



ADVENTURE SIDEKICKS

TALES FROM THE YAWNING PORTAL



INTRODUCTION

Do you want to run or play *Tales from the Yawning Portal* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your tall-tale campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Tales from the Yawning Portal" is the fifth in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventure hardcovers. On your adventure, the DM might reveal that you've befriended an NPC or other creature who then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on Wisdom (Animal Handling), or the sidekick on a Wisdom (Insight) skill check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack only every other gnome"

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ARAYNIA, SCOUT OF OAKHURST

1st-level Medium humanoid (half-elf)

Armor Class 13 (leather)

Hit Points 11 (2d8 + 2)

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

Saving Throws Dex +4

Skills Nature +2, Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Fey Ancestry. Araynia has advantage on saving throws against being charmed, and magic can't put her to sleep.

Keen Hearing and Sight. Araynia has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Scout's Warning. If Araynia isn't surprised when initiative is rolled, each of her allies that can see or hear her may roll 1d4 and add the result as a bonus to their initiative rolls.

Actions

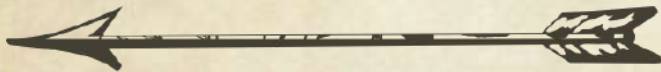
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Araynia is a young half-elf scout who serves under the command of Felosial, Oakhurst's constable. She is brash but eager to help and always strives to do the right thing.

Araynia has lived in Oakhurst all her life. She was close friends with Talgen and Sharwyn Hucrele, human siblings who ventured into the Sunless Citadel but never returned. Araynia has been desperately trying to find people willing to search for the Hucrele siblings, learn their fate, and hopefully return them safely to Oakhurst.

Characters can be introduced to Araynia when they reach Oakhurst. There, Araynia talks to them about the Sunless Citadel and her two missing friends. If the party is willing to search for the Hucrele siblings, Araynia offers to accompany them and aid them however she can.



ARAYNIA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Light Step. Araynia can move in difficult terrain as if it were normal terrain. Natural Healer. Araynia collects medicinal herbs throughout the day and can apply them to revitalize wounded allies during a short rest. If Araynia and any friendly creature she can touch regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains 1 extra hit point per expended Hit Die.
3rd	22 (4d8 + 4)	Sharpshooter. Araynia's ranged weapon attacks ignore half cover and three-quarters cover.
4th	27 (5d8 + 5)	Ability Score Improvement. Araynia's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Stealth bonus, and attack and damage bonuses by 1.
5th	33 (6d8 + 6)	Proficiency Bonus. Araynia's proficiency bonus increases by 1. This raises her skill bonuses, saving throw bonus, passive Perception, and attack bonuses by 1. Archer's Eye. As a bonus action, Araynia can add 1d10 to her next attack or damage roll with a longbow or shortbow. Araynia can use this feature three times, regaining expended uses after a long rest.
6th	38 (7d8 + 7)	Extra Attack. Araynia can attack twice, instead of once, whenever she takes the Attack action on her turn.

PERSONALITY TRAITS

Personality. I like to keep watch, and I volunteer for extra patrols. Gotta stay sharp!

Ideal. If someone's in trouble, I've gotta try to save them. It's the right thing to do.

Bond. I never second-guess my friends and allies. I always have their backs.

Flaw. Sometimes I'm a little too eager to help, and then I find myself in over my head.

ELDRATH

1st-level Medium undead

Armor Class 14 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +4

Skills Perception +2, Stealth +4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 12

Languages Common

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

Vampire Weaknesses. Eldrath has the following flaws:

Forbiddance. Eldrath can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Eldrath takes 20 acid damage when she ends her turn in running water.

Stake to the Heart. Eldrath is destroyed if a piercing weapon made of wood is driven into her heart while she is incapacitated in her resting place.

