with talons and beak while his human stealthily advances with his sword drawn.

On the roof of the cantina, a Tiefling lays her head on her panther, “Midnight”, relaxing to the music played below after a successful heist. The bandits were taken off guard by their coordinated raid and are a constant presence as they keep a sharp eye out for a counterattack.

Each of these unique pairs denotes what it means to be a trainer. Trainers are as equally loyal to their companions as their companions are to them. Each, fierce and dependable, rely on one another as they journey through life. Though diverse in background, they all share a common kinship with the animal kingdom.

BONDED PAIR

Trainers form a strong bond with their animal companion. This bond strengthens with age, through sharing the struggles of life, and through successful adventures on their travels throughout the world. Some trainers are destined to travel the roads and venture deep into the wilds, while others stay closer to home, seeking employment as entertainers or enlisting in various services. United in focus, companion and trainer fight the monsters that threaten civilization or haunt the wastes.

Trainers are a diverse bunch. Ringmasters, hunters, calvary, or scouts. It doesn’t matter what their background may be, they each find their way to mark the world they live in. Trainers are known for their loyalty and empathy above all else. But when the stakes are high, and iron and steel clash in sparks, trainers are ready for battle. Their animal companion is similar in temperament, bonded to their trainer, and always ready to leap to their aid. Animal companions can be less restrained than their more civilized trainers. It would be wise not to poke the bear, so to speak.

CREATING A TRAINER

As you create your trainer character, consider the nature that gave you your particular abilities. Do you have innate animal empathy? Did you train with a single mentor? What are your past allegiances? Most importantly, how did you meet and bond with your animal companion? Did they choose you or did you choose them?



DOUBLE TROUBLE

Fighting synchronously, the duo of heroes stand side by side against all odds. They out move, out pace, and out flank opponents by working as one. Communication is key, and their symbiotic bond allows for communication without words. This bond extends beyond mere communication. It strengthens with time, letting the duo share skills, trainings, and spells; even letting the pair share minds and thoughts across great distance.

Just as the trainer gains strength with age, so too does the companion. Companions have unique capabilities that only a trainer can evoke. Its only through the cultivation of spirit that the trainer can unlock their hidden aspect. This opens the door for an incredible display of power that only a trainer and companion duo are capable of achieving.

TRAINER CLASS TABLE

Level	Proficiency Bonus	Features	Command Points
1st	+2	Companion, Commands, Way of Life	2
2nd	+2	Fighting Style, Coordinated Movement, Animal Friendship	3
3rd	+2	Way of Life Feature, Linked Minds	3
4th	+2	Ability Score Improvement	4
5th	+3	Growth, Coached	4
6th	+3	Way of Life Feature, Supernatural Training, Commune	5
7th	+3	Defense Style	5
8th	+3	Ability Score Improvement	6
9th	+4	Shared Soul	6
10th	+4	Way of Life Feature	7
11th	+4	Evolution	7
12th	+4	Ability Score Improvement	8
13th	+5	Saving Grace	8
14th	+5	Way of Life Feature	9
15th	+5	Aspect	9
16th	+5	Ability Score Improvement	10
17th	+6	Fearless	10
18th	+6	Inexhaustible	11
19th	+6	Ability Score Improvement	11
20th	+6	Legendary	12



CLASS FEATURES

As a trainer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per trainer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 or 5 + your Constitution modifier per trainer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Wisdom

Skills: Choose two from Animal Handling, Athletics, Intimidation, Insight, Nature, Performance, and Persuasion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) hide armor or (b) leather armor
- (a) a entertainer's pack or (b) an explorer's pack
- (a) one martial melee weapon or (b) two simple melee weapons
- one ranged weapon and a carrier for 20 ammunition

MULTICLASSING

To multiclass, you must have a minimum Wisdom score of 13.

If this is not your first class, you gain proficiency with light armor, medium armor, and martial weapons.

COMPANION

You've come across a friend in nature. How you came to cross paths is up to you. Select your companion from among the following animal families: a bruiser, a pack, a fowl, or a prowler. You decide the species of beast, but their statistics are specified under the Animal Companions stat block. When your companion makes an attack, it uses its ability modifier and your proficiency bonus for the attack and damage modifiers.

You can only ever have one companion, and you create a symbiotic bond with your companion. While touching your companion, your spirits resonate. Your companion can understand you telepathically, and it can telepathically communicate simple emotions and concepts back to you.

You are always aware of the direction and approximate distance between you and your companion, so long as it is on the same plane of existence and within 5 miles of you. If your companion is in motion, you know the direction of its movement. Additionally, you know if it is alive or not.

Your companion gains all benefits from short and long rests, like any other creature. If your companion is dead, you can spend 5 minutes performing a small ritual within 30ft of the corpse with 5gp worth of rare herbs, spices, and other uncommon components to resurrect it with 1 hit point, which can be done during a rest. If the location of your companion is unknown to you for more than 7 days, you can perform the same ritual to summon your companion to an unoccupied space within 30ft of you that you can see.

COMMANDS

Your companion obeys your commands as best it can. It can easily follow simple commands such as sit, stay, speak (bark or growl), come, go, or play (such as paw shake and roll over). However, more complex commands, such as making attacks in combat or doing powerful stunts requires dedicated training.

In combat, your companion shares your initiative count, and may act simultaneously. On your turn, you can verbally or semantically command your companion where to move to (no action required by you). Your companion will instinctively take the Dodge action. However, it can also perform the Dash, Disengage, Hide, Search, or Use an Object (if possible) action on your command (no action required by you).

If you are incapacitated or absent, your companion acts on its own, focusing on protecting you and itself. Your companion never requires your command to use its bonus action or reaction, such as when making an opportunity attack. However, it may require the use of command points.

COMMAND POINTS

Beginning at 1st level you gain access to Command Points. You have a number of command points equal to 2 + 1/2 your Trainer level (round down), as listed in the Command Points column of the Trainer class table.

Command points excite the symbiotic bond you have with your companion, allowing you to telepathically communicate your command.

When you spend a command point, it is unavailable until you finish a short or long rest. You must spend at least 15 minutes of the rest in light interaction with your companion to regain your spent command points.

ISSUING COMMANDS

At 1st level you know the following three basic command actions. You may spend 1 command point to issue a basic command (no action required) or you may use your action to issue the command instead (no command point required).

