

Baby Bestiary®

CARETAKER
WARLOCK



.5

ANDREAS
WALTERS



KYLE
CARTY

METAL WEAVE GAMES

CREDITS

Creative Director

Andreas Walters

Writing & System Design

Kyle Carty
Andreas Walters

Editing

Carol Darnell

Cover Art

Nakano Art

Artists

Nakano Art
Vincent Yau

Published by



**METAL WEAVE
GAMES**

Copyright

© 2018 Metal Weave Games

BABY BESTIARY and its logo are trademarks of Metal Weave Games in the U.S.A. and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Metal Weave Games. This product is a work of fiction.

Visit us at <http://www.metalweavegames.com>

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

NAVIGATION

Introduction

- 4. Welcome seekers...
- 6. How did you acquire your patron (table)
- 7. Patron Mishaps

Warlock Sub-Classes

- 8. Guardian of Rebirth (Phoenix)
- 10. Guardian of Sunset (Couatl)
- 12. Guardian of the Deep Scale (Dragon Turtle)

Warlock Class Rework

Coming Soon



We appreciate you taking the time to go through our
Baby Bestiary 5e Companion Warlock.

If you have any feedback, thoughts or any other comments
please provide them to us in this [form](#).

We also have a community page over at
<http://RoleplayCafe.com/brands/baby-bestiary>.

Welcome seekers and travelers,

It appears that you have tumbled into the greatest responsibility of your life: the protection and rearing of a powerful and majestic creature. You care for and protect the creature, and in-return for your kindness, you will be granted some of its growing power.

In these pages, I will attempt to glean answers to any questions you may have, but...my time is short and your egg will soon hatch. Now, listen closely...

OVERVIEW

In this supplement, we explore a new type of warlock: the caretaker archetype. Unlike the individuals who gain their powers by making a pact or exchange with a powerful entity, the caretaker warlock receives their powers by protecting their patron, which happens to be still an egg or a newborn legendary creature.

This protection evolves into an intimate bond between the caretaker and their patron, allowing the player to explore a caring and nurturing relationship with its patron as the two grow in power together.

ASSUMPTIONS

In line with this supplement, we defined a number of creatures capable of being a patron; they include the couatl, phoenix, and dragon turtle amid others. To some, this may run contrary with what is canon in the D&D universe and books like the *Monster Manual*. We argue that given the role and power these creatures held throughout various

mythologies, these creatures could easily be viewed as creatures powerful enough to be patrons in their own right. This may require you to slightly alter their stats or even the mythology of your setting.

PLAYING THE CARETAKER

Caretakers love their companions and are devoted to their protection. The dream of a caretaker is to one day see their patron grow into the magnificent beast they are destined to be. Aside from that, the caretaker could have come from any walk of life, for it has now been changed forever.

For the subclass version of the caretaker warlock, we don't specify whether you are protecting the egg or if the egg has already hatched. Mechanically they work the same, the patron is intended to work as a more narrative and personal role for the player, if the patron is attacked, it will share the same pool of hitpoints with their caretaker.

PLAYING HOMEBREW

When you want to create a character that is outside the normal character generation rules, it's always important to remember that you're engaging in a collaborative story told by you, the GM, and the rest of the party, and we encourage adaptability and flexibility. What is said here may apply to any homebrew or third-party class/variant that you may want to play.

For Everyone: It is your game, your world, your character, your story. Everyone contributes to this story; don't hesitate to make changes, tweaks, and adjustments as you see fit. My words (as the creator) are not law, just ideas, interpretations and inspiration for you to use.

- **For Everyone:** It is your game, your world, your character, your story. Everyone contributes to this story; don't hesitate to make changes, tweaks, and adjustments as you see fit. My words (as the creator) are not law, just ideas, interpretations and inspiration for you to use.
- **As the player:** Provide the GM with the class/variant you want to play, pitch the character concept and be flexible in building and exploring the character options with your GM.
- **As the GM:** Try to work with your player's pitch and how can it work with the setting and story you think you'll be telling?

