

THE MAHOUT

ADVANCED CLASS INFORMATION

AS A RED DRAGON BEARS
down on the half-elf
inside the dungeon ruins she
points defiantly in the scaled
monster's direction and her
trained chimera rushes to
attack!

Seeing a pile of oozes further down in the dungeon, the dwarf smiles and she points them out to her ochre jelly pet. The tamed creature engulfs them, an unstoppable force of slime barreling forward.



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MASTER OF CREATURES

Mahouts are found anywhere that wild beasts roam, coming from all walks of life—some prefer living out in the wilderness to hone their skills in solitude while others enjoy the comforts of civilization and live alongside their pets in settlements.

Society at large has wildly differing viewpoints on mahouts. Many view them as citizens who bring great value to their communities, assisting in all sorts of field work from simple hunting to complicated search and rescues. Others have a more negative perception, considering anyone seeking the companionship of monsters rather than other people to be craven and mad. Regardless, the mahout serves a unique niche—royalty might own an exotic creature, but mahouts truly understand their pets in the most fundamental ways.

This imposed solitude from others causes mahouts to be self-reliant, depending solely on themselves and their pets, but being independent from society benefits them when they choose to take on the reins of glory. While other adventurers may be confused with the constant attention that a mahout gives their pet, they come to understand that the monster serves them as well—fetching food and water, acting as a scout or night watch, creating shelter, and even fighting in battle alongside them. A mahout treats their pet with the same reverence they would a sibling, knowing that its paw, claw, or tentacle can mean the difference between life and death for themselves or their companions.



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QUICK BUILD

You can put together a mahout character very quickly. First make Constitution or Wisdom your highest ability score, followed by Strength or Dexterity. Second, choose the Acolyte background (with a religion that coincides with your Regimen). Third, choose a Regimen and pet (a black bear for Animalists, a worg for Monstrous, or a gray ooze for Oddball).

MONSTROUS REGIMEN

You have never fit in with others of your kind but find no ostracization among the things many decry as monsters, discovering a new kinship with creatures that inspire revulsion and fear in the hearts of narrow-minded fools. The Animalist Regimen appears in *The Mahout: Basic Class Information*.

Monstrosity Pets

At 1st level, you gain a pet of the monstrosity type of a CR no higher than your maximum. Your pet requires a specific kind of food (determined by the GM) at least three times each day.

TABLE: MONSTROUS PETS

Pet	CR	Pet	CR
Cockatrice*	½	Basilisk	3
Darkmantle	½	Owlbear	3
Rust Monster*	½	Phase Spider	3
Worg	½	Winter Wolf	3
Death Dog	1	Bulette	5
Hippogriff*	1	Gorgon	5
Ankheg	2	Roper	5
Grick	2	Chimera	6
Griffon	2	Hydra	8
Mimic	2		

* GMs should carefully consider these creatures as viable pets, determining the impact they’ll have depending on the campaign or setting.

Devoted Monster

At 5th level, your pet has formed a bond with you that keeps it strong and healthy. Any pet of a CR lower than your maximum now increases its

maximum hit points and Hit Dice by 1d4 per mahout level.

Pride of the Wild

At 10th level, your pet gains a sense of pride being around you. Any pet of a CR lower than your maximum now gains a +1 bonus to attack rolls. This bonus increases to +2 at 15th level, and +3 at 20th level.

Ravenous Hunger

At 15th level, your pet finds nourishment in the thrill of its kills. Any pet of a CR lower than your maximum now receives 1d8 temporary hit points any time it kills a creature.

Undeniable Prowess

At 20th level, your pet becomes an embodiment of death. It regains 2d8 temporary hit points when it kills a creature, and deals 1d12 additional damage on its next successful hit.

ODDBALL REGIMEN

The bizarre and strange are second nature to you, and you are drawn to creatures that wouldn't naturally occur in the wild at all. Despite the impossibility of the task and the gulf of differences between you and these monsters, your unnatural connection allows for you to tame them.

Oddball Pets

At 1st level, you gain a pet of the aberration, dragon, or ooze type of a CR no higher than your maximum. Your pet requires a specific kind of food (determined by the GM) at least three times each day.

TABLE: ODDBALL PETS

Pet	CR	Pet	CR
Gray Ooze	½	Black Pudding	4
Gelatinous Cube	2	Chuul	4
Gibbering Mouther	2	Otyugh	5
Ochre Jelly	2	Wyvern	6
		Cloaker	8

Special Trick

At 5th level, you learn a unique trick depending on the specific pet you have trained.