As you gain levels in this class, you gain access to additional companion traits. Your companion will unlock new actions, bonus actions, and reactions. If a feature lists a command point cost, you must spend the command point cost to use that feature (no action required). If the companion new action does not, you may treat it like a basic command action.

Attack. Your companion takes the Attack action.

Tackle. Your companion attempts to knock the target prone using its action. It makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If your companion wins the contest, the target is knocked prone.

Help. Your companion takes the Help action.

WAY OF LIFE

Starting at 1st level, you choose an archetype which reflects the personal life style you have with your companion. The Life of the Woodsman, as well as other ways of life are detailed at the end of the class description. Your way of life grants features at 1st, 3rd, 6th, 10th, and 14th level.

ANIMAL FRIENDSHIP

At 2nd level, you gain the innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

Additionally, you can cast the *animal friendship* and *speak with animals* spells once. You regain the ability to do so after finishing a long rest.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Thrown Weapon Fighting You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Interception When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Blind Fighting You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Unarmed Fighting Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

COORDINATED MOVEMENT

Starting at 2nd level, you can take advantage of an opening made by your companion. As a bonus action, after your companion hits a target, you gain one of the following:

- Move without provoking opportunity attacks from the attacked creature.
- Gain half cover against attacks from the attacked creature until the start of your next turn.

LINKED MINDS

At 3rd level, you can link your mind to that of your companion's. After 5 minutes of meditation, you can use your action to see through your companion's eyes and hear what it hears. You may continue to do so until you use your action to return to your normal senses.

During this time, you can telepathically speak with your companion. This has a maximum range of 1 mile.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Additionally, each time you gain an Ability Score Improvement, your companion can increase one ability score of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GROWTH

At 5th level, your companion grows in maturity and possibly size. It gains additional features listed in its stat block and, if it is medium size, grows to large size.

Additionally, your companion can take actions fully independently of your commands. They can take the Attack, Tackle, or Help action, as well as other actions listed in the companion's stat block that do not require a command point on their turn. If you command your companion to take the Attack action, it can attack twice, instead of once, when it takes the Attack action on its turn.

COACHED

At 5th level, part of your proficiency is passed on to your companion. Your companion gains proficiency in one skill that you are proficient in that it is not already proficient with.

COMMUNE

At level 6, you can send messages via the animal kingdom. You can cast the *animal messenger* spell. Once you cast this spell, you cannot do so again until you finish a long rest.

Additionally, while you are using your companion's senses as part your Linked Minds feature, you may spend 1 command point to telepathically communicate with one creature who is touching your companion for up to 10 minutes.

SUPERNATURAL TRAINING

At 6th level, your animal companion's attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

DEFENSE STYLE

At 7th level, your honed reflexes enhance your ability to avoid danger. Choose one of the following options. Each time you gain a level, you may change this choice.

Evasion. When you make a Dexterity saving throw against an effect that deals half damage on a success, you take no damage on a success and half damage on a failure.

Artful Avoidance. When you attack with a melee weapon in one hand while your other hand is empty, you may use the Dodge action as a bonus action.

Uncanny Dodge. When you are hit by an attacker that you can see, you can use your reaction to halve the damage from the attack.

SHARED SOUL

At 9th level, when you or your companion is targeted by a spell, and you are within 60 feet of each other, the one not targeted by the spell may use its reaction to also be affected by the spell.

Additionally, any resurrection magic cast on either you or your companion affects both of you, so long as your bodies are within 60 feet of each other.

EVOLUTION

At 11th level, your animal companion grows to maturity. Its ability scores increase as indicated in its Animal Companion stat block, and you can now use your companion's level 11 required features.



SAVING GRACE

At 13th level, your spirits protect each other. Anytime either of you are forced to make a saving throw, and you can see or hear each other, the other can use its reaction to roll a d8 and add the result to the saving throw. You can use this feature before or after making the roll, but before any effects are applied.

If both you and your companion are effected by the same effect and both creatures use their reaction, the die roll may apply to both saving throws.

Once this feature is used, neither of you can do so again until you finish a long rest, unless you expend 2 command points to take it again.

ASPECT

At 15th level, the primal magic that flows through your animal companion blooms and unlocks a transformation called an Aspect, as specified in the Animal Companion stat block.

While the beast has transformed, it can use its Aspect features as specified in the companion's stat block.

FEARLESS

Starting at 17th level, through trials and tribulations, so long as you have each other you can overcome. If you and your companion can see or hear each other, you both gain immunity to *charmed* and *frightened*.

INEXHAUSTIBLE

Starting at 18th level, you reached your limits and surpassed them. You and your companion cannot be held back, as you have reached the pinnacle of your prowess. When you roll for initiative and have less than 4 command points remaining, you regain command points up to 4 total.

Additionally, you and your companion's maximum hit point value cannot be reduced, you and your companion's speed cannot be reduced, and you and your companion do not suffer the ill effects of the first 3 stages of exhaustion.

LEGENDARY

At 20th level, your companion grows to embody part of the most tremendous beasts of the world. Between each of your turns, your companion can take 1 of the following Legendary Actions at the end of another creature's turn.

- **Detect.** Make a Wisdom (Perception) check.
- **Recuperate.** Roll a d6. Gain temporary hit points equal to the die roll.
- **Move.** Move up to 1/2 its speed.
- **Demoralize.** Roll a d6. A creature of your choice within 5ft subtracts the value from their next attack roll before the start of your next turn.



ANIMAL COMPANIONS

BRUISER COMPANION

Medium (Level 5, Large) Beast, Your alignment

Armor Class 13 + proficiency bonus

Hit Points (4 + constitution modifier) x trainer level + 5

Hit Dice 1d6 per trainer level

Speed 30 ft.

Proficiency Bonus your proficiency bonus

	STR	DEX	CON	INT	WIS	CHA
	14(+2)	11(+0)	15(+2)	7(-2)	11(+0)	9(-1)
Level 11:	+1	+1	+2	+0	+1	+1

Saving Throws Strength, Constitution

Skills Athletics, Intimidation

Senses passive Perception 10 + Wisdom modifier

Languages Understands all languages that you speak.

Sentinel. When the beast hits a creature of equal or smaller size with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Bind (Level 5). When the beast is successful with a grapple attempt, it can immediately make one attack against the creature.

