

Adventuring Companions

Introduction

Why travel alone when you could have a powerful weaponsmith or an entrancing Way of Words witch at your side? This supplement for one-on-one play seeks to answer precisely that rhetorical question with two classes—the witch and the crafter—designed specifically for duet 5e play. You'll also find unique adventuring companion characters with backstories, optional mechanics like adventuring companion feats, character backgrounds, and optional rules for animal companions.

Part One of this supplement introduces two adventuring companion-specific classes: the crafter and the witch. We've designed these classes to provide a flexible adventuring companion for the PC who will help them on their journey without overshadowing them or adding complicated mechanics for the player. The crafter class has two subclasses, called Practices: the apothecary and the weaponsmith. And the witch subclass has five subclasses, each designated as a Way.

Part Two introduces six adventuring companions, each of whom has a unique backstory and adventuring goal as well as a level one stat block. You'll also find two unique character backgrounds to incorporate into your duet game. Finally, in Part Three, we cover companion feats and optional rules for animal companions.

The world-specific details in this supplement emerged from our Land of Vampires campaign and are set in the world of Azuria. However, the world details and character mechanics should translate well to whichever world you prefer to adventure in!

How to Use this Supplement

This character supplement assumes that you have access to the 5e SRD.

Part One: Adventuring Companion Classes

We recommend using an adventuring companion character who the player runs in combat and the Storyteller/GM runs for RP. Having a companion character helps with immersion for the player and their PC. In our adventures, we scale combats with the assumption that parties have at least one companion character for the PC. We hope this supplement provides you with several options for incorporating adventuring companion characters at your table!



Crafter Adventuring Companion Class

The Crafter Adventuring Companion class is a creator/inventor class that makes for a great adventuring companion without a complicated stat block. There are two different subclasses for this class, the weaponsmith and the apothecary.

Adventuring Companion

The crafter adventuring companion is a special, companion-specific class for 5e. By companion-specific, we mean that the intention for the class was that the crafter character would function either as a GMPC or an adventuring companion and not the party's PC. Because of this, the crafter class and subclasses are more streamlined and simpler than a

traditional character class while remaining flexible and adding unique possibilities to an adventuring party.

Crafters gain proficiencies as they move up in this class, improving their skills in a creative realm such as herbalism, inventions, or smithing. Both of the unique crafter subclasses, called practices, vary in their interactions with the natural and magical elements that make up the world of the crafter's creations and inventions. The two practices are the Apothecary and the Weaponsmith.

Class Features

As a crafter, you gain the following class features.

Hit Points

Hit Dice: 1d8 per crafter level

Hit Points at 1st Level: 9 (2d8) + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per crafter level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: Choose two from herbalism kit, poisoner's kit, thieves' tools, or set of artisan's tools such as: alchemist's supplies, carpenter's tools, cartographer's tools, glassblower's tools, leatherworker's tools, mason's tools, smith's tools, tinker's tools, or weaver's tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Arcana, Insight, Investigation, Medicine, Nature, Perception, and Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- a light hammer
- any two simple weapons of your choice
- studded leather armor
- (a) herbalism kit or (b) thieves' tools
- a dungeoneer's pack

Crafter's Practice

At 1st level, your apprenticeship with a master crafter granted you the experience and intelligence to imbue objects with special abilities and/or to artfully manipulate the objects and elements in your surrounding environment to enhanced effect. You'll find a list of crafter's potions, elixirs, tinctures, and enhancements at the end of the description of this class. These alterations function similarly to spells except the crafter imbues the various powers in

individual objects or concoctions of their own design.

Cantrips

At 1st level, you know two cantrips of your choice from the crafter spell list. You gain an additional cantrip at level 4 and a fourth at level 10.

Spell Slots

The crafter table shows how many spell slots you have to cast your ritual spells of 1st level and higher. To cast one of these crafter spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *detect magic* and have a 1st-level and a 2nd-level spell slot available, you can cast *detect magic* using either slot.

You can imbue non-ritual spells or their effects into an object or item of your practice. For example, an apothecary can craft a potion that, when used, functions similarly to a *faerie fire* spell while a weaponsmith might imbue that same magical effect into their companion's shortsword.

Spells Known of 1st Level or Higher

At 1st level, you know two 1st-level spells of your choice from the crafter spell list. Unless otherwise specified by your Practice, for each level you gain in this class, you learn one additional crafter spell. In other words, your number of spells known equals your crafter level plus one. Each of these spells must be of a level for which you have spell slots, as shown on the table.

Additionally, when you gain a level in this class, you can choose one of the crafter spells you know and replace it with another spell from the crafter spell list, which also must of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your crafter spells, since your magic draws upon your training and experience from your practice. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a crafter spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a crafter spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

The tools you use as part of your Practice serve as the spellcasting focus for your crafter spells.

Crafter Adventuring Companion Base Stat Block

Below, you'll find the baseline stat block for a level one crafter adventuring companion.