Sunlight Hypersensitivity. Eldrath takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage. Instead of dealing damage, Eldrath can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Eldrath, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Eldrath regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



ELDRATH BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Improved Claws. The slashing damage from Eldrath's claws attack increases to 8 (2d4 + 3).
3rd	30 (4d8 + 12)	Regeneration. Eldrath regains 5 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Eldrath takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.
4th	37 (5d8 + 15)	Ability Score Improvement. Eldrath's Strength score increases by 2. This raises the Strength modifier, the DC to escape her grapple, and her attack and damage bonuses by 1.
5th	45 (6d8 + 18)	Extra Attack. Eldrath can attack twice, instead of once, whenever she takes the Attack action on her turn, only one of which can be bite attack. Proficiency Bonus. Eldrath's proficiency bonus increases by 1. This raises her skill bonuses, saving throw bonus, passive Perception, DC to escape her grapple, and attack bonuses by 1.
6th	52 (7d8 + 21)	Improved Bite. The necrotic damage from Eldrath's bite attack increases to 7 (2d6). Resistance. Eldrath gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

PERSONALITY TRAITS

Personality. It's been a long time since we've had this much excitement. Better make the most of it.

Ideal. Those who betray and abandon deserve the ultimate punishment.

Bond. Issem may have been my tormentor, but he is now my guide. I will need him as I uncover more of my potential.

Flaw. I'm over eager for a fight, especially fighting alongside mortals. Now there's a risk!



ELDRATH

7th-level Medium undead

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +5

Skills Perception +3, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common

Regeneration. Eldrath regains 5 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Eldrath takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. Eldrath has the following flaws:
Forbiddance. Eldrath can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Eldrath takes 20 acid damage when she ends her turn in running water.

Stake to the Heart. Eldrath is destroyed if a piercing weapon made of wood is driven into her heart while she is incapacitated in her resting place.

Sunlight Hypersensitivity. Eldrath takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Extra Attack. Eldrath can attack twice, instead of once, whenever she takes the Attack action on her turn, only one of which can be a bite attack

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage. Instead of dealing damage, Eldrath can grapple the target (escape DC 16).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Eldrath, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Eldrath regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ELDRATH BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Regeneration Improvement. Eldrath regains 10 hit points instead of 5 with her Regeneration feature.
9th	75 (10d8 + 30)	–
10th	82 (11d8 + 33)	Proficiency Bonus. Eldrath's proficiency bonus increases by 1. This raises her skill bonuses, saving throw bonus, passive Perception, the DC to escape her grapple, and attack bonuses by 1.
11th	90 (12d8 + 36)	Extra Attack. Eldrath can attack three times, instead of twice, whenever she takes the attack action on her turn, only one of which can be a bite attack. Ability Score Improvement. Eldrath's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, and Stealth skill bonus by 1.
12th	97 (13d8 + 39)	Improved Bite. The necrotic damage from Eldrath's bite attack increases to 10 (3d6).

Eldrath was once a Thayan guard tied to the service of the Red Wizards. The Doomvault is calloused to those who are not on alert at all times, and as the rest of her companions were leaving the vault, Eldrath found herself caught from behind by the vampire Issem. With no allies and woefully caught off guard, Eldrath was bitten and began her transformation into a vampire spawn.

Trapped along with Issem in the vault for eternity, Eldrath has largely come to accept her fate and has taken much of the same mannerisms as Issem: numb to the violence and wonder of the vault, and hating those that live on the outside. Eldrath holds a special contempt toward her Thayan companions who left her behind.

Eldrath follows Issem's commands, though she is quick to snap at ideas and directions that she feels are made in ignorance or that put her unreasonably in harm's way.

The party encounters Eldrath just as they enter the vault, and Issem may direct her to join the group in their hunting and disruption.



HUITZILOPOCHTLI, CURSED OLMAN HERO

1st-level Medium beast

Armor Class 6

Hit Points 11 (2d8 + 2)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	3 (-4)	13 (+1)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Wis +4

Skills Arcana +4, Investigation +4, Religion +4

Senses passive Perception 12

Languages Common, Olman

Spellcasting. Huitzilopochtli's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*

1st level (2 slots): *sleep*

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

Divine Restoration. If Huitzilopochtli helps the party complete "The Hidden Shrine of Tamoachan" adventure, he is divinely restored to his human form by the Olman god Zotzilaha.

In this form, his type changes to humanoid (human), he loses his climb speed and Spider Climb trait, his base speed becomes 30 feet, and his Dexterity score increases to 12 (+1), increasing his Armor Class by 5.

Actions

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage if used with two appendages.