Cleave (Level 11). When the beast takes the Attack action, its attacks target two creatures that are within 5 ft of each other, and within 5 ft of the beast. Make one attack roll, and apply the result to both targets.

Regeneration (Aspect of Spring Only). The beast regains 5 hit points at the start of its turn if it has at least 1 hit point, and less than 1/2 of its maximum hit points.

Bonus Actions

Aspect of Spring (Level 15). 2 *Command Points*. The beast may transform into an Aspect of Spring. A soft glow shimmers around the beast and seems to rejuvenate the plant life around it. The beast immediately regains 10 hit points. The transformation lasts for 10 minutes or until the beast chooses to revert to its normal form (no action required). The transformation ends early if the beast drops to 0 hit points. The beast may not use this ability again until it has finished a long rest.

Actions

Bite or Claws. *Melee Weapon Attack:* reach 5ft., one target. Hit: 1d6 + strength modifier piercing (Bite) or slashing (Claws) damage.

Grapple. It makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If its win the contest, the target becomes grappled.

Takedown (level 11). The beast attempts to restrain a target that it has grappled. It makes another grapple attempt against the grappled target. If its win the contest, the target becomes restrained so long as it is grappled.

Gift of Life (Aspect of Spring Only) (Recharge 5-6). 1 *Command Point*. A brilliant green light emits from the beast in all directions. Any number of creatures of your choice within 15 feet of the beast regain 2d8 hit points.

Reactions

Frontline (level 5). Make an attack of opportunity against a creature when it moves to within 5ft of the beast.

Impose (Aspect of Spring Only). If a creature within 5ft of the beast drops to 0 hit points, the beast can willingly end its aspect early so that the creature drops to 1 hit point instead.

PACK COMPANION

Medium (Level 5, Large) Beast, Your alignment

Armor Class 12 + proficiency bonus

Hit Points (4 + constitution modifier) x trainer level + 4

Hit Dice 1d6 per trainer level

Speed 30 ft.

Proficiency Bonus your proficiency bonus

	STR	DEX	CON	INT	WIS	CHA
	11(+0)	14(+2)	13(+1)	8(-2)	12(+1)	11(+0)

Level 11: +2 +0 +1 +1 +2 +0

Saving Throws Strength, Dexterity

Skills Athletics, Insight, Survival

Senses passive Perception 10 + Wisdom modifier

Languages Understands all languages that you speak.

Stride. The beast ignores nonmagical difficult terrain.

Pin (Level 5). After the beast successfully tackles a creature, it may immediately make one attack against that creature.

Pack Tactics (Level 5). Once per turn, the beast gains advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shread (Level 11). The beast's attacks deal an additional 1d8 damage.

Frozen Wastes (Aspect of Winter Only). The beast emits an aura of frigid hail. This hail of rock-hard ice turns the ground in a 15-foot-radius around the beast into difficult terrain. The beast ignores this difficult terrain.

Bonus Actions

Aspect of Winter (Level 15). 1 *Command Point*. The beast may transform into an Aspect of Winter. The beast's fur turns white as snow and its eyes become pale blue. The air surrounding the beast covers everything in frost. The transformation lasts for 10 minutes or until the beast chooses to revert to its normal form (no action required). The transformation ends early if the beast drops to 0 hit points. The beast may not use this ability again until it has finished a long rest.

Actions

Bite or Claws. *Melee Weapon Attack (finesse):* reach 5 ft., one target. Hit: 1d6 + strength or dexterity modifier piercing (Bite) or slashing (Claws) damage.

Snap Deposition (Aspect of Winter Only) (Recharge 5-6). 2 *Command Points*. The beast exudes a blast of freezing wind in a 15-foot-radius. Each creature of your choice in that area must make a DC 17 Constitution saving throw. On a fail, a creature suffers 4d10 cold damage, its speed is halved, and all attacks it makes until the end of its next turn gain disadvantage. On a success, a creature suffers only half damage.

Reactions

Howl (Level 11). When an ally misses with an attack roll, the beast lets out an audacious howl. The ally that missed, rerolls the attack and uses the new result.

Frostbite (Aspect of Winter Only). When the beast is hit by an attack, the beast may make an attack of opportunity attack against the attacker.

FOWL COMPANION

Small Beast, Your alignment

Armor Class 11 + proficiency bonus

Hit Points (4 + constitution modifier) x trainer level + 3

Hit Dice 1d6 per trainer level

Speed 10 ft., flying 40 ft.

Proficiency Bonus your proficiency bonus

	STR	DEX	CON	INT	WIS	CHA
	7(-2)	15(+2)	10(+0)	12(+1)	14(+2)	11(+0)

Level 11: +1 +1 +0 +2 +0 +2

Saving Throws Dexterity, Intelligence

Skills Perception, Survival, Investigation

Senses passive Perception 10 + Wisdom modifier + proficiency bonus, Darkvision 120ft.

Languages Understands all languages that you speak.

Swooping Strike. As part of the attack action, if the the beast moved at least 10ft before attacking a creature, the beast ignores opportunity attacks from that creature this turn.

Gouge (Level 5). 1 *Command Point*. Once per turn. after hitting a target with its talons, the target must make a DC 10+PB Dexterity saving throw or become blinded until the end of its next turn.

Elemental Talons (level 11). The beast's attacks with its talons deal an additional 1d6 acid, cold, fire, lightning, or poison damage.

Beacon of Light (Aspect of the Sun Only). For the duration of the transformation, the beast burns bright like the sun. This acts as if the Daylight spell is centered on the beast.

Bonus Actions

Aspect of the Sun (Level 15). 1 *Command Point* The beast may transform into an Aspect of the Sun. The beast feathers adopt a golden sheen that reflects the light in iridescent colors. The transformation lasts for 10 minutes or until the beast chooses to revert to its normal form (no action required). The transformation ends early if the beast drops to 0 hit points. The beast may not use this ability again until it has finished a long rest.

Actions

Talons. Melee Weapon Attack (finesse): reach 5ft., one target. Hit: 1d4 + strength or dexterity modifier slashing damage.

