A green lizard figure in a robe

Description automatically generated

**Theobald Scaleheart, aka Tybalt**

- HP: 28

- AC: 15

- Languages: Common, +1 of choice

Starting Feat:

1. Telepathic:

- Tybalt gains the ability to communicate telepathically with any creature he can see within 60 feet that understands a language.

Spells:

1. Earth Tremor

2. Entangle

3. Healing Word

4. Ice Knife

5. Primal Savagery

6. Prestidigitation

Traits:

1. Wild Shape:

- Tybalt can transform into animals, particularly dinosaurs, enhancing versatility and combat capabilities.

2. Amulet of the Beast Shaman (Homebrew equivalent for Staff of The Python):

- Tybalt can use an action to speak the amulet's command word and throw it on the ground within 10 feet. The amulet becomes a White Sabretooth Tiger, named **Fang**, under his control, acting on its own initiative. Using a bonus action to speak the command word again, Tybalt can return the amulet to its normal form in a space formerly occupied by the tiger.

- On his turn, Tybalt can mentally command the tiger if it is within 60 feet, and he isn't incapacitated. He decides its actions and movement, or issues general commands like attacking enemies or guarding a location. If reduced to 0 hit points, the tiger dies and reverts to amulet form, which shatters, ***destroyed***.

If it reverts before losing all hit points, it regains them.

3. Rage (Barbarian):

- Tybalt can tap into primal ferocity, gaining the ability to Rage. While raging, he gains advantage on Strength checks and saving throws, and deals additional damage with melee attacks.

7. Detect Thoughts

**Quill – Wild Companion (Cost: Wild Shape charge/Duration: Half Druid Level)**

* **Tiny Beast (Pteranodon)**

**Armor Class** 11  
**Hit Points** 1  
**Speed** 5 ft., fly 60 ft.

Origin

Theobald Scaleheart found himself trapped in a perpetual cycle of fear and weakness. In the dense jungle land of Chult his Kobold tribe lived in constant dread; their lives cut short by the ravenous appetite of creatures stronger and more powerful.

Inside Tybalt, a seething **rage** and vengeful spirit took root. Determined to break free from the chains of weakness, Tybalt honed his skills as a hunter and scavenger. His prowess was not only a means of survival but a defiant declaration against the predatory forces that sought to keep his kind in perpetual fear.

However, the line between bravery and hubris is fine indeed. One day while venturing far from the safety of his village, the ominous rustle of a ***Sabretooth*** signaled to Tybalt that he had pressed his luck too far that day, the moment he had prepared for had arrived.

But in that defining moment, all his skills, all his bravery, and all his preparation… evaporated.

In a blind fit of terror, he darted away into the brush, cursing himself as he fled. Stumbling along, the floor gave way into a cavern and Tybalt tumbled headlong landing in the depths.

As Tybalt slowly looked up from his prone position, he found himself face-to-face with a long decayed skeletal figure. Adorning that skeleton was an ***amulet*** necklace.

Tybalt, drawn to the necklace, reached out… At that exact moment, the Sabretooth lurched at him from above!

However, Tybalt’s contact with the necklace *instantly* transformed Tybalt into a **Deinonychus**! Whipping around and catching the Tiger by the neck, Tybalt snapped his enemy in the blink of a reptilian eye. Prey had become predator & predator prey; the Sabretooth now limp in Tybalt’s jaws began to glow brilliantly and in a blast of light vanished.

Later that night Tybalt finally arrived home, collapsing into his bedroll. As he lay there the reality of his experience sank in. Something inside Tybalt had changed forever, and it *felt*… good.

***TLDR***

**- Prey:**

- Tybalt resents the constant fear and weakness of his people

**- Primal Rage and Vengeance:**

- Tybalt harbors a seething rage and vengeful spirit against predators.

- **Fateful Encounter and Transformation:**

- Pursued by a sabretooth, an amulet triggers a magical transformation

**- Barbarian/Druid**

- **His quest involves unraveling the mysteries of an enchanted amulet, balancing primal rage with druidic powers.**

**Guiding principle**

*“The strong prey on the weak and the weak die… the only way to live truly free is to be the predator.”*

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Amulet & Wild Companion: Fang & Quill