HUITZILOPOCHTLI BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Spellcasting. Huitzilopochtli learns another 1st-level spell: <i>burning hands</i> .
3rd	22 (4d8 + 4)	Spellcasting. Huitzilopochtli gains one 1st-level spell slot. He also learns another 1st-level spell: <i>shield</i> .
4th	27 (5d8 + 5)	Ability Score Improvement. Huitzilopochtli's Intelligence score increases by 2. This raises his Intelligence modifier, spell save DC, the bonus to hit with spell attacks, and skill bonuses by 1. Spellcasting. Huitzilopochtli learns another cantrip: <i>mage hand</i> .
5th	31 (6d8 + 6)	Proficiency Bonus. Huitzilopochtli's proficiency bonus increases by 1. This raises his spell save DC and the bonus to hit of his spell attacks, skill bonuses, saving throw bonus, and weapon attacks by 1. Spellcasting. Huitzilopochtli gains one 1st-level spell slot and two 2nd-level spell slots. He also learns one 2nd-level spell: <i>invisibility</i> .
6th	38 (7d8 + 7)	Potent Cantrips. Huitzilopochtli can add his Intelligence modifier to the damage he deals with any cantrip. Olman Magic Surge. Each time Huitzilopochtli casts a spell of 1st level or higher, roll 1d20. On a 1, the spell is replaced by a random effect from the Wild Magic table (see chapter 3 of the <i>Player's Handbook</i>). On a roll of 16 or higher, the spell is unaffected but an effect from the Wild Magic table is also manifested.
7th	44 (8d8 + 8)	Blessing of Tlazoteotl. As an action, Huitzilopochtli invokes Tlazoteotl. Until the start of his next turn, his AC is increased by 2 and he is immune to effects that would move him from his current position.
8th	49 (9d8 + 9)	Ability Score Improvement. Huitzilopochtli's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, the bonus to hit with spell attacks, and skill bonuses by 1. Spellcasting. Huitzilopochtli gains one 3rd-level spell slot and learns one 3rd-level spell: <i>dispel magic</i> .

Cursed to wander the grounds of the temple by the Olman Lord of the Underworld Zotzilaha, the proud Olman warrior known as Huitzilopochtli wishes only for his curse to be removed, and for revenge against the god for denying him a legacy of leading his people to greatness.

Cursed in the form of a giant snail, Huitzilopochtli is physically limited, but the exposure to residual magics surrounding the temple has granted him the ability to cast spells.

PERSONALITY TRAITS

Personality. It irks me to know I was supposed to be the hero of this place, but I will help where necessary.

Ideal. I am certain the gods will remove this curse if I perform deeds worthy of legend.

Bond. I would be a fool not to accept help when it is offered.

Flaw. My pride often sends me forging ahead of my peers. Perhaps that is why I was cursed to begin with.



IRON COBRA

1st-level Medium construct

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Dex +5

Skills Perception +2, Stealth +5

Damage Vulnerabilities lightning

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Ground Fault (Clockwork Malfunction). The iron cobra is vulnerable to lightning damage (included in its damage vulnerabilities).

Increased Speed (Clockwork Enhancement). The iron cobra's speed is increased by 10 feet (included in its speed).

Sentient Construct. The iron cobra is sentient, allowing it to think and act on its own.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or suffer the following poison effect:

Poison Damage: The target takes 9 (2d8) poison damage.

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	—
3rd	26 (4d8 + 8)	Poison Effect. The iron cobra gains the following poison effect option, which it can choose in place of Poison Damage when it hits with a bite attack: Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.
4th	32 (5d8 + 10)	Ability Score Improvement. The iron cobra's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Stealth bonus, and attack and damage bonuses by 1. Magic Resistance. The iron cobra has advantage on saving throws against spells and other magical effects.
5th	39 (6d8 + 12)	Extra Attack. The iron cobra can attack twice, instead of once, whenever it takes the attack action on its turn. The second attack must use a poison effect. Proficiency Bonus. The iron cobra's proficiency bonus increases by 1. This raises its skill bonuses, saving throw bonus, passive Perception, attack bonus, and the saving throw DC of its bite attack by 1.
6th	45 (7d8 + 14)	Poison Effect. The iron cobra gains the following poison effect option, which it can choose when it hits with a bite attack: Paralysis: The target is paralyzed until the end of its next turn. Heightened Poison. The damage of the iron cobra's Poison Damage poison effect increases to 13 (3d8).