Jolt (level 5). 1 *Command Point*. The beast casts *chromatic orb* as a first level spell using intelligence as its spell casting ability. (**Level 11**. This spell is cast at 2nd level instead of 1st)

Wings of the Phoenix (Aspect of the Sun Only) (Recharge 6). 2 *Command Points*. The beast's wings erupt in flames as it dashes towards its enemies. The beast flies up to its speed. All creatures within 10 feet of the beast during its movement must succeed on a DC 18 Dexterity saving throw. Targets take 5d10 acid, cold, fire, lightning, poison, or thunder damage on a failed save, or half as much on a success.

Chromawave (Level 11). 2 *Command Points*. The beast emits a wave of elemental force that sweeps out from the beast. You choose acid, cold, fire, lightning, poison, or thunder as the type of wave emitted. Each creature in a 15-foot cube originating from the beast must make a DC 16 Constitution saving throw. On a failed save, a creature takes 5d8 damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed. (**Level 15**. 7d8 thunder damage)

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Reactions

Uncanny Dodge (Level 5). The beast can nimbly maneuver to reduce the harm done to it. When an attacker that the beast can see hits it with an attack, the beast can use its reaction to halve the attack's damage.

PROWLER COMPANION

Medium (Level 5, Large) Beast, Your alignment

Armor Class 12 + proficiency bonus

Hit Points (4 + constitution modifier) x trainer level + 4

Hit Dice 1d6 per trainer level

Speed 30 ft., climb 30ft.

Proficiency Bonus your proficiency bonus

	STR	DEX	CON	INT	WIS	CHA
	13(+1)	14(+2)	12(+1)	9(-1)	13(+1)	9(-1)
Level 11:	+0	+2	+1	+0	+2	+1

Saving Throws Dexterity, Charisma

Skills Acrobatics, Perception, Stealth

Senses passive Perception 10 + Wisdom modifier + proficiency bonus, Darkvision 60ft.

Languages Understands all languages that you speak.

Pounce. As part of the attack action, if the beast moves at least 20 feet straight toward a creature, the target takes an extra 1d6 damage from the attack.

Ambusher (Level 5). If the beast was hidden from a creature at the start of its turn, it can make its melee attack rolls against that creature with advantage.

Sneak Attack (level 11). Once per turn, the beast can deal an extra 3d6 damage with an attack if the beast had advantage on the attack roll.

Evasion (Level 11). The beast can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When the beast is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeed on the saving throw, and only half damage if it failed.

Shadowed Veil (Aspect of the Moon Only). The beast's body becomes blurred, shifting and wavering in wisps of darkness to all who can see it. For the duration of the transformation, any creature has disadvantage on attack rolls against it. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Silent Step (Aspect of the Moon Only). The beast creates no sound for the duration of the transformation.

Bonus Actions

Cunning Action (Level 5). 1 *Command Point*. The beast takes the Dash, Disengage, or Hide action.

Shadow Step (Aspect of the Moon Only). When the beast is in dim light or darkness, as a bonus action, the beast can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. The beast then has advantage on the first melee attack it makes before the end of the its turn.

Actions

Bite or Claws. *Melee Weapon Attack (finesse):* reach 5 ft., one target. Hit: 1d6 + strength or dexterity modifier piercing (Bite) or slashing (Claws) damage.

Mist of Ravenloft (Aspect of the Moon Only) (Recharge 5-6). 2 *Command Points*. The beast momentarily dissipates into a mist, and rapidly lashing out at nearby foes. The beast chooses up to 5 targets within 30 feet. It makes 1 attack against each target. On a hit, a target takes 4d10 force damage.

After attacking, the beast can teleport to an unoccupied space it can see within 5 feet of one of the targets it hit or missed.

Aspect of the Moon (Level 15). 2 *Command Points*. The beast may transform into an Aspect of the Moon. Wisps of shadow mask the beast in darkness. Upon transformation, the beast becomes invisible for up to 10 minutes, or until the beast attacks. The transformation lasts for 10 minutes or until the beast chooses to revert to its normal form (no action required). The transformation ends early if the beast drops to 0 hit points. The beast may not use this ability again until it has finished a long rest.

LIFE OF THE WOODSMAN

Something drew you away from the civilized, urban world, where you journeyed out into the wilderness. It is here that you find solace and comfort, trusting solely in your companion and living off the land. Trusting that you will survive with your companion by your side, you can weather the harshest storms the world throws your way.

WOODSMAN ORIGIN

d6 Origin

- 1 You tended to a wounded bear cub, in return its mother let you rest in her den.
- 2 Hired as a cartographer, you found yourself more adept in the wilds than back in town.
- 3 Exiled from your home, you wandered aimlessly before a panther led you to water, and safe haven.
- 4 Guided by the moon and the stars, you make your home underneath those stars now.
- 5 As an outlander, you enjoy the journey more than the destination.
- 6 Your father is from a barbarian tribe, while your mother a city girl. You find yourself calling home between the two.

FRONTIERSMAN

1st-level Life of the Woodsman feature

Living outside of the urban confines has taught you to live off the land, and always keep one eye open to danger. You and your companion cannot be surprised, so long as you are conscious. Additionally, you gain proficiency in Nature, Survival, or Stealth.

LINKED HEARTS

1st-level Life of the Woodsman feature

Both you and your companion's hit point maximum increases by 1. As you gain levels in this class, you both gain one additional hit point per level.

MAGIC FROM THE HIGH FORREST

3rd-level Life of the Woodsman feature

Traversing the wilderness has gifted you with a knack for survival, allowing you to duplicate the effects of certain spells. You can cast the *alarm*, *goodberry*, and *lesser restoration* spells once. You regain the ability to cast each of these spells after finishing a long rest.

Additionally, this magic lets you magically restrain your foes. You can cast *ensnaring strike* a number of times equal to your proficiency bonus between long rests. Wisdom is your spell casting ability for this spell.

TRACKER

6th-level Life of the Woodsman feature

You can mark a target as your quarry. As a bonus action you can mark a target within 120ft that you can see with a mystic brand that lasts 1 hour. Once per turn, either you or your companion can deal an extra 1d4 damage to the target, and both of you have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find it. You can only have one target marked at a time.

FERAL INSTINCT

10th-level Life of the Woodsman feature

Your companion gains preternatural senses that help it fight creatures it can and can't see. Your companion gains +1 AC and when your companion attacks a creature it can't see, its inability to see it doesn't impose disadvantage on the attack rolls against it.

Also, your companion is aware of the location of any invisible creature within 30 feet, provided that the creature isn't hidden from your companion.