RUNNING THE PATRON

It's important to remember that despite the patron being the caretaker's companion, they do not work mechanically like an animal companion. A few things to emphasize:

- **The GM controls the patron.** It makes the patron feel more independent from the player, providing a wider range of roleplay opportunities, as well as caretaking challenges.
- **The patron is not intended to engage in combat.** Sure, times will emerge when the patron will attack or defend itself, but this companion is not considered to be a combat companion. This is also why we simplified its health mechanic.
- **Be careful when endangering the patron.** Doing this can obviously set up some great emotional and roleplay moments but, as all things, it can be overdone. It should never feel like the warlock is fighting constantly just to keep their patron alive. Rather, the majority of the focus should not be directly on the patron, unless you are doing so for story purposes.

IF YOU REALLY WANT STATS

If you're looking to fully flesh out the patron as a companion to the party, we highly recommend using the rules we created for the *Baby Bestiary 5e Companion*.



HOW DID YOU ACQUIRE YOUR PATRON

The following table offers twelve example encounters that brought a warlock and a young patron together.

Roll 1d12	How Did you Acquire your Patron
1	You found your patron for sale at a black market. When you became aware of one another the connection was instant. Did you purchase your patron or did you obtain them in another way?
2	While seeking shelter from a storm, you and the patron ended up in the same safe spot. You agreed to share the space while you waited out the storm. During the night, you two struck up a conversation and learned of one another's needs. You agreed to become warlock and patron, and the pair of you have worked together ever since.
3	The patron's parents became aggressive and had to be put down. You chose to adopt the creature instead of leaving it. Your relationship started off rocky. Has it smoothed out since then, or are things still tense at times?
4	You found the patron's egg (or its infant form) in the lair of a spellcaster. It appeared as though the spellcaster was going to attempt a ritual on the egg before you defeated them. You cared for the egg and the creature imprinted on you.
5	On a starlit night in the wilds, you heard a lonesome song across the night air. When you found the source of this harrowing melody, you discovered the patron. What was your patron so forlorn about? Why did you decide to help it?
6	Your patron was being chased by other, larger creatures that wished to eat it. You intervened and saved them. Over the course of this battle you learned your own abilities were not enough. Your patron offered you a deal and you accepted, becoming their warlock.
7	An adult version of your patron appeared before you, juvenile patron by their side. They forced your patron upon you, insisting that you help raise it and become its servant. You survived because you agreed to their terms unconditionally.
8	A friend of yours was the original warlock for your patron. Unfortunately, they died. Why did you become the patron's new warlock? Does the patron attempt to hide how desperately they miss your friend? How has this affected your relationship?
9	While traveling, you awoke one night to find the patron in your rucksack, devouring your rations and other supplies. The famished creature was initially hostile if you attempted to get your food back. How did you make them trust you? Did you offer more food? Perhaps some water? What about this interaction endeared you enough to become a warlock?
10	Your patron sought out you in particular. Perhaps they arrived on your doorstep or at your campsite one morning and demanded you swear a pact with them. Why were you chosen? Do you even know? Work out the reason with your Dungeon Master and determine if your warlock is aware of it.
11	You and your patron died at the exact same time. Both of your deaths were unplanned accidents and the deity of death apologized to you both personally. Unfortunately, they could not revive you both without intermingling your souls. Now you and the patron are forever connected. How do the both of you feel about this arrangement?
12	While sleeping one night, you had a strange dream. In the dream, the patron reached out to you, asking for your help. Did you try to ignore the dream or readily embrace it? Regardless, you sought out the patron through these mysterious portents and eventually found one another.

PATRON MISHAPS

Perhaps your patron is playful, in a bad mood, or perhaps you upset at you it. Regardless here are a number of things that could go wrong.

COMING IN THE NEXT UPDATE

Roll 1d12	Patron Mishaps
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

Guardian of Rebirth

Your patron needs you just as much as you need them. The phoenix chick saved you and you saved them. In exchange for the love, affection, and succor that you give the phoenix, it imparts you with what powers it can spare. As it grows up and recovers its might, the power it offers grows in strength and size as well. The phoenix may make difficult requests of you, but it is not actively antagonistic in the same way that the Fiend or the Archfiend may be.