IRON COBRA

7th-level Medium construct

Armor Class 15
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Dex +8
Skills Perception +3, Stealth +8
Damage Vulnerabilities lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common

Ground Fault (Clockwork Malfunction). The iron cobra is vulnerable to lightning damage (included in its damage vulnerabilities).

Increased Speed (Clockwork Enhancement). The iron cobra's speed is increased by 10 feet (included in its speed).

Magic Resistance. The iron cobra has advantage on saving throws against spells and other magical effects.

Sentient Construct. The iron cobra is sentient, allowing it to think and act on its own.

Actions

Extra Attack. The iron cobra can attack twice, instead of once, whenever it takes the attack Action on its turn. The second attack must use a poison effect.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one poison effect of your choice:

- Poison Damage:** The target takes 13 (3d8) poison damage.
- Confusion:** On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.
- Paralysis:** The target is paralyzed until the end of its next turn.

IRON COBRAS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	Clockwork Features. Roll once on the Clockwork Enhancements and Clockwork Malfunctions tables (see chapter 6 of <i>Mordenkainen's Tome of Foes</i>). At the DM's discretion, you may choose one option from each of these tables instead.
9th	65 (10d8 + 20)	Enlarged Fangs. The damage die of the iron cobra's bite attack increases to 1d10.
10th	71 (11d8 + 22)	Proficiency Bonus. The iron cobra's proficiency bonus increases by 1. This raises its skill bonuses, saving throw bonus, passive Perception, attack bonus, and the saving throw DC of its bite attack by 1.

The patrons who have lost their sentient relics to the wizard Keraptis are not without other resources, some more valuable than others. The patrons may see the party as the most experienced ones to attempt the recovery yet, and, as such, the most likely to succeed. To that end, one of the patrons may be willing to supply the group with his sentient iron cobra. This iron cobra was fashioned for him by a gnomish craftsman, and though it functions largely to perfection, the patron has grown increasingly tired of the creature's sentience, along with its mobility.

The patron grants the iron cobra to the party upon the condition that all of the magic relics recovered from the mountain are returned to their rightful owners.

PERSONALITY TRAITS

Personality. With sentience, I now have a voice and a place within the world that I might enjoy.

Ideal. My newfound freedom will not be squandered. Individuality is the greatest gift.

Bond. My merciful patron removed me from the clutches of those ridiculous gnomes. I am forever grateful.

Flaw. I must have a word in all conversations and situations, which can get me into trouble.



SHREEEK THE WYVERN

1st-level Medium dragon

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Con +4

Skills Athletics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Amulet Trained. Shreeek responds to the commands of any creature wearing a *dragonkin amulet*.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

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

Stinger (1/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

PERSONALITY TRAITS

Personality. Still in my youth, I act similar to a young pup—eager to please and to fight.

Ideal. The Great Hunt is dream enough for a thousand lifetimes. Conflict is the peak of existence.

Bond. I create my bonds with those who fight alongside me. I become especially close to those who heal me.

Flaw. Once I'm engaged in a fight, it's hard to pull me away.

SHREEEK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Responsive. When given a command by a creature wearing a <i>dragonkin amulet</i> , Shreeek can use its reaction to move up to a quarter of its speed.
3rd	26 (4d8 + 8)	Dexterous Stinger. Shreeek's stinger may be used 3 times. It recovers expended uses after it finishes a long rest.
4th	32 (5d8 + 10)	Ability Score Improvement. Shreeek's Dexterity score increases by 2. This raises its Dexterity modifier and Armor Class by 1.
5th	39 (6d8 + 12)	Extra Attack. Shreeek can attack twice, instead of once, whenever it takes the Attack action on its turn. Proficiency Bonus. Shreeek's proficiency bonus increases by 1. This raises its skill bonuses, saving throw bonus, passive Perception, the saving throw DC of its stinger attack, and attack bonuses by 1.
6th	45 (7d8 + 14)	Improved Venom. The poison damage from Shreeek's stinger attack increases to 17 (5d6). In addition, Shreeek's stinger may be used 5 times. Improved Natural Weapons. The piercing damage from Shreeek's bite attack increases to 8 (2d4 + 3) and slashing damage from its claws attack increases to 10 (2d6 + 3).



