

TAMER

SWARMSLINGER

It takes a malleable and open mind to bond with a swarm of creatures; one needs to tune out the hubbub of bite-sized information and learn to listen to the group as a whole. How did you discover you could control masses of creatures? Perhaps you were a perfumier whose arrangement of scents guided the actions of bees. Maybe you were training as a bard when you found that those

who liked your music most were a literal pack of rats. Or maybe you made your clothing a home for a family of creatures who now look to you for leadership. Whatever it is, your command of hordes of creatures gives you the ability to overrun any foe.

SWARMCATCHER

3rd-Level Swarmslinger Feature

You understand the hivemind behaviour of a swarm and can tame swarms of creatures as if they were a single creature using your Tame Creature feature. A creature doesn't automatically succeed on its Charisma saving throw to avoid becoming your companion as a result of having the swarm type, but all other restrictions still apply. In addition, you can attempt to tame Medium swarms starting at 3rd level.



Unlike normal swarms, swarms that are your companions can regain hit points and gain temporary hit points. Swarms typically can't wield weapons, and providing armour for each individual member of a swarm would likely be prohibitively expensive; your GM has the final decision on these matters.

OVERWHELM

3rd-Level Swarmslinger Feature

When it comes to swarms, quantity is better than quality. When your swarm companion makes an attack roll against a creature whose space it is sharing, hit or miss, the attack deals a minimum amount of damage equal to the ability modifier your swarm companion used to make the attack roll plus your proficiency bonus. If the swarm has half its hit points or fewer, this damage is halved. The minimum damage can't be increased in any way, other than by increasing the ability modifier or your proficiency bonus.

SWARMSLINGER SPELLS

3rd-Level Swarmslinger Feature

You learn additional spells when you reach certain levels in this class, as shown in the Swarmslinger Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

SWARMSLINGER SPELLS

Tamer Level	Spell
3rd	<i>command</i> , <i>shield</i> **
5th	<i>enlarge/reduce</i> , <i>protection</i> *
9th	<i>hypnotic pattern</i> ***, <i>spirit guardians</i>
13th	<i>freedom of movement</i> **, <i>polymorph</i> ***
17th	<i>insect plague</i> , <i>mislead</i> **

*See Appendix B. **These spells are themed around swarms; *shield* might summon a swarm of bees to deflect the attack, while *spirit guardians* could manifest as a swarm of flying piranhas. ***This must be a swarm, and be any creature type.

PLAGUE OF PESTS

7th-Level Swarmslinger Feature

As an action, you magically conjure duplicates of your swarm companion's individual members. Until the start of your next turn, its size increases by two categories (up to Gargantuan) and it gains temporary hit points equal to its hit point maximum. As an action on its turn, your swarm companion can make three melee weapon attacks divided as it wishes among targets in its space.

Once you use this action, you can't use it again until you finish a short or long rest. Starting at 18th level, you can use this action twice before a rest.

DISTRACTING ONSLAUGHT

10th-Level Swarmslinger Feature

Your swarms can interfere with those whose spaces they share. When a creature whose space your swarm companion shares makes an attack roll, your companion can use its reaction to impose **disadvantage** on the attack roll.

SWARMFORM

14th-Level Swarmslinger Feature

As an action, you conjure a swarm of Tiny creatures that flit about you in an opaque, protective cloud. For the next **minute**, you have a flying speed of **30 feet**; you have **resistance** to bludgeoning, piercing, and slashing damage; you have **advantage** on Strength, Dexterity, and Constitution saving throws; and you are heavily obscured. The swarm is translucent to you, allowing you to see through it.

As a bonus action on each of your turns for the feature's duration, you can launch a portion of the swarm with lethal intent, forcing a creature you can see within **120 feet** of you to make a **Dexterity saving throw** against your tamer spell save DC. The creature takes 13 (3d8) bludgeoning, piercing, or slashing damage (your choice when you take the action) on a failure, or half as much damage on a success.





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