COORDINATED TAKEDOWN

14th-level Life of the Woodsman feature

Once per turn, when you and your companion make an attack against the target marked by your tracker feature, you can roll 1d4 and add the result to either total, potentially changing a miss into a hit.

Additionally, when an ally hits the target marked by your tracker feature, you can use your reaction to make one weapon attack targeting the marked creature.



LIFE OF THE RIDER

Born in the saddle, you've traveled from here to there and back again. It's not you keeping up with your companion, but your companion keeping up with you as you always feel the need to keep going, keep pushing to get to the next location. Whatever your case maybe, it is true with your companion by your side, you move with a hastened step and a heart of gold.

Consider how or why you started this journey. The Rider Origin table offers some examples.

RIDER ORIGIN

d4 Origin

- 1 Your caravansary always had you ride and lead the way.
- 2 Dodging the constabulary required that you always stay one step ahead.
- 3 The lost treasures of fearun were going to find themselves.
- 4 You fought as a cavalryman in the war. It was then that you found your innate bond with your mount.

LARGER THAN LIFE

1st-level Life of the Rider feature

Always on the go means you've survived by being ready to draw swords or mince words at a moments notice. You gain proficiency with initiative rolls.

Your travels have brought you to distance cities, letting you interact with a multitude of characters. You've studied with these characters, and have gained valuable knowledge. You gain proficiency in one of the following skills of your choice: Animal Handling, Arcana, History, Insight, Investigation, Performance, or Persuasion. Additionally, you learn one language of your choice.

READY TO RIDE

1st-level Life of the Rider feature

Your companion is always at your side, or under saddle. If your companion would grow to size Large at level 5, it instead become Large at level 1, and your companion's actions are not limited by having you mounted.

Additionally, when you are mounted, you have advantage on saving throws made to avoid falling off. If you fall off and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Mounting or dismounting costs you only 5 feet of movement, rather than half your speed.

ON THE MOVE

3rd-level Life of the Rider feature

You and your companion have your speed increased by 10 feet while you are within 60 feet of each other.

Additionally, when either you or your companion takes the dash action, their jump distance is doubled for the turn.

OPENING SALVO

6th-level Life of the Rider feature

You can mark the first creature your companion hits during the first round of a combat; that creatures becomes easier for others (excluding you and your companion) to strike. Attack rolls against the marked target have advantage until the start of your next turn.

BATTLE STANDARD

10th-level Life of the Rider feature

You raise a call to arms, encouraging your allies and demoralizing your foes. You can use a bonus action and spend 2 command points to emit an aura of battle. You and friendly creatures within 60 feet of you gain temporary hit points equal to your trainer level, and have 10ft of bonus move speed on their next turn. For this turn, you and your companion act gain the benefits of the dash action.

Additionally, the aura lasts for 1 minute, and any foe within 10ft of you has disadvantage on attack rolls against creatures that are more than 10ft away from you.

Once you use this feature, you cannot do so again until you've completed a short or long rest.

BATTLEFIELD JUGGERNAUT

14th-level Life of the Rider feature

You gain advantage on all your attack rolls targeting the creature marked your Opening Salvo feature for up to 1 minute.

Additionally, you gain resistance to bludgeoning, slashing, and piercing damage from non-magical attacks for the duration of your Battle Standard.



LIFE OF THE DRAKEWARDEN

You, as a Drakewarden, formed an enduring bond with a minor dragon, a drake. This drake, entrusted to you, is at your side, and shares with you the awe-inspiring power wielded by dragons.

Consider how you gained your bond with the drake. The Drakewarden Origin table offers some examples.

DRAKEWARDEN ORIGIN

d6 Origin

- 1 You studied a dragon's scale or claw, or a trinket from its hoard, and created your bond through the token's lingering draconic magic
- 2 A secret order of rangers who collect and guard draconic lore taught you their ways.
- 3 A true dragon gave you a drake egg to care for. When it hatched, the drake bonded to you.
- 4 You drank a few drops of dragon blood, forever infusing your nature magic with draconic power.
- 5 An ancient Draconic inscription on a standing stone empowered you when you read it aloud.
- 6 You had a vivid dream of a mysterious man, accompanied by seven yellow canaries, who warned you of impending doom. When you awoke, your drake was there, watching you.

DRAKE COMPANION

1st-level Life of the Drakewarden feature

In place of a bestial companion, you've been gifted with a drake companion. The drake is friendly to you and your companions and obeys your commands. See its game statistics in the Drake Companion stat block. The drake has a Draconic Essence, which you choose when you bond with the drake and cannot be changed.

DRACONIC GIFT

1st-level Life of the Drakewarden feature

The bond you share with your drake creates a deeper connection to dragon kind, granting you understanding and empowering your presence. If you can't already, you learn to speak, read, and write Draconic, and you learn the thaumaturgy cantrip; Wisdom is your spell casting ability for this spell.

BOND OF SCALE

3rd-level Life of the Drakewarden feature

The bond you share with your drake intensifies, protecting you. You gain resistance to the damage type associated with your drake's Draconic Essence.

BOND OF FANG

6th-level Life of the Drakewarden feature

Your drake's attacks are empowered. Your companion scores a critical hit on a roll of 19 or 20.

Additionally, you can briefly summon the might of the dragon's breath. Once per turn, when you hit a target with an attack, you can cause the attack to flair with your drake's Draconic Essence. The target of the attack, and each creature of your choice within 5ft of the target take 1d6 extra damage of your drake's Draconic Essence.

You can do this a number of times equal to your proficiency bonus. You regain all expended uses after finishing a short or long rest.

FRIGHTFUL PRESENCE

10th-level Life of the Drakewarden feature

You awaken the power of a true dragon. As an action, each creature of your choice that is within 90 feet of you must succeed on a Wisdom saving throw against a DC of 8 + your Wisdom modifier + PB, or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it.

Once you use this feature, you can't do so again until you finish a long rest.

PROTECTIVE NATURE

14th-level Life of the Drakewarden feature

You watch each other's back at all times. You become immune to the damage and effects of your drake's Breath attack, and at 15th level your drake's Wing Attack.

Additionally, when either you or your companion are the target of an attack, the other can use its reaction to make an attack against the attacking creature if in range. If this attack hits, it does damage as normal, and the initiating attack gains disadvantage.