SHREEEK THE WYVERN

7th-level Medium dragon

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 60 ft.

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

Saving Throws Con +5

Skills Athletics +7, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Amulet Trained. Shreeek responds to the commands of any creature wearing a *dragonkin amulet*.

Actions

Extra Attack. Shreeek can attack twice, instead of once, whenever it takes the Attack action on its turn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit while Shreeek is flying, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Stinger (5/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. The target must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Responsive. When given a command by a creature wearing a *dragonkin amulet*, Shreeek can use its reaction to move up to a quarter of its movement speed.

When the party starts their quest of retribution against the giants, they do so under the guidance of at least one patron. This patron genuinely hopes that the party may succeed in their endeavor and, to that end, is willing to grant them a powerful ally in the form of the wyvern named Shreeek.

Shreeek has been trained from birth to respond to the commands of those who wear a *dragonkin amulet*. Each member of the party is granted such an item by the patron.

Dragons being the ancient enemy of giants, Shreeek is pleased to take part in this adventure and does its best to work with the party.

SHREEEK BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d10 + 18)	Growth Spurt. Shreeek's size becomes Large. Increase Shreeek's flying speed by 20 feet and the damage of its bite attack to 11 (2d6 + 4) and from its stinger attack to 13 (2d8 + 4).
9th	75 (10d10 + 20)	Flyby. Shreeek doesn't provoke opportunity attacks when it flies out of an enemy's reach.
10th	82 (11d10 + 22)	Proficiency Bonus. Shreeek's proficiency bonus increases by 1. This raises its skill bonuses, saving throw bonus, passive Perception, attack bonus, and the saving throw DC of its stinger attack by 1.
11th	102 (12d10 + 36)	Extra Attack. Shreeek can attack three times, instead of twice, whenever it takes the Attack action on its turn. Ability Score Improvement. Shreeek's Constitution score increases by 2. This raises the Constitution modifier by 1.
12th	110 (13d10 + 39)	Improved Venom. The poison damage from Shreeek's stinger attack increases to 24 (7d6).
13th	119 (14d10 + 42)	Dexterous Stinger. Shreeek may use its stinger attack once on each of its turns.
14th	127 (15d10 + 45)	Reckless. At the start of its turn, Shreeek can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

DRAGONKIN AMULET

Wondrous item, rare

Every *dragonkin amulet* is magically linked to a particular wyvern. A wyvern's amulet is subject to direct attack if it isn't being worn or carried. It has AC 10, 10 hit points, and immunity to poison and psychic damage.

A wyvern's primary focus is to protect the amulet's wearer. The amulet's wearer can command the wyvern to attack its enemies or to guard the wielder against attack.



TAGU'BAGU, SEER OF THE BLACK LAKE

1st-level Medium humanoid (orc)

Armor Class 13 (hide)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +4
Skills Insight +4, Medicine +4, Perception +4, Religion +2
Senses darkvision 60 ft., passive Perception 14
Languages Common, Orc

Aggressive. As a bonus action, Tagu'bagu can move up to his speed toward a hostile creature that he can see.

Spellcasting. Tagu'bagu's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He knows the following cleric and druid spells:

Cantrips (at will): *guidance*, *thorn whip*

1st level (2 slots): *entangle*

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Reactions

Protect the Tribe. When Tagu'bagu sees a creature cast a spell, he can use his reaction to grant one target of that spell advantage on its saving throw. Tagu'bagu must be able to see the target, and the target must be a creature.