Aberrant Immunity. While you are conscious and within 10 feet of your pet, you and your allies are unaffected by features that your pet uses which do not deal damage.

Fuse with Ooze. You may elect to become engulfed by a pet such as an ooze. You may do so for a full minute, during which you will receive a bonus to your AC equal to half the CR of the pet (minimum 1). Your pet does not deal damage to you while you are engulfed by it using this feature. You may do so once per long rest at 5th level, twice per long rest at 10th level, three times per long rest at 15th level, and four times between rests at 20th level.

Brutish Pet

At 10th level, your pet becomes fierce and deadly. Whenever any pet of a CR lower than your maximum deals damage with an attack, it deals 1d4 additional damage. This increases to 1d6 damage at 15th level, and 1d8 damage at 20th level.

Unrelenting Fury

At 15th level, your pet has become conditioned to the usage of its unique features, increasing their recharge range by 1. For example, a pet lower than your maximum CR that has a breath weapon recharges it on die results of 4-6 instead of 5-6. If your pet does not have a recharging feature, it may gain another bonus at the GM's discretion.

Monstrous Inspiration

At 20th level, you have created such a strong bond with your pet that you can truly push it beyond its limits. You can use a bonus action to recharge one of your pet's recharging features. Alternatively, you can use your reaction to give your pet advantage on an attack roll, ability check, or saving throw. You can use this feature a number of times equal to your Wisdom bonus. You regain expended uses after a short or long rest.



MONSTER TRICKS

As a mahout you learn monster tricks you can teach to your pet. If a monster trick has prerequisites, you must meet them to learn it. You can learn the monster trick at the same time that you meet its prerequisites. A level prerequisite refers to your level in the mahout class.

All pets know the Disengage and Dodge actions, and the Attack and Stay monster tricks. More monster tricks appear in *The Mahout: Basic Class Information*.

Confound

You teach your pet how to disrupt the environment. You can command your pet to distract a creature, causing the target to make Constitution saving throw to maintain concentration of a spell with disadvantage until the start of your pet's next turn. You can also command your pet to muddle tracks behind the party, making creatures following you using Wisdom (Survival) checks do so with disadvantage.

Defend

Prerequisite: 5th level

You can command your pet to protect an area, object, or person you choose. Your pet follows the target, attacks creatures that touch the target, and remains with the target until you die or command it to do otherwise.

Hunt

You can command your pet to hunt for a creature or object. Your pet has advantage on Wisdom (Survival) checks made to track creatures or items known to it.

Interfere

Prerequisite: 5th level

You can command your pet to harass a creature within its reach, making it difficult for the target to attack effectively. Until the start of your pet's next turn, the target has disadvantage on attack rolls.

Mobility

Prerequisite: 5th level

You can command your pet to amble about carefully, avoiding opportune strikes from enemies. On its turn your pet moves half its Speed without provoking opportunity attacks.

Pack Tactics

Prerequisite: 7th level

Your pet has advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. In addition, if using the flanking rules your pet always attempts to move into flanking position when attacking a creature.

Perform

You can command your pet to perform an acrobatics or pantomime routine. When you do so as part of a Charisma (Performance) check you have advantage.

Second Wind

Prerequisite: 7th level

You teach your pet how to push itself beyond its normal limitations. When below half its total hit points, your pet can use its reaction to spend Hit Dice to heal. The pet only heals half as many hit points from these Hit Dice as normal.

Pets and Features

A pet having a feature or trait and the pet being actively commanded to use it are two different things. Rust monsters being walked through a city will bristle as they locate large metal objects, a despondent darkmantle may try to camouflage itself from its owner, and a mischievous mimic might play pranks on their mahout. When and where a pet uses its features without being commanded is determined by its locale and entirely at the GM's discretion.

Use Feature

Prerequisite: 5th level

You can command your pet to use a feature or trait that does not require a recharge or have expended uses.

Use Limited Feature

Prerequisite: 10th level

You can command your pet to use a feature or trait that requires recharging or has expended uses.

Work

You can command your pet to do labor. Its carrying capacity increases by half. In addition, depending on its body type and attacks your pet might be able to cut down trees, dig holes and trenches, or perform any other labor the GM deems suitable. 🛠️