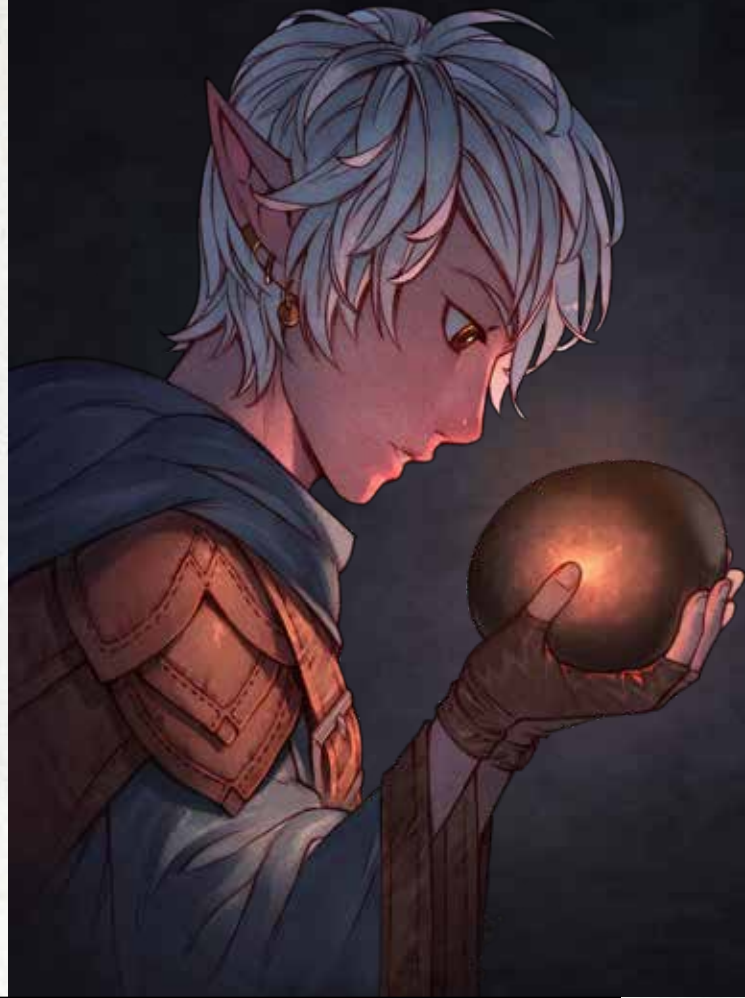
CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Enflamed: Are phoenixes fully enwreathed in flame upon hatching; does it happen as they age, or perhaps all at once marking its new stage? Discuss this with your DM.

HATCHLING QUIRKS

The following quirks are unique to Phoenix Chick Patrons.



Roll 1d6	Phoenix Hatchling Quirks
1	The phoenix's flames grow in strength as the sun reaches its zenith and weaken as the sun sets. At night, the phoenix gets quite chilly and loves to snuggle up with its warlock or another ally to stay warm.
2	The phoenix enjoys swimming in boiling water or soups. During meal time it happily floats around in the stewpot and gets huffy if it is taken out. It will spend the rest of the night sulking in the campfire.
3	The phoenix refuses to eat uncooked foods. Any bugs that it catches are first char-broiled before they are eaten. Particularly finicky phoenix chicks will attempt to steal spices, such as hot peppers, to flavor their meal.
4	The phoenix is plumper than most phoenix chicks. It loves flying and attempts to jump off of things with great frequency, experiencing mixed results. It remains plump for the rest of its life but becomes an exceptionally strong flier.
5	The phoenix is incredibly anxious at all times. It panics during rainstorms and sticks close to the warlock, preferring to hide in their clothes.
6	The phoenix thinks that its warlock is somewhat weak. It will occasionally attract trouble in order to "test and strengthen" its warlock.

EXPANDED SPELL LIST

The Phoenix Chick lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	burning hands, healing word
2nd	continual flame, lesser restoration
3rd	feign death, revivify
4th	death ward, fire shield
5th	flame strike, greater restoration

PHOELARCH BODY

Starting at 1st level, your connection to the phoenix chick is formed but is very weak. Your skin is tinged with red and your hair shimmers like flame when you cast spells. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, you gain resistance to fire damage.