TAGU'BAGU BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<p>Spellcasting. Tagu'bagu learns another 1st-level spell: <i>bane</i>.</p> <p>Visions of Triumph. Tagu'bagu rejoices when his visions of allies conquering his enemies come to fruition. When an ally Tagu'bagu can see hits an enemy with an attack or succeeds on a saving throw against an enemy's effect, Tagu'bagu can use his reaction to grant himself and up to 5 creatures he can see 2 temporary hit points. If he does so, he can't use this feature again until he finishes a long rest.</p>
3rd	26 (4d8 + 8)	<p>Spellcasting. Tagu'bagu gains one 1st-level spell slot. He also learns another 1st-level spell: <i>shield of faith</i>.</p> <p>Terrifying Projection. When a creature Tagu'bagu can see makes an attack roll, he can use his reaction to project a shadowy image that embodies the creature's fears, imposing disadvantage on that roll. If he does so, he can't use this feature again until he finishes a long rest. Creatures that are immune to the frightened condition are immune to this trait.</p>
4th	32 (5d8 + 10)	<p>Ability Score Improvement. Tagu'bagu's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw; the spell save DC; the bonus to hit with spell attacks; the Insight, Medicine and Perception skill bonuses; passive Perception; and the number of temporary hit points granted by his Visions of Triumph feature by 1.</p> <p>Spellcasting. Tagu'bagu learns another cantrip: <i>produce flame</i>.</p>
5th	39 (6d8 + 12)	<p>Proficiency Bonus. Tagu'bagu's proficiency bonus increases by 1. This raises his spell save DC, bonus to hit with spell attacks, skill bonuses, saving throw bonus, weapon attacks, and passive Perception by 1.</p> <p>Spellcasting. Tagu'bagu gains one 1st-level spell slot and two 2nd-level spell slots. He also learns one 2nd-level spell: <i>enthrall</i>.</p>
6th	45 (7d8 + 14)	<p>Potent Cantrips. Tagu'bagu can add his Wisdom modifier to the damage he deals with any cantrip.</p>

Tagu'bagu is an orc in self-imposed exile from the orcs that occupy the upper level of Khundrukar. He is a seer, afflicted by sporadic visions that he does not completely understand. He does know one thing for certain: he must reach the Black Lake to claim the vast treasures that await him there.

Characters can be introduced to Tagu'bagu in the mining town of Blasingdell. The local militia captured Tagu'bagu when they found him wandering the area around Stone Tooth. He speaks Common and explains to all who listen that there is treasure beneath Khundrukar. The local guards believe Tagu'bagu is trying to lead them into a trap, but Constable Dara Whitewood thinks he's a valuable source of information. She allows the party to talk with Tagu'bagu to gain more information about the ruin.

Tagu'bagu is not hostile to Dara, the town watch, the militia, or the party. He only wants help venturing into Khundrukar to find the lost treasures there. He is willing to fairly split the spoils. When asked about the other orcs in the ruin, he says they are blinded by bloodthirst and not worth saving. Instead, Tagu'bagu offers to help the the party as they explore Khundrukar, as long as they help him find the Black Lake from his visions. He does everything in his power to honor any agreement he makes with the party.

PERSONALITY TRAITS

Personality. I sometimes see what the future holds. I live to ensure my visions come true.

Ideal. There is no reward for faithful service quite like gold and jewels.

Bond. Khundrukar is where my reward lies. I will never abandon it.

Flaw. Occasionally, I wake up screaming from night terrors. Yes, this sometimes attracts unwanted attention.



UGLAK THE ROT-TOOTH

1st-level Medium humanoid (orc)

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Arcana +3, Intimidation +3, Investigation +3, Religion +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Spellcasting. Uglak's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*

1st level (2 slots): *cure wounds*

Powerful Build. Uglak counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

Unwitting Servant. When Uglak has line of sight to a lich or other ancient and powerful evil within 60 feet, she has disadvantage on all Wisdom saving throws. Additionally, her morality wavers. Each round Uglak is within 60 feet of an ancient evil, roll 1d6. On a result of 1, she attacks the nearest good- or neutral-aligned creature.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

No matter the location of the Tomb of Horror, scavengers are bound to pop up, eager to take whatever is useful from its innards. What the survivors don't anticipate are the many traps and trials set by Acererak; as a result, many perish without ever setting more than a few feet inside the tomb.

One scavenger, an orc named Uglak the Rot-Tooth, not only emerged from the tomb relatively unscathed, but also with a change of heart. They grew in power, and have converted others in their clan with the "healing powers" of the Chapel's Archway.

Uglak's clan can be found patrolling the area near the Tomb, and will not attack adventurers unless provoked. It is there that the party may be introduced to Uglak herself, who may see it as her duty to lead the party to the chapel within (area 14).

