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FIRE SPITTER
 PREREQUISITE: BECOME COMPANION
"It has some pretty savage burns..."

REGENERATION I
 PREREQUISITE: —
"Wax off?..."

BRIGHT I
 PREREQUISITE: —
"It's a flashy little guy..."

MULTIATTACK
 PREREQUISITE: —
"More fire is always a good thing!... Right?"

GROWTH
 PREREQUISITE: —
"From waxolotl to maxolotl."

WAX BREATH I
 PREREQUISITE: FLAME SPITTER
"... but they can be slow burns..."

SLIPPERY
 PREREQUISITE: —
"Unpleasantly viscous."

BRIGHT II
 PREREQUISITE: BRIGHT I
"...It makes for a fantastic night light..."

REGENERATION II
 PREREQUISITE: REGENERATION I
"...Wax back on."

WAX BREATH II
 PREREQUISITE: WAX BREATH I
"...ah well. You're not going anywhere anyway."

BRIGHT III
 PREREQUISITE: BRIGHT II
"... and is all around a brilliant companion!"

WAXOLOTL

"If you plan on keeping von of zese little buggers, make shure you don't store your flammable tar right next to ze bottles of ethanöl. Ein entire laboratory kan burn down in only five minutes! It's ein gut thing I took precautions..."

Humperdinck, Insurance Recipient

Type: Elemental
Creature Component: Any wax elemental
Bonus Tamer Improvement: Fire Spitter and +2 Hit Dice

Sociable and docile, unlike their primordial counterparts, waxolotls are loyal and excitable creatures. Their favourite pastimes include snoozing next to open fires, taking hot wax baths, and making

shadow puppet plays using their innate light sources. Wonderfully supportive companions, they look out for their allies with their regenerative abilities and also ward off foes with protective light, as well as a lot of suppressive fire.

If any of the waxolotl's traits or actions require a saving throw, it is always against the waxolotl's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the waxolotl's Constitution modifier

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the waxlotl the following improvements using your Monster Trainer feature:

FIRE SPITTER

Prerequisite: become a tamer's companion

Type: Passive (companion)

The damage die of the waxlotl's Ember attack increases to a **d6**, and its range increases to **30 feet**.

BRIGHT I

Prerequisite: 3rd-level tamer

Type: Passive (companion), Active (reaction)

The bright light of the waxlotl's Illumination trait increases to a **10-foot radius**, and the dim light to an additional **10 feet**. The candles can't be put out by liquids or wind.

In addition, as a reaction when a creature within the radius of the waxlotl's bright light makes an attack roll, the waxlotl can briefly intensify the brightness of its candles, dazzling the creature and giving it **disadvantage** on its attack roll. Creatures immune to the blinded condition are unaffected by this feature.

REGENERATION I

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the waxlotl can activate a surge of regenerative energy that courses through its body. For **1 minute**, the waxlotl regains **2 (1d4)** hit points at the start of each of its turns.

After the waxlotl uses this bonus action, it can't do so again until its tamer finishes a long rest.

When the waxlotl's tamer reaches 9th level in the tamer class, the hit points regained increase to **3 (1d6)**.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The waxlotl's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Ember attack increases to a **d8**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the waxlotl can make two attacks.

WAXLOTL

Tiny elemental, unaligned

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., swim 40 ft.

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

Damage Immunities poison

Condition Immunities exhaustion, paralysed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Accidental Arsonist. The waxlotl tends to be a little careless when excited. While its candles are lit, it may occasionally and unintentionally set small flammable objects on fire.

Hardened Wax. Whenever the waxlotl takes cold damage, its speed is halved and it can't take reactions until the start of its next turn.

Heated Weapons. Whenever the waxlotl takes fire damage, its attacks deal extra fire damage equal to one roll of its Hit Die until the end of its next turn.

ACTIONS

Ember. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 10 ft., one target. Hit: 4 (1d4 + 2) fire damage.

Illumination. The waxlotl can use its action to light or extinguish the candles on its body. While the candles are lit, the waxlotl sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**. The candles can also be extinguished if doused, by winds of moderate speed, or if the waxlotl drops to 0 hit points.

WAX BREATH I

Prerequisite: 5th-level tamer, Flame Spitter

Type: Active (action)

As an action, the waxotl can spit out a deluge of molten wax in a **15-foot cone**. Each creature in the area must succeed on a **Dexterity saving throw** or become **restrained** by the rapidly hardening wax for **1 minute**. A creature restrained by the wax can use its action to make a **Strength** check against the waxotl's **save DC**, freeing itself on a success.

After the waxotl uses this action, it can't do so again until its tamer finishes a short or long rest.

When the waxotl's tamer reaches 9th level in the tamer class, a creature restrained by the wax takes **1d6** fire damage at the start of each of its turns.

BRIGHT II

Prerequisite: 9th-level tamer, Bright I

Type: Passive (companion & tamer)

The bright light of the waxotl's Illumination trait increases to a **20-foot radius**, and the dim light to an additional **20 feet**. While within the area of the waxotl's bright light, both it and its tamer have **advantage** on saving throws against being frightened.

SLIPPERY

Prerequisite: 9th-level tamer

Type: Passive (companion), Active (bonus action)

The waxotl can take the Disengage action as a bonus action. In addition, it has **advantage** on ability checks made to avoid or escape being grappled.

REGENERATION II

Prerequisite: 13th-level tamer, Regeneration I

Type: Active (bonus action)

The hit points regained by the waxotl's Regeneration I increase to 4 (**1d8**). When the waxotl regains hit points with that feature, it can choose to regain only half the amount. If it does so, its tamer regains the same amount of hit points.

When the waxotl's tamer reaches 17th level in the tamer class, the hit points regained increase to 5 (**1d10**).

WAX BREATH II

Prerequisite: 13th-level tamer

Type: Passive (companion)

The damage that a creature restrained by the waxotl's Wax Breath takes at the start of each of its turns increases to **2d6**. In addition, the waxotl's breath weapon leaves an even larger mess of hot, sticky wax in its wake. Until the end of the waxotl's next turn, surfaces within the area of the cone are difficult terrain, and a creature that enters it for the first time on its turn or ends its turn there takes **2d6** fire damage.

When the waxotl's tamer reaches 17th level in the tamer class, the damage that a creature restrained by the wax takes at the start of each of its turns and the damage that a creature takes by entering the area of the cone both increase to **3d6**.

BRIGHT III

Prerequisite: 17th-level tamer, Bright II

Type: Passive (companion), Active (reaction)

The bright light of the waxotl's Illumination trait increases to a **30-foot radius**, and the dim light to an additional **30 feet**. When the waxotl uses its Bright I reaction, the affected creature must succeed on a **Constitution saving throw** or be **blinded** until the end of the waxotl's next turn.