SHARED HEALTH

Also at 1st level, your life and the life of the phoenix chick become intertwined. You and the phoenix chick share hit points. Any damage that the phoenix chick would take is instead taken by the warlock. If you and the phoenix chick are both caught in an area of effect, you do not take damage twice. If you die, the phoenix chick eventually dies as well, unless it finds a new, willing warlock within one month.

PLAYFUL FLAME

Upon reaching 6th level, the playtime shared between you and the phoenix chick develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the phoenix chick, each creature gains temporary hit points equal to half your warlock level + your Charisma modifier.

ON BURNING WINGS

At 10th level, you gain the ability to sprout wings of flame. As a bonus action, you gain a 40-foot fly speed for a number of minutes equal to your levels in this class. You can end this effect at any time without using an action. While active, you must spend your fly time in one minute increments. You regain all of your used flying time after finishing a long rest.

REBIRTH

After you reach 14th level, when you make a death saving throw at the start of your turn, you can instead burst into radiant flames. You regain hit points equal to your levels in this class + your Charisma modifier, and then stand up if you so choose. Each creature of your choice that is within 30 feet of you takes 3d10 fire damage and 3d10 radiant damage. Once you use this feature, you cannot use it again until you complete a short or long rest.



Guardian of Sunset

Guardians of the divine and untenable, couatls are a delicate, yet fastidious species that, thanks to their celestial nature, quite literally embody goodness. Breeding rarely, young couatls, known as couatl neonates, are often in great danger as the auspices of their birth usually mean at least one of their parents is in mortal danger. In cases where both parents perish before the egg hatches, these highly intelligent creatures will seek out an individual to broker a deal with. Their terms are fair and their preferences picky. Warlocks of couatl neonates find that they value fastidiousness, are disappointed when their warlocks lie or withhold information, and seek to find their purpose in life.

CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Scales: The color of the couatl's scales tells you much about its origins.

Sounds Couatl: Unlike snakes, couatl are capable of eventually mimicking speech from any culture. Though while young, they tend to hiss, chirp, and occasionally make some sort of clicking noise.

COUATL PATRON QUIRKS

The following quirks are unique to Couatl Snakelet Patrons.

Roll 1d6	Couatl Neonate Quirks
1	The couatl's wings are slightly too small. Because of this, they have trouble flying and prefer to cling tightly to their warlock.
2	The couatl really, really dislikes when their warlock or their allies lie. It gently nips at a lying character in frustration any time they attempt to deceive someone.
3	The couatl's scales are a tarnished or dull color. It's self-conscious about that. Each time it sheds, it seems very excited that this might be the time they will get vibrant scales.
4	The couatl sneaks away at night to find gifts for its warlock or their allies. In the wild, it finds neat objects. While within the confines of civilization, it takes a few gold coins, pinches objects it wants, and leaves the coin. It usually overpays for what it takes in the extreme.
5	The couatl often stares off at things that aren't there. When the warlock gains truesight, they can see what the couatl is looking at.
6	The couatl loves spending time in water. It frequently tries to slither into waterskins, mugs, lakes, and baths to go for a swim, even at inconvenient times.

EXPANDED SPELL LIST

The Couatl Neonate lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	cure wounds, detect evil and good
2nd	calm emotions, zone of truth
3rd	beacon of hope, remove curse
4th	guardian of faith, polymorph
5th	dispel evil and good, mass cure wounds

BLESSED BODY

Starting at 1st level, your connection to the couatl neonate has formed but is very weak. You gain small, iridescent scales in patches on your body and your hair takes on an ethereal sheen. You also gain resistance to psychic and radiant damage.

Additionally, you can speak Celestial.

SHARED HEALTH

Also at 1st level, your life and the life of the couatl snakelet become intertwined. You and the couatl neonate share hit points. Any damage that the couatl neonate would take is instead taken by the warlock. If you and the couatl neonate are both caught in an area of effect, you do not take damage twice. If you die, the couatl neonate dies as well, unless it finds a new, willing warlock within one month.

PLAYFUL LINK

Upon reaching 6th level, the playtime shared between you and the couatl neonate develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the couatl neonate, you all become

psychically linked. For the next four hours, you and each creature who shares this psychic link can communicate telepathically with one another while within 120 feet of each other.