UGLAK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Spellcasting. Uglak learns another 1st-level spell: <i>bless</i> . Channel Divinity. As an action, Uglak presents her holy symbol. Each friendly creature within 30 feet of Uglak becomes immune to the frightened condition for 1 minute. The effect ends for a creature if it moves more than 30 feet away from Uglak. If Uglak uses this feature, she can't use it again until she finishes a long rest.
3rd	18 (4d8)	Spellcasting. Uglak gains one 1st-level spell slot. She also learns another 1st-level spell: <i>shield of faith</i> .
4th	22 (5d8)	Ability Score Improvement. Uglak's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw, passive Perception, the spell save DC, and the bonus to hit with spell attacks by 1. Aggressive. As a bonus action, Uglak can move up to her speed toward a hostile creature that she can see.
5th	27 (6d8)	Proficiency Bonus. Uglak's proficiency bonus increases by 1. This raises her spell save DC, the bonus to hit with spell attacks, skill bonuses, saving throw bonus, and weapon attacks by 1. Spellcasting. Uglak gains one 1st-level spell slot and two 2nd-level spell slots. She also learns one 2nd-level spell: <i>aid</i> .
6th	31 (7d8)	Potent Cantrips. Uglak can add her spellcasting ability modifier to the damage she deals with any cantrip. Channel Divinity. Uglak can use her Channel Divinity feature twice. She regains expended uses after she finishes a long rest.

UGLAK THE ROT-TOOTH

7th-level Medium humanoid (orc)

Armor Class 12 (leather armor)

Hit Points 36 (8d8)

Speed 30 ft.

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

Saving Throws Wis +6

Skills Arcana +4, Intimidation +4, Investigation +4, Religion +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Spellcasting. Uglak's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*

1st level (4 slots): *bles*, *cure wounds*, *shield of faith*

2nd level (2 slots): *aid*

3rd level (1 slot): *spirit guardians*

Archway's Consecration (1/Day). Uglak may spend 10 minutes to bless a weapon she can touch. That weapon may cast the *protection from evil and good* spell once before Uglak finishes her next long rest.

Channel Divinity (2/Day). As an action, Uglak presents her holy symbol. Each friendly creature within 30 feet of Uglak becomes immune to the frightened condition for 1 minute. The effect ends for a creature if it moves more than 30 feet away from Uglak.

Potent Cantrips. Uglak can add her spellcasting ability modifier to the damage she deals with any cantrip.

Powerful Build. Uglak counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

Unwitting Servant. When Uglak has line of sight to a lich or other ancient and powerful evil within 60 feet, she has disadvantage on all Wisdom saving throws. Additionally, her morality wavers. Each round Uglak is within 60 feet of an ancient evil, roll 1d6. On a result of 1, she attacks the nearest good- or neutral-aligned creature.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Bonus Actions

Aggressive. Uglak can move up to her speed toward a hostile creature that she can see.

UGLAK BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. Uglak's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw bonus, spell save DC, the bonus to hit with spell attacks, and passive Perception by 1. Spellcasting. Uglak gains one 1st-, one 2nd-, and one 3rd-level spell slot.
9th	45 (10d8)	Spellcasting. Uglak gains one 4th-level spell slot and learns one 4th-level spell: <i>banishment</i> .
10th	49 (11d8)	Spellcasting. Uglak gains one 4th-level spell slot.
11th	54 (12d8)	Spellcasting. Uglak gains one 4th- and one 5th-level spell slot and learns one 5th-level spell: <i>raise dead</i> .
12th	58 (13d8)	Ability Score Improvement. Uglak's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw bonus, spell save DC, the bonus to hit with spell attacks, and passive Perception by 1. Spellcasting. Uglak gains one 5th-level spell slot.
13th	63 (14d8)	Spellcasting. Uglak gains one 6th-level spell slot. She also learns one 6th level spell: <i>planar ally</i> .
14th	67 (15d8)	—
15th	72 (16d8)	Spellcasting. Uglak gains one 7th-level spell slot. She also learns one 7th level spell: <i>divine word</i> .
16th	76 (17d8)	Scavenger's Eye. Uglak has learned how to protect herself and others against cursed items found in dungeons. She can use the <i>remove curse</i> spell on an item in the party's possession. If she does so, she can't use this feature again until she finishes a long rest.
17th	81 (18d8)	Spellcasting. Uglak gains one 8th-level spell slot. She also learns one 8th level spell: <i>holy aura</i> .
18th	85 (19d8)	Channel Divinity. Uglak gains an additional use of this feature.

