

THE MAHOUT

BASIC CLASS INFORMATION

ON THE EDGE OF A SNOWY wood, the tracker suddenly spots a charging bear—he snaps his whip in the air and his dire wolf charges in to defend him.

Whether they find their companions in the deep wilderness or in the bustle of urban life, mahouts spend a lifetime creating a bond with monsters that no other individual can even begin attempting to befriend.

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TAMER OF MONSTERS

Coming from the wild depths of mountains and forests to the more civilized locales of villages and cities, mahouts are experts in training wildlife to obey their commands—beasts, exotic monsters, slimes, and even some draconic creatures. They forge lifelong bonds with the monsters they train, becoming inseparable. A mahout learns many tricks throughout their career in order to aid their pet, undergoing intense training to hone a monster's natural offensive prowess and defensiveness.

While a mahout may have their own specialized combat training they favor using their bond with their pet in order to fight together. The mahout focuses on commanding their pet to change the situation to their favor, whether by being direct and aggressive on the battlefield or performing special tricks in order to distract and delight.

CREATING A MAHOUT

When making your mahout, the first thing to decide is what kind of creature you want to be best at taming. Do you enjoy the company of a simple beast of the wild or relish the companionship of an exotic monster? Would you be open to the more outlandish idea of a dangerous pet such as a slime that could dissolve you in mere seconds? Have you chosen their path to overcome a fear of certain types or creatures or out of reverence?

What quests or trials did you overcome to acquire your first pet? Did your family, friends, and community react to your new companions with delight, fear, or interest? What mishaps and accidents did you endure while training it? Has your pet forced

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New Toolkit

Tamer's Tools (14 pounds, 10 gp). Tied off to a long looping belt intended to be draped over the shoulder, this set of instruments includes a whip, specific treats for a type of pet, a lead or leash, a 10-foot length of chain, pliers, and hard leather gloves.

you out into the wilderness or into a unique situation in your home settlement?

CLASS FEATURES

Hit Points

- **Hit Dice:** 1d12 per mahout level
- **Hit Points at 1st Level:** 12 + your Constitution bonus
- **Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per mahout level after 1st

Proficiencies

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons, blowgun, glaive, halberd, net, scimitar, shortsword, whip
- **Tools:** Tamer's tools
- **Saving Throws:** Dexterity, Wisdom
- **Skills:** Animal Handling and choose two from Athletics, Insight, Nature, Perception, and Survival.

REGIMEN

At 1st level when you select this class, you choose a regimen. Your regimen determines the kinds of creatures you can capture and train as pets. You gain features determined by your regimen at 1st, 5th, 10th, 15th, and 20th level.

PET

Being a mahout means forging a powerful bond with a creature, a pet that you intensely train to undergo the rigors of adventuring and behaving in civilization. Your pet is friendly to you and your companions. During combat your pet takes the Dodge action each turn unless provoked or given a verbal command by you (an action).

THE MAHOUT

Level	Prof. Bonus	Features	Tricks Known	Pet CR
1st	+2	Regimen, Pet, Sense Pet	–	1/2
2nd	+2	Monster Tamer, Trainer's Zeal	–	1/2
3rd	+2	Combat Training, Monster Tricks	2	1
4th	+2	Ability Score Improvement	2	1
5th	+3	Regimen	3	2
6th	+3	Lend Vigor	3	2
7th	+3	Whipmaster	4	3
8th	+3	Ability Score Improvement	4	3
9th	+4	Toughened Hide	5	3
10th	+4	Regimen	5	4
11th	+4	Extra Attack	6	4
12th	+4	Ability Score Improvement	6	5
13th	+5	Monstrous Bond	7	5
14th	+5	Monstrous Endurance	7	5
15th	+5	Regimen	8	6
16th	+5	Ability Score Improvement	8	6
17th	+6	Keeper's Fury	9	7
18th	+6	Domesticate	9	7
19th	+6	Ability Score Improvement	10	7
20th	+6	Regimen	10	8

When you reach 5th level in this class, issuing a command to your pet requires a bonus action, and at 11th level once per turn you can issue a command to your pet without any action required.