DRAKE COMPANION

Medium (Level 5, Large) dragon, Your alignment

Armor Class 14 + proficiency bonus

Hit Points (5 + constitution modifier) x trainer level + 5

Hit Dice 1d8 per trainer level

Speed 30 ft., (Level 15, fly 40ft)

Proficiency Bonus your proficiency bonus

	STR	DEX	CON	INT	WIS	CHA
	14(+2)	11(+0)	13(+1)	9(-1)	13(+1)	8(-1)
Level 11:	+2	+1	+1	+0	+0	+2

Saving Throws Strength, Wisdom

Skills Perception, Survival, Athletics

Senses passive Perception 10 + Wisdom modifier + PB, darkvision 30 ft.

Languages Draconic.

Damage Immunities determined by the drake's Draconic Essence trait

Draconic Essence. Choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines a number of the drake's traits.

Dragon Resistance (Level 5). 1 *command point* If the drake fails a saving throw, it can choose to succeed instead. Once the drake uses this feature, it cannot do so again until it finishes a long rest.

Empowered Tail (Level 11). After hitting a target with its Tail Whip, the drake can force the target to make a DC 15 Strength saving throw or be pushed 10ft away from the drake.

Shread (Level 11). The drake's attacks deal an additional 1d8 damage.

Aura of the Dragon (Aspect of the Wyrms Only). Your allies within the aura of the drake gain resistance to the damage type determined by its Draconic Essence.

Actions

Bite or Tail Whip. *Melee Weapon Attack:* reach 5ft., one target. Hit: 1d8 + strength modifier piercing(bite) or bludgeoning(tail) damage.

Drake's Breath (Level 5) (Recharge 6). 2 *command points.* The drake exhales an blast in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking damage equal to 5d6 on a failed save, or half as much damage on a successful one. The damage type is based on the drake's Draconic Essence. (Level 11. 8d6 damage)(Level 15. 11d6 damage)

Aspect of the Wyrms (Level 15). 5 *command points* Draconic fury explodes and swirls around the drake. The drake creates a 30ft aura. Upon transforming, choose any number of creatures the drake can see within its aura range. Those creatures take 4d10 damage of the type determined by its Draconic Essence. The transformation lasts for 10 minutes or until the drake chooses to revert to its normal form (no action required). The transformation ends early if the drake drops to 0 hit points. The drake may not use this ability again until it has finished a long rest.

Wing Attack (Aspect of the Wyrms Only) (Recharge 6). 2 *command points* The drake beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 16 Dexterity saving throw or take 2d6 + 4 bludgeoning damage and be knocked prone. The drake can then fly up to half its flying speed.

Reactions

Infused Strikes (Aspect of the Wyrms Only). When another creature within the drake's aura that it can see hits with a weapon attack, the drake infuses the strike with its essence, causing the attack to deal an extra 1d8 damage of the type determined by its Draconic Essence.

LIFE OF THE MYSTIC

Mystic have seen the world through the eyes of others. You too have seen the world through the eyes of nature's primal spirits. They have graced with part of their power, and asked that you uphold the spirit of the wilds.

Consider how you gained your mystical power. The Mystic Origin table offers some examples.

MYSTIC ORIGIN

d4 Origin

1 The touch of an archfey has left a visible brand. It still stings to this day.

2 After months of a recurring dream, the spirit of the forest stands nearby when you awake. It tells you that you were dreaming through its eyes before fading into ether.

3 Your companion is either blessed or cursed. You have leached some of that enigmatic power.

4 Your parents were part of a druid circle. A segment of their power has passed onto you.

SPELLCASTING

1st-level Life of the Mystic feature

You embrace a mystical life, fueled by nature, gifting you with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

CANTRIPS

You only learn one cantrip; the *druidcraft* cantrip, which you can cast without verbal components.

SPELL SLOTS

The Mystic Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level druid spells of your choice, two of which you must choose from the abjuration and evocation spells on the druid spell list.

The Spells Known column of the Mystic Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since you learn your spells through memorization and harmony with nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

MYSTIC SPELLCASTING

Level	Spells Known	1st	2nd	3rd	4th
1st	2	2	☒	—	—
2nd	3	2	☒	—	—
3rd	3	2	☒	—	—
4th	4	3	☒	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1

MYSTIC TOUCH

1st-level Life of the Mystic feature

You gain the ability to sense the magic within objects and creatures. When you touch an object or a creature and spend 1 minute ruminating on it, you learn of its power. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells or curses are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. Instead, if you touch a creature, you learn what spells or curses, if any, are currently affecting it.

INNERVATE

3rd-level Life of the Mystic feature

After casting a spell of 1st level or higher, your companion becomes innervated. They can add 1d6 per spell level to the damage roll of their next attack made before the end of your current turn.

PRIMEVAL CONNECTION

3rd-level Life of the Mystic feature

You may cast any druid spell that has a ritual tag as a ritual, even if you do not know the spell. You may do this so long as the spell is of a level that you have a spell slot for. For example, you cannot cast *water breathing* if you do not have 3rd level spell slots.

You may ritually cast spells this way a number of times equal to your Wisdom modifier (minimum once). You regain all uses of this feature after you finish a long rest.

ELEMENTAL GROUNDING

6th-level Life of the Mystic feature

You can be a momentary sanctuary, shielding you from the various forces of nature. You learn the *absorb elements* spell, which doesn't count against your number of spells known, and you can cast *absorb elements* at 1st-level, without expending a spell slot a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

TRAVERSING POWER

10th-level Life of the Mystic feature

You awaken a primal connection to the natural world and with your companion. You may cast spells as if you were in your companions space, but you must use your own senses.

Additionally, any creature within 5 feet of your companion has disadvantage on the first saving throw it makes against a spell you cast.

VORTEX

14th-level Life of the Mystic feature

As an action you can conjure a storming vortex around you and your companion. This vortex lasts for 1 minute, but ends early if you are knocked unconscious. Once you use this feature, you cannot use it again until you finish a short or long rest. While the vortex rages, it provides the following:

- The vortex provides half cover to you and your companion.
- Creatures other than you or your companion that start their turn within 10ft of you or your companion must succeed on a Dexterity saving throw or take 1d8 lightning, fire, or cold damage (your choice).
- As a bonus action before the vortex ends, you can collapse the vortex resulting in a nova burst ending the vortex early. Each creature of your choice that you can see within 15 feet of you and your companion must make a Constitution saving throw. On a failed save, a creature takes 6d8 lightning, fire, or cold damage (your choice), and is pushed back 10ft and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed nor knocked prone.