SHIELDED BOND

At 10th level, while you and the couatl neonate are within 100 feet of each other, you are both immune to scrying and to any effects that would sense your emotions, read your thoughts, or detect your locations.

EYES OF THE DIVINE

When you reach 14th level, you gain the ability to bestow yourself with your companion's eyes. As a bonus action, you can grant yourself a facsimile of couatl eyes. You gain truesight out to a range of 60 feet for one hour. Once you use this feature, you cannot use it again until you complete a short or long rest.



Guardian of the Deep Scale

Just moments after emerging from its thick, plated egg, a dragon turtle is already the size of a large dog. Dragon Turtles are methodical patrons that urge caution and slow progress over quick bursts of frantic energy. These greedy creatures often “demand” a portion of their warlock’s shiniest treasures in exchange for their continued service, often withholding the fact that the power given cannot be taken away.

CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Turtles Shell: Is the shell smooth, rough, or some pattern that rises from the shell?

DRAGON TURTLETTE PATRON QUIRKS

The following quirks are unique to Dragon Turtle patrons.

EXPANDED SPELL LIST

The dragon turtlette lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	fog cloud, speak with animals
2nd	protection from poison, spike growth
3rd	stinking cloud, water breathing
4th	control water, dominate beast
5th	commune with nature, cloudkill

ARMORED BODY

Starting at 1st level, your connection to the dragon turtlette is formed but is very weak. Your skin hardens and scaled plates form on your knuckles. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

Additionally, you can speak Aquan or Draconic.

Roll 1d6	Dragon Turtlette Patron Quirks
1	The edges of the dragon turtle’s shell are particularly sharp. It attempts to dull these edges by rubbing up against hard objects like walls, stones, trees, or unequipped suits of armor.
2	The dragon turtle is uncharacteristically afraid of deep, dark water. It takes a great deal of reassurance to coax it into swimming in water it cannot see the bottom of.
3	The dragon turtle enjoys playing pranks in cahoots with its caretaker. Its favorite prank is to sneak behind an upright creature while the warlock gives them a push backward. The dragon turtle does not realize that pranks such as that might actually hurt its friends.
4	The dragon turtle gently hums at night. As it ages, the song becomes deeper and bassier, not unlike a melodic whale song.
5	The dragon turtle salivates at the smell of cooking meat. It greatly prefers either the meat of landborne creatures or seaborne creatures over any alternative.
6	The dragon turtle enjoys stomping around in the mornings to stretch its legs and fins. It allows other creatures to participate in this activity, provided they agree to follow the dragon turtle’s movements.

SHARED HEALTH

Also at 1st level, your life and the life of the dragon turtle become intertwined. You and the dragon turtle share hit points. Any damage that the dragon turtle would take is instead taken by the warlock. If you and the dragon turtle are both caught in an area of effect, you do not take damage twice. If you die, the dragon turtle dies as well unless it finds a new, willing warlock within one month.

DEFENSIVE PLAY

Upon reaching 6th level, the playtime shared between you and the dragon turtle develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the dragon turtle you can choose between bludgeoning, piercing, or slashing damage. You and the creatures who played with the dragon turtle gain resistance to the chosen damage type for the next two hours.

STEAM BREATH

At 10th level, you gain the ability to breath a 30-foot cone of scalding steam as an action. Each creature in that area must make a Constitution saving throw against your Warlock spell save DC. Creatures take 5d10 fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage.

ETERNAL FORM

When you reach 14th level, you gain the longevity of the dragon turtle. You do not suffer the fragility of old age, and you can't be aged magically. You can still die of old age, however. Additionally, you become immune to first five levels of the exhausted condition.



New Class
Caretaker Warlock

Coming soon

Other Projects!



EXPLORE THE ADORABLE WITH A 2019 BABY BESTIARY® CALENDAR

Illustrated by April Prime, the games artist and collaborator to the Dungeons and Doggies project, this year's calendar will bring you all the adorable beasts and geeky calendar days you need!

Kickstarter ends soon!

Closing on Sat, October 13 9:00 AM PDT.

<https://www.kickstarter.com/projects/babybestiary/baby-bestiary-2019-calendar>

Explore the Adorable

