
STIBBLES CODEX
OF COMPANIONS



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Stibbles Codex of Companions

In July of 2016, my group's passion for role playing led us to make our first piece of content on a shared YouTube channel. We had no plans to make any sort of career out of it, we just wanted to crack jokes and teach lessons to other tables. Two years later, in October of 2018, I decided to quit my lengthy trail of dead end jobs and make my own channel, Runesmith. I had a couple bucks in my bank, no followers, and about a month to make it or break it. Due to incredible support from the tabletop gaming community, that leap allowed me to make connections with other creative minds, and eventually form Eldermancy to create our first book: The one you have in your hands!

I used to chase the pipe dreams of being a writer or a character designer as a kid, learning to draw and write poems or short stories during almost all of my free time. The fact that I've been granted the creative freedom by an overwhelming 6,434 backers to make a bestiary of my own monsters is a blessing I couldn't even begin to repay in kind. I hope the contents of this book meets and exceeds your expectations for a codex of companions, and that Eldermancy is allowed to continue to provide resources to enrich your creative experiences and time you spend with friends.

The over 100 unique companions in this book pull inspiration from global folklore, mythology, media, real world animals, and original concepts from my own mind! The purpose of this codex, and every monster inside, is to strengthen the bonds between your characters and their interests, as well as your friendships with the players around you. All of us at Eldermancy, especially myself, can only hope you enjoy this book as much as we did creating it.

The mechanics, the fantastic illustrations, new additions like feats, spells and items, and the adorable products that were created alongside them took our team almost a full year to create. The process has been a more than enlightening experience, and I can only hope we're able to use that experience to bring you higher levels of play in the future. Thank you so much for taking the time to explore these companions, and enjoy the book!

Logan Reese

CONTENTS

Part 1 – Stibble's Companions

Ch. 1: Companions

Aberrations

Biote 6
GonBun 7
M'aw 8
Nyart 9
Shub 10
Skinti 11
Skull Tick 12
Soth 13
Thoth Ball 14
Tulu 15
Yetling 16

Beasts

Axolotl 17
Bat 18
Birds of Prey
Eagle 19
Hawk 20
Butterfly 21
Cat 22
Coconut Crab 23
Dinosaurs
Albertonykus 24
Aquilops 25
Compsognathus 26
Psittacosaurus 27
Dog 28
Duck 29
Frogs
Toad 30
Tree Frog 31
Grimalkinn 32
Koala 33
Lobster 34
Manta Ray 35
Octopus 36
Opossum 37
Otter 38
Piglet 39
Raccoon 40
Rodents
Capybara 41
Rabbit 42
Squirrel 43
Sovereign Scorpion 44

Celestials

Blessling 45
Chamrosh 46
Feluros 47
Loftus 48
Odeye 49
Pangol 50
Woar 51

Constructs

Animated Headwear 52
Animated Glove 53
Awakened Mug 54
Balderdash 55
Boule 56
Clockwork Buddy 57
Fetchen 59
Flying Book 60
Holo 61

Dragons

Basan 62
Dreparous 63
Druk 64
Entomodrake 65
Equtaras 66
Hydra Puck 67
Knucker 68
Kur 69
River Ribbon 70
Wyrmlet 71
Vishap 72

Elementals

Armordillo 73
Bennu 74
Burnling 75
Pearl Python 76
Shingle 77
Windole 78

Fey

Bai Ze 79
Flitterbell 80
Kitsune 81
Moon Doppler 82
Moon Singer 83
Puca 84
Tanuki 85
Tiki Spirit 86
Wolpertinger 87

Fiends

Blood Acher 88
Cerbus 89
Chorden 90
Oboba 91
Strix 92
Teeniloth 93
Thisschord 94
Wizard's Parasite 95

Monstrosities

Bio#133 96
Crabbit 97
Flying Emperor Monkey 98
Mimcat 99
Pygmy Owlbear 100
Savannah Tatzelwurm 101
Tarnisher 102
Tradex 103

Oozes
Black Pudding Cup 104
Gellump 105
Gummybear Ooze 106
Plants
Bonsai Treant 108
Bloom Crawler 109
Golden Torch Cactal Folk 111
Prickly Pear Cactal Folk 111
Fungal Folk 112
Turf 113
Vine-Snake 114
Undead
Dentacles 115
Exhoul 116
Hand Axe 117
Renine 118
Silhouette 119