When you encounter a creature you are able to train, if it is not hostile towards you or your companions you can befriend it with a Wisdom (Animal Handling) check (DC 12 + the creature's CR). Once you have befriended a creature, you can make it your pet by succeeding on three Wisdom (Animal Handling) checks (DC 8 + the creature's CR) but until then it is wild and may escape, attack you, or cause wanton destruction. It takes 8 hours

of training to make these Wisdom (Animal Handling) checks to train a pet after it has befriended you. Any checks made to train a new pet without a long rest between them have disadvantage. You can't have more than one pet at a time and unless commanded otherwise, your pet remains adjacent to you.

Your pet remains with you until it dies, you dismiss it, or you are unable to feed it. The type of food your pet requires depends on the type of pet you have and is listed under your regimen. Monstrous and oddball pets develop peculiar tastes for specific types of flesh, strange seasonings, or another kind of special feed determined by the GM—whatever it is that your pet eats, it should be something available in the given environment although it might be rare and difficult to find regularly.

A pet that has a higher hit point total than you reduces its maximum hit points to your maximum hit points.

SENSE PETS

Also at 1st level, the presence of creatures you are so keen to registers on your senses like a strong odor, and a sense of companionship fortifies your soul. As an action, you can open your awareness to detect such creatures. Until the end of your next turn, you know the location of any creature of your regimen's type within 60 feet of you that is not behind total cover, but not its identity. You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

MONSTER TAMER

At 2nd level, your proficiency bonus is doubled for Wisdom (Animal Handling) checks. When controlling your pet, you can use Wisdom (Animal Handling) regardless of the creature's type. You are able to use Wisdom (Animal Handling) to try to control any type of trainable creature (with an Intelligence 5 or less and the aberration, beast, dragon, monstrosity, or ooze type) but have disadvantage against creatures other than those of your regimen.

TRAINER'S ZEAL

Also at 2nd level, your time training your pet has taught you how to recover quickly. On your turn, you can use a bonus action to regain hit points equal to $1d12 +$ your mahout level. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature twice between rests starting at 7th level, three times between rests starting at 14th level, and four times between rests at 20th level.

COMBAT TRAINING

Starting at 3rd level, when your pet is of a CR lower than your maximum it gains additional benefits. The pet uses your proficiency bonus instead of its own and gains proficiency in two skills chosen when you befriend it.

MONSTER TRICKS

At 3rd level, you master how to teach two specific monster tricks to your pet. Your monster trick options are detailed at the end of the class description. When you gain certain mahout levels, you gain additional monster tricks of your choice, as shown in the Tricks Known column of the Mahout table. Additionally, when you gain a level in this class, you can choose one of the monster tricks you know and replace it with another monster trick that you could learn at that level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 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.

LEND VIGOR

At 6th level, the bond between you and your pet bring strength to limbs that otherwise have none. As long as you can You can use your reaction to take an amount of damage up to your mahout level + Constitution modifier. Your pet gains a number of temporary hit points equal to the damage you take.

These temporary hit points last for 1 minute or until combat ends (whichever is later).

Alternatively, you can reduce the temporary hit points granted to your pet by 5 to remove one level of exhaustion from your pet instead. You can remove multiple levels of exhaustion with a single use of Lend Vigor, reducing the temporary hit points by 5 for each additional level of exhaustion removed (for example, removing 2 levels of exhaustion costs 10 temporary hit points).

WHIPMASTER

At 7th level, when you successfully hit a target with your whip you deal an additional $1d4$ damage. Alternatively, instead of dealing damage with a whip, on a successful hit against a creature of Large size or smaller you can use your bonus action to make an opposed Strength (Athletics) check with disadvantage. On a success you disarm, grapple, or trip the target of your attack. Disarmed weapons land at the target's feet.

Additionally, while wielding a whip you have advantage on Charisma (Intimidation) checks made against creatures of Intelligence 5 or less.

TOUGHENED HIDE

At 9th level, the rigors of training monsters have taken their toll on your body and you develop calluses in places you did not know they could be. Your armor class increases by 1.

When you reach 18th level in this class, your armor class increases by an additional 1.