LIFE OF THE GRAVETENDER

The Gravetender is of an even more ghastly interest, summoning the dead to serve him. He is able to have a spirit of the departed to remain at his side. Gravetenders learn to sap the life force from the living and the dying, and using that energy to manipulate rejuvenate themselves and their companion.

Though gravetenders may be seen as necromancers by some. Others may have been part of the clergy. Consider how you gained your undead power. The Gravetender Origin table offers some examples.

GRAVETENDER ORIGIN

d4 Origin

- 1 You've worked as a gravekeeper, and communed with the dead on more than one occasion.
- 2 As a failing student of wizardry, your companion has trusted you to practice your necromancy on them.
- 3 Your deal with a minor demon, a djin, or a minor wish had gone awry.

4 A close call, a brush with death has linked your spirit to the spirit of another. Yet, you were brought back, bringing the spirit of another with you.

UNDEATH

1st-level Life of the Gravetender Feature

Risen from the grave, your companion is bound to you and this world. Your companion's type becomes undead as well as beast, and it gains resistance to poison and necrotic damage.

SHEPHERD OF SOULS

1st-level Life of the Gravetender Feature

As an action you can open your senses to that of death, undeath, and those that are not of this world. You immediately know if there are any celestial, fiend, or undead within 60 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 60 feet of you that has been magically consecrated or desecrated. However, this innate sense is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You can use this action a number of times equal to your Wisdom modifier (minimum of once), and regain all expended uses after finishing a long rest.

This innate sense is supplemented by your intuition of life's little machinations. You learn the *spare the dying* cantrip, if you don't already know it.

WITHER

3rd-level Life of the Gravetender Feature

As an action, you can speak the command word to curse one creature within 30 feet of you who you can see with a withering curse. The target must succeed on a Wisdom saving throw (DC of 8 + Constitution modifier + proficiency bonus) or become cursed. The withering curse reduces the target's speed by 10ft, and they subtract 1d4 from the damage of each of their melee attacks. At higher levels in this class, this curse reduces a greater amount of damage: 2d4 at 8th level, 3d4 at 13th, and 4d4 at 18th level.

The curse lasts 10 minutes. A remove curse spell ends this effect early. You can use this curse a number of times equal to your proficiency bonus, and you regain all expended uses after finishing a long rest.

DARK PROCESSION

6th-level Life of the Gravetender Feature

Your companion's actions are empowered by the dark, visceral nature of undeath. You gain the noxious claw command, and your companion gains the unholy supplement reaction. These features can be used individually a number of times equal to your proficiency bonus, and you regain all expended uses after finishing a long rest.

Noxious Claw. *1 command point.* Your companion uses its action to make a number of attacks equal to the roll of a d4. You can choose to convert the damage of these attacks to necrotic damage instead of their normal damage type.

Unholy Supplement. When your companion takes damage, it can use its reaction to reduce the damage by 1d10 + your trainer level + your proficiency bonus.

ANTI-MAGIC SHELL

10th-level Life of the Gravetender Feature

As a bonus action, you can shield yourself and your companion from magical harm. For 1 minute, you and your companion have advantage on saving throws against spells and other magical effects.

Once you use this feature, you cannot use it again until you finish a short or long rest.

ARMY OF THE DEAD

14th-level Life of the Gravetender Feature

When you curse a target with your withering curse, you can have an undead spawn rise from the ground and pursue the target. Use the undead spirit stat block from the *summon undead* spell cast at 3rd level, with the ghostly form. The spirit appears in an unoccupied space within 5 feet of you, with the following changes:

- It appears with a number of temporary hit points equal to 1d10 + your trainer level.
- At the start of its turn, it automatically knows its target's location. If the target was hidden, it is no longer hidden from the spirit.
- Its Deathly Touch save DC is equal to 15.

It takes its turn immediately after yours. On its turn, the spirit can move only toward its target by the most direct route, and it can use its action only to attack its target. The spirit can make opportunity attacks, but only against its target. The spirit disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

Once you summon a spirit with this feature you cannot do so again until you finish a long rest.

LIFE OF THE SWARMKEEPER

The Swarmkeeper tames the surging hordes of small creatures that strike fear into the hearts of most. Rats, bees, bats, and snakes are all options in the Swarmkeeper's arsenal, ready to spread out across the battlefield and then coalesce onto targets in a suffocating flood. Some Swarmkeepers are outcasts or hermits, keeping to themselves and their attendant swarms rather than dealing with the discomfort of others. Other Swarmkeepers enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their swarm.

Consider how you came upon your swarm and how you came to bond with it. The Swarmkeeper Origin table offers some examples.

SWARMKEEPER ORIGIN

d4 Origin

You had often heard the whispers in the dark, in places where humans were not in abundance. It was not until 1 years later that you actually thought to whisper back, and when you did, he found a group of companions of the most unlikely sort.

After years of tending to a bee hive, ensuring 2 continued floral growth, the queen came to your aid when you needed it most.

3 Skulking through the underbelly of the city as a forlorn urchin, the rants began to speak to you, aiding you.

After years of solitude, you visited the deepest parts of 4 the forest. There, you befriended a pixie and her tiny compatriots.

SWARM COMPANION

1st-level Life of the Swarmkeeper feature

In place of a bestial companion, a swarm of fey spirits has bonded itself to you and can assist you in battle. The swarm is friendly to you and your companions and obeys your commands. See its game statistics in the Swarm Companion stat block. Also, remember that the swarm's appearance is yours to customize, and don't feel confined to a single appearance. Perhaps the spirits' look changes with your mood or with the seasons. You decide!

SWARM APPEARANCE

d4 Appearance

- 1 Swarming worms
- 2 Miniature twig blights
- 3 Throng of bees
- 4 Horde of rodents

Additionally, your connection to the natural spirits allows you to mirror the effects of certain spells. You learn the *infestation* and *mage hand* cantrips if you don't already know them. Wisdom is your spell casting ability for these spells. The mage hand takes the form of your swarming nature spirits.