Part 2 - Playing with Companions
Ch. 2: Finding and Taming Your Companion
Locating a Companion 121
Forming the Bond 121
Familiars as Companions 122
Bond Strength with Familiar Companions 122
Combat with Familiar Companions 122
Familiar Companions with Different Forms 122
Multiple Companions and Familiars 122
Ch. 3: Bonding With Your Companions
Bond Strength 124
Having Multiple Companions 124
Playing with Your Companion 124
Studying Your Companion 124
Gifts and Treats 124
Grooming and Cleaning 124
Dueling 124
Losing Bond Strength 125
Spending Time Apart 125
Starving 125
Falling in Battle 125
Breaking the Bond 126
Bond Boons 126
Dealing With Death 129

Part 3 - New Ways to Play
Ch. 4: Companion Personalities
Common Personalities 131
Evil Personalities 134
Ch. 5: Dueling other Companions
Setting up a Duel 137
The Duel 137
Finishing a Duel 137
Arenas 137
Ch. 6: Ability Training
Companion Restrictions 140
Strength Training 140
Constitution Training 140
Dexterity Training 140
Intelligence Training 140
Wisdom Training 140
Charisma Training 140
Ch. 7: Eggs
Incubating Monster Eggs 141
Keeping the Egg Warm 141
Maintaining Moisture 141
Incubation Period 141
Types of Eggs 141

Part 4 - Player Tools and Extras
Ch. 8: Player Options and Items
Player Feats 143
Spells 144
Magic Items 147
Ch. 9: Extras
Environment Tables 153
Index 164
About Stibbles (Fictional Author Biography) 165
Thankyou to Backers 166

A
ABERRATIONS

Biote



These small alien creatures are some of the most ambitious and compassionate companions one can have. A biote's single eye is often considered a manifested metaphor, explaining that the biote has only its master in its sight. One odd feature of the biote is the rest of its facial structure: the more time a biote spends in the service of a single creature, the more it begins to resemble them: its hairstyle, mouth, ears, and jaw reform after enough blood has been consumed.

Some scholars believe that a biote is actually just the floating tail, and that the rest of its body manifests to keep the appendage alive. Their psionic abilities grant them several spells, including the ability to float endlessly through the air. As feeble as their attacks seem to be, a creature lacking wisdom will soon find its injury spreading. Because the attacks of a biote have a unique echo that affects its enemies' minds, they are forced to relive the attack until they can overcome it.

Unwavering Loyalty. A biote lives its entire physical life with the intent to serve a master. Forming some of the strongest bonds in very short periods of time, they try their best to convey their need for a dependent relationship. In this, biotes are aided by their ability to read the thoughts and emotions of nearby creatures.

Dependent Biology. Biotes will die within hours if left alone. For unknown reasons, their bodies rapidly degrade without a master: no amount of food or water will keep them alive. They require three sources of nourishment, the combination of which seems nonsensical: sapient thoughts, small amounts of blood, and scat.

Biote

Tiny Aberration, Neutral Good

Armor Class: 10
Hit Points: 2 (1d4)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	11 (+0)	15 (+2)	14 (+2)	10 (+0)

Skills: Medicine +4, Perception +4
Senses: Darkvision 60 ft., Passive Perception 14
Languages: Telepathy 60 ft.
Challenge: 0

Rarity: Rare
Diet: Thoughts, Blood, Scat
Environments: Space, Underground, Urban
Taming Difficulty: Very Easy
Starting Bond Points: 10
Suggested Personality: Clever, Friendly

Innate Spellcasting (Psionics). The biote's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *Chill Touch*, *Levitate (self only)*
3/day: *Detect Thoughts*
1/day: *Comprehend Languages*

Actions

Echoing Scratch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage. At the end of each of its turns, the target must make a DC 12 Wisdom saving throw, taking 1 slashing damage on a failure or ending the recurring slashing damage on a success.



GonBun

The nightmarish GonBun is a single mind animating two distinct bodies. GonBun appears so rarely that sages are not sure whether it is one entity appearing every few centuries, or if multiple GonBuns have visited our world over the ages. GonBun makes its lair among ruins in the deepest reaches of the ocean, creating a dead space where the water boils and putrefies around them. It waits here for the emergence of a powerful wizard in the world above. When it senses such a wizard, GonBun seeks them out wherever they may be, in order to guide them down a dark path.

Gon. The Gon body has the shape of a skeletal snake with an alligator-like skull, animated by lurid red tendons that cling to the bones. Inside the Gon is a necrotic void, and absolute absence of life, which gives it limited magical power and control over undeath.

Bun. The Bun body, on the other hand, is amorphous and leech-like, covered by an unnerving abundance of eyes. In the Bun's gut burns an insatiable, destructive fire that glows and radiates shimmering heat whenever Bun opens its mouth.