EXTRA ATTACK

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MONSTROUS BOND

At 13th level, the relationship you forge with your pet becomes remarkable and unbreakable. So long as you are able to see your pet and it is able to see you, you are both immune to fear and the charmed condition.



MONSTROUS ENDURANCE

At 14th level, you and your pet can be inspired by one another to fight on. When you or your pet are reduced to 0 hit points but not killed outright, you or your pet can drop to 1 hit point instead. You must be able to see your pet and your pet must be able to see you. Once you or your pet use this feature, you must both finish a short or long rest before it can be used again.

KEEPER'S FURY

At 17th level, you grow so close to your pet that its death fills you with a fervor for vengeance. When your pet dies in combat, you gain the following benefits for 1 minute:

- At the start of each turn you gain 20 temporary hit points that last until the start of your next turn.
- You have advantage on attack rolls.
- Your weapon attacks deals an extra 2d6 damage of the type the weapon deals.
- You can attack three times, instead of twice, whenever you take the Attack action on your turn.
- You have proficiency in all saving throws.
- You have resistance to all types of damage

DOMESTICATE

At 18th level, your incredible connection with monsters allows for a second pet in your heart, although it remains mostly wild. You are able to temporarily domesticate a second pet that lives somewhere of your choosing and keeps to itself, causing no trouble with local populations or otherwise drawing attention. After your current pet has died, you can perform a 10 minute ritual that summons the temporarily domesticated pet. No matter the distance, your domesticated pet arrives within 24 hours and becomes your new pet.

REGIMENS

A mahout's methods at taming their charges are more than the execution of a profession or art—they are ways of life. Each path is best suited to coercing, duping, or forcing control over creatures of all kinds and though mahouts are better at handling monsters than most any other adventurer, they truly shine when working with their pet. No matter a mahout's regimen, only creatures with an Intelligence of 5 or lower can become pets. The Monstrous and Oddball Regimens appear in *EN5ider: Mahout* (Advanced).

ANIMALIST

Whether by way of love or respect, you have a deep affinity for beasts of the natural world.

Beast Pets

At 1st level, you gain a pet of the beast type of a CR no higher than your maximum as listed on Table: Mahout. Your pet requires either meat, vegetation, or both at least three times each day.

Battle Hardened

At 5th level, your pet has honed its natural hide to resist pain and injury. Any pet that is under a CR rating than your maximum receives a +1 bonus to AC. This bonus increases to +2 at 12th level and to +3 at 19th level.

Primal Fury

At 10th level, your pet has honed its natural weapons to a level of deadly efficiency. Any pet that is under a CR rating than your maximum deals at least 1d6 damage with natural weapon attacks if it did not already do so. At 14th level this increases to 1d8, and at 18th level this increases to 1d10.

Wild Presence

At 15th level, your pet has become so fearsome that others tremble before it. Any pet that is under a CR rating than your maximum now has the ability to use its frightening presence within 30 feet. Enemy creatures within 30 feet of the pet must make a Wisdom saving throw or become frightened for a

number of rounds equal to the CR rating of the pet. This ability may be used once per long rest, and twice at 20th level.

Primal Rage

At 20th level, your pet becomes a natural embodiment of violence. Any pet that is under a CR rating than your maximum makes an additional attack when it takes the Attack action, and it deals an additional 1d6 damage with natural weapon attacks.

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 this class.

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

ATTACK

You command your pet to make a single attack against a target you choose that is within its reach.

If your pet is capable of making multiple attacks, you can give one attack command for each attack you would make that turn instead of taking the Attack action. At 11th level, instead of taking the Attack action you can command your pet to make its full number of attacks using Multiattack.

CARRY RIDER

Prerequisite: Medium or larger pet

Your pet is able to be used as a mount. A pet usually used for riding (like a horse) does not require this Monster Trick to be ridden. Your pet's carrying capacity does not change but you may be able to ride particularly strong creatures that are the same size as you.

STAY

You can command your pet to remain in an area you point to. Your pet stays in the area until you die, it has missed four meals, or you command it to do otherwise.

UNNATURAL BEHAVIOR

You teach your pet an unnatural behavior. This might be to sit on a bench and drink from a cup like a person, wear clothing and walk upright, or any other activity the GM deems suitable. 