SWARM'S EMBRACE

1st-level Life of the Swarmkeeper feature

When you and your swarm occupy the same space, it can cling to you using its action, reducing its size to match yours if necessary. Conversely, on its turn, it can release from you (no action required), returning to its original size. However, it cannot cling and release on the same turn. If the swarm is ever forced to move while clinging to you, it first releases itself from you.

When the swarm is clinging to you, the following applies:

- It surrounds you and moves with you, without the need to move on its own.
- It cannot take actions or reactions.
- It cannot be attacked, or take damage from area of effects.
- If it must make a saving throw, it does so with advantage.
- After taking the Attack action targeting a creature within 10ft, you can spend 1 command point to have the swarm lash out. Your companion can make 1 attack against that creature (no action required).
- Starting at level 5, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SHIFTING FORM

3rd-level Life of the Swarmkeeper feature

The magic of the swarm becomes malleable, letting you exert partial control over various facets. You gain a pool of swarm dice, which are d6s. You have a number of swarm dice equal to twice your proficiency bonus. When you expend a swarm die it become unusable again until you finish a short or long rest. Your swarm dice fuel various features, and starting at 3rd level you gain the following uses of your swarm dice:

Carry. If you have not moved on your turn, you can use a bonus action to set your speed to 0 and expend 1 swarm die. A part of the swarm lifts you off the ground. You gain a fly speed equal to your proficiency bonus plus a roll of the die multiplied by 5 for the rest of this turn. This movement does not provoke attacks of opportunity. For example, with a proficiency bonus of +2 and a roll of 2, your fly speed is 20 feet.

Strengthened Surge. Whenever you make an ability check or saving throw that uses Strength or Dexterity, you can use your reaction to expend 1 swarm die and add the result of the die to the check or save. You can do this after rolling, but before determining the outcome of the check or save.

BITING TIDE

6th-level Life of the Swarmkeeper feature

You gain new ways to use your swarm dice

Stinging Strike. When you hit a target occupying the same space as your companion or when you hit a target while the swarm clings to you, you can expend 1 swarm die to cause the swarm to lash out dealing additional piercing or slashing damage equal to the roll + your Wisdom modifier.

Empowered Swarm. Anytime your swarm forces a target to make an ability check or saving throw against an ability in it's stat block, you can use your reaction to expend 1 swarm die, roll the die, and use the result of the die as a penalty to the target's check or save.

DUPLICITY OF THE SWARM

10th-level Life of the Swarmkeeper feature

By drawing on the fey spirit's power, the spirits mimic your appearance and movements. As an action, you create 2 illusory duplicates of yourself that appear in your space and last up to 1 minute. Each time a creature targets you with an attack while you have active duplicates, roll a d20 to determine whether the attack targets you or one of your duplicates. If the roll is 10 or greater, the attack targets a duplicate instead of you. If an attack hits a duplicate, the duplicate is destroyed. Duplicates ignore all other damage and effects.

A creature is unaffected by the duplicates if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Once you use this feature, you cannot use it again until you finish a short or long rest, unless you expend 2 swarm dice to use this feature again early.

ROLLING TIDE

14th-level Life of the Swarmkeeper feature

Using both your and your companion's action, and while the swarm clings to you, you can spend 2 command points to disperse the swarm into a swirling 5 foot radius cloud around you. For the duration of your turn, you and the swarm ignore attacks of opportunity, and the swarm makes one attack against each creature that you move within 5 feet of. The swarm cannot attack the same target more than once. You can use your Stinging Strike and Empowered Swarm features on each attack your swarm makes.

SWARM COMPANION

Medium (Level 5, Large) swarm of Tiny fey, Your alignment

Armor Class 10 + proficiency bonus

Hit Points (3 + constitution modifier) x trainer level + 2

Hit Dice 1d4 per trainer level

Speed 30 ft.

Proficiency Bonus your proficiency bonus

	STR	DEX	CON	INT	WIS	CHA
	10(+0)	14(+2)	11(+0)	9(-1)	13(+1)	7(-2)
Level 11:	+2	+2	+1	+0	+1	+0

Saving Throws Strength, Dexterity

Skills Acrobatics, Perception

Senses Blindsight 10 ft., passive Perception 10 + Wisdom modifier + PB

Languages Understands all languages that you speak.

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm's attacks ignore any bonus AC provided by a shield.

Cling. When the swarm takes the Tackle action, it can use Dexterity(Acrobatics) instead of Strength(Athletics). Additionally, if a Tackle attempt is successful, it may choose to move up to 10ft and carry the target with it instead of knocking the target prone.

Terrifying Skitter (level 5). 1 Command Point. After the swarm hits a target with an attack, the target must succeed on a DC 13 Charisma saving throw or become frightened of the swarm for up to 1 minute. As an action, the frightened creature can repeat this save to end the effect early.

Shred (Level 11). The swarm's attacks do an additional 1d6 damage.

Sickening Sting (Level 11). After the swarm hits a target with an attack, the target becomes poisoned until the end their next turn.

Tremendous Swarm (Aspect of the Flood Only). The swarm increases its size to Gargantuan, filling a 20ft by 20ft space. Anytime the swarm takes the Attack, Engulf, or Tackle action, it can target each creature of its choice that the swarm is sharing space with. Additionally, any friendly creatures sharing a space with the swarm gain half cover.

Bonus Actions

Aspect of the Flood (level 15). 3 Command Points. The swarm may transform into an Aspect of the Flood. The swarm grows in size, expanding in a torrential wave of tiny ravenous critters. Upon transformation, the swarm gains 2d10 temporary hit points. For the duration of the transformation, the swarm cannot cling to you. The transformation lasts for 10 minutes or until the swarm chooses to revert to its normal form (no action required). The transformation ends early if the swarm drops to 0 hit points. The swarm may not use this ability again until it has finished a long rest.

Actions

Sting. *Melee Weapon Attack (finesse):* reach 0ft., one target in the swarm's space. Hit: 1d4 + strength or dexterity modifier piercing damage.

Engulf (level 5) (Recharge 5-6). 1 Command Point. The swarm engulfs a target occupying the same space as the swarm, causing an incapacitating fit of panic. The target must succeed on a DC 14 Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. The swarm must concentrate on this, as if it were a spell.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Reactions

Dispersion (Aspect of the Flood Only). 2 Command Points. When the swarm takes damage, the swarm gains resistance to that damage. If the source of the damage also effected friendly creatures sharing a space with the swarm, they also gain resistance to that damage.

THE TRAINER

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