GonBun

Tiny Aberration, Lawful Evil

Armor Class: 13 (Natural Armor)
Hit Points: 11 (2d8 + 2)
Speed: 0 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	8 (-1)	14 (+2)	4 (-3)

Skills: Perception +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: --
Challenge: 1

Rarity: Very Rare
Diet: Blood, Negative Emotions
Environment: Ruins, Space, Underwater
Taming Difficulty: Easy (only bonds with Evil aligned creatures)
Starting Bond Points: 7
Suggested Personality: Cruel, Quiet

Innate Spellcasting (Psionics). The GonBun's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *Chill Touch*, *Toll the Dead*
1/day each: *Ray of Sickness*

Actions

Spit Fire (Recharge 4-6). Bun spits a wave of flames that cover a 15 foot cone. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 1d8 fire damage.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Sinister Tutors. The GonBun is a servant of gods who govern evil, magic, and necromancy. When it emerges from its deep slumber, it seeks out powerful mages who have begun to search for the secret of immortality. GonBun tests the mage, beginning with a series of questions to measure the prospect's arcane knowledge, and finally attacking to measure the mage's intuition. If GonBun deems the mage worthy, it guides them on the path towards transforming oneself into a lich.



M'aw

A brightly-colored playhouse. A bush heavy with ripe berries. An unguarded pile of precious gems. A disembodied mouth, floating in the air. All these are forms a m'aw might take, only the last of which shows the truth. In its natural form, the m'aw appears to be nothing but a mouth, and in fact it is—on this plane of existence, at least. The creature's digestive tract is a small pocket dimension, to which it transports anything that it swallows. M'aws mostly feed on birds and other small animals, though some of the older and larger ones can, unfortunately, devour smaller and younger humanoids.

A m'aw's extradimensional nature allows it to travel quickly from one hunting ground to another, which helps make up for its low rate of hunting success.

Shapeshifting Bait. The m'aw only assumes its natural form as a mouth immediately before and after trying to swallow something. The rest of the time the m'aw assumes a shape that it thinks will attract prey. The m'aw finds effective lures through trial and error. It assumes the form of something it has seen, and if that form attracts something edible within a reasonable amount of time, it uses the form again; if not, the m'aw tries another form, more or less at random. A tell that every m'aw has, and one they are all unaware of, is a tendency to make their forms more vibrant and colorful than it would normally be.

M'aw

Tiny or Small Aberration, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 6 (1d10 + 1)
Speed: 30 ft., Fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	3 (-4)	15 (+2)	12 (+1)

Skills: Deception +4, Perception +5, Persuasion +4
Senses: Darkvision 60 ft., Passive Perception 15
Languages: Understands Common but can't speak it
Challenge: 1/4

Rarity: Rare
Environment: Forest, Urban
Diet: Anything
Taming Difficulty: Easy
Starting Bond Points: 4
Suggested Personality: Childish, Greedy

Shapechanger. The m'aw can use its action to polymorph into a Tiny or Small creature, or back into its true form. Each form resembles a beast, but has strange features like vibrant colors, extra eyes or legs, or other unnatural traits. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Actions

Swallow. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one small or tiny creature. On a hit, the creature takes 5 (1d6 + 2) necrotic damage and is swallowed. The swallowed creature can't breathe, is restrained, and takes 3 (1d6) necrotic damage at the start of each of the m'aw's turns. During this time, the target creature exists in a pocket dimension.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters an unoccupied space within 5 feet of the m'aw

Eyes Bigger Than Its Stomach. A m'aw will try to consume almost anything that approaches it, but its extradimensional stomach is not large enough to hold most creatures. Anything too large to swallow is promptly disgorged, a little slimy but otherwise unharmed. The m'aw's mouth invariably assumes an expression of embarrassment when this happens, yet it never seems to learn its lesson. This apologetic response is more honest than one would assume at first, but if considered the m'aw will happily work alongside its failed quarry. It will do this until it feels as though its debt has been paid.



Nyart

Nyarts often appear as large, ominous figures that resemble shadowy humanoids. They are able to materialize seemingly anywhere in the multiverse, and always convey mysterious messages before vanishing into darkness. Their piercing eyes and nightmarish voices are incredibly effective at delivering these messages with authority.

False Form. The nyart isn't actually what it appears to be. If one were to attack or inspect the illusion it casts, they will instead find a tiny leech-like creature: the real nyart.

Powerful Portals. Nyarts are incredibly powerful teleporters, and can create tiny wormholes that lead to any destination they desire. This makes sending messages an easy process, but also aids their escape from dangerous situations.

Heralds from Beyond. These tiny creatures serve unknown masters, and every message they deliver is not their own. Adventurers with even the strongest bond with their own nyarts haven't been able to learn their origins.