Crafter Adventuring Companion Level 1

Medium humanoid, any alignment

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+0)

Saving Throws Dexterity +4, Intelligence +4

Skills Arcana +4, Medicine +2, Sleight of Hand +2

Senses passive Perception 10

Languages Common and one other language

Ritual Spellcasting. The crafter is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following ritual crafter spells prepared:

Cantrips (at will): *acid splash*, *light*

1st level (2 slots): *alarm (ritual)*, *detect magic (ritual)*

ACTIONS

Light Hammer. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



Apothecary

Healers and experimenters, apothecaries dedicate their curiosity and intelligence to discovering new and inventive herbal remedies, medicinal cures, tinctures, tonics, elixirs, and potions. Most apothecaries are healing-focused, though some have oriented their practice toward magical enhancements to Strength or the senses.

Level	Ability
2	Apprentice. At 2nd level, you have learned to craft three magical concoctions of your choice based on the list of magical effects (spells) found at the end of this class. Potions, elixirs, tonics, and tinctures take 8 hours to make each unless otherwise specified in the <i>DMG</i> or <i>PHB</i> . You can have a number of concoctions prepared equal to your Intelligence modifier + your proficiency bonus at any given time, either carried by yourself or split between yourself and your party. Additionally at 2nd level, you gain proficiency with either an herbalism kit, thieves' tools, poisoner's kit, or other artisan's tools of your choice.
5	Aura of Enchantment. At 6th level, your crafting abilities have enhanced to such an extent that you create an aura of enchantment around yourself that aids both you and your party. Once per short rest, you can use your reaction to cause one of the following effects within a 30-ft.-radius: - you lend a spark of creativity to yourself or an ally to grant advantage on an attack

Part Two:

Adventuring Companions & Backgrounds

Adventuring Companions



Evony Ferne, Apothecary

Evony Ferne has learned much working at her mother's side at The Happy Herbalist, but the young half-elf has begun to chafe under the lack of variety and adventure to be found inside the walls of Linolynn's Air Ward. Evony is certain that somewhere, out in the wider world, there are people, plants, and experiences just waiting for her discovery. And when she finds them, she intends for

her burgeoning powers as an apothecary to grow to heights she cannot yet even imagine.

Character's Goal: Evony is anxious to get out of The Happy Herbalist and to do something, anything, important. Yes, she is happy to aid her mother in curing colds and other uncomfortable ailments, but the wonders of the natural world, enhanced by cleverness and magic, hold so many intricacies and inventive surprises. When the call to adventure sounds, she plans to be ready to answer.

*Evony uses the **crafter adventuring companion** level 1 stat block.*



Reina Melusine, Weaponsmith

Reina and her family lived in a small cottage in the Frostmaw Mountains, just outside a town that bordered the Nocturne Estate. Her ambitions to travel and see the world sat ill-at-odds with the contented life of the farmers and shepherds around her. But Reina's mother treasured her daughter's adventurous spirit and promised that, one day, adventure would find her. Unfortunately for Reina's family, this would prove to be all too true.

Part Three:

Companion

Mechanics and

Optional Rules

Adventuring Companion

Feats

The following feats were created specifically for adventuring companions and are meant to both reflect and strengthen the bond between companions and PCs. The following abilities function as feats for adventuring companions, selected in place of an ability score increase. Alternatively, at GM's discretion, an adventuring companion may start with a particular feat or be awarded with a feat at a poignant point in a campaign, such as a reward following a boss fight.

Strategic Repositioning

If the adventuring companion has unspent movement on a turn, they can expend their reaction to move themselves and an ally within reach (5 ft.) for a distance equal to their unused movement without taking a speed penalty. This ability can also be used to swap places with an ally without provoking an attack of opportunity so long as the companion occupies the space originally occupied by their ally (and they don't provoke an attack of opportunity from another nearby combatant with their movement).

Aura of Healing

The bond between the adventuring companion and the PC strengthens the companion's healing abilities. Once per day as a bonus action, the companion can create an aura of friendship, a dome extending directly above themselves with a thirty-foot radius. The dome lasts for one minute unless the companion is incapacitated. While the dome is in effect, if the companion casts a spell or uses an ability to restore hit points to a creature, they can expend their reaction to grant additional healing points equal to their companion level to an ally of their choosing inside the aura.

Example: A level 6 witch who had extended her healing aura would be able to cast *healing word* with

her bonus action and, with her reaction, grant 6 points of healing to the PC so long as the PC was within 30 feet of her.

Rapid Coiffer

As a bonus action, you can feed a healing potion to (yourself or) an ally.



Animal Companion Rules

In this section, we cover additional rules and mechanics for incorporating animal companions into your one-on-one games. Adding an animal companion is a great way to empower a PC, add to the party's action economy, and introduce more flexibility into the party's abilities. These mechanics aim to keep the animal companion's stats simple so the player can focus on running their PC with the additional benefits of having a close animal friend.

Supplemental Rules for Animal Companions

One of the easiest ways to empower your PC for one-on-one 5e is with an animal companion. You might consider incorporating these special animal companion rules if you or your duet partner are an animal lover who wants the fun of having an animal companion without:

- a) running them as a full PC or companion character or
- b) unnecessarily bringing the loss of a pet or treasured creature to your very fun 5e table