Nyart

Tiny Aberration, Neutral Evil

Armor Class: 13
Hit Points: 1 (1d4 - 1)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	14 (+2)	13 (+1)	16 (+3)

Saving Throws: WIS +3
Skills: Deception +5, Persuasion +5
Senses: Blindsight 120 ft. (blind beyond this radius), Passive Perception 11
Languages: Common, Deep Speech, Telepathy 30 ft., Undercommon
Challenge: 0

Rarity: Very Rare
Environment: Space, Urban
Diet: Thoughts and dreams
Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Nasty, Proud

Wormhole. As a bonus action, the nyart can create a small, inky black wormhole within 5 feet of itself. The wormhole can lead to anywhere in the universe the nyart desires, provided there is at least 1 square foot of darkness near the destination. Only the nyart can use the rift, and it lasts until the end of the nyart's next turn.

Ominous messengers. If the nyart's Bond Strength is 12 or higher, it can be used to send messages. As an action, you can give the nyart a name, description, and short message to relay. This message can be no more than 25 words. The nyart will attempt to reach the described creature using its wormhole ability and convey the message. The accuracy of the recipient and message are determined by the GM.

Untraceable. The nyart cannot be targeted by any divination magic, perceived through magical scrying sensors, and all attempts to teleport to the nyart automatically fail.

Innate Spellcasting (Psionics). The nyart's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *Invisibility (self only)*, *Major Image*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Whispers of Doom. The nyrat targets one creature within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or take 4 (2d4) psychic damage.

Shub

Shubs are small outsiders resembling red-furred bovine, with a few unsettling differences. Their mouths are lined with razor-sharp teeth, two curled horns take the place of their eyes, and a network of twisted tusks protrude from their backs. Wherever they go they are shrouded in a thin, otherworldly mist. They live isolated lives, often choosing locations with no canopy above them and remaining there until an outside force compels them to leave.

True Omnivores. Shubs have strong digestion that allows them to eat almost anything, such as poisonous plants, bone, wood or pleasant memories. When a shub leaves an area, one can be sure that the domain they leave behind is completely devoid of all organic and fluid material, and is now nothing but flat, cracked earth.



Shub

Small Aberration, Chaotic Evil

Armor Class: 15 (Natural Armor)
Hit Points: 11 (2d6 + 4)
Speed: 30 ft., Climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	11 (+0)	8 (-1)	6 (-2)

Skills: Perception +4, Intimidation +3
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 14
Languages: --
Challenge: 1/2

Rarity: Very Rare
Environment: Grassland, Mountain, Space
Diet: Everything
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Cruel, Proud

Actions

Create Young. The shub breaths out a primordial fog that spawns 1d4 young. A young is a tiny aberration with an AC of 12, 1 hit point, and a flying speed of 15. They have a +2 to attack and deal 1 necrotic damage. On the shub's turn, it can use a bonus action to command any young within 30 feet of it to attack one enemy of its choice. A shub can have up to 10 young.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and 4 (1d8) necrotic damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

A Thousand Young. Shubs are all children of a single eternal mother. In imitation of her, they can all create their own smaller, fleeting spawn. These "young" are clouds of tiny, needle-like creatures which the shub can summon to flit about in a protective cloud around it. These creatures quickly live their alien lives and die in the space of an hour. Whether they create their own young during this time, even more minuscule and fleeting, is a mystery.

Sure-Footed. Shubs have a supernatural sense of balance. They can stand upright on near-vertical surfaces, inverted surfaces, and surfaces that only exist outside of three-dimensional space. As such, they are equally often found leaping from place to place on remote mountaintops, in rolling grasslands, and in the howling darkness between the stars.

Skinti

The Skinti is a floating mass of otherworldly matter that, for some reason, bears an uncanny resemblance to spaghetti and meatballs. Perhaps one of the most enigmatic creatures in all the known planes, what little is known about these aberrations only begs more questions.

Talented Artisans. The most common act performed by a skinti is painting landscapes. Oftentimes, travelers who see the skinti as omens will offer them easels and painting supplies in attempts to appease them. Without these materials, the skinti will either clear an area of dirt and create a canvas of grass, dirt, and what resembles tomato sauce. However, their painting skills when working with tools has gone unrivaled for eons.

Alien Flavor. A common test conducted by unfamiliar adventurers is to taste the flesh of a skinti. Oddly enough, it seems as though the skinti cares not if it is eaten or left alone. However, those foolish enough to eat and digest portions of a skinti will find the taste comparable to warm, moldy garbage with a SHU of 90,000. The following indigestion and expulsion of the material has similar features.

Quietly Waiting. No skinti has ever expressed a need or desire for anything but paint, even including food. The few scholars that dedicate attention to skintis have drawn the conclusion that these creatures are waiting for something. The dread that follows speculation is best laid to rest, for sanity's sake alone.

Skinti

Small Aberration, Neutral

Armor Class: 10
Hit Points: 6 (1d6 + 3)
Speed: 10 ft., Fly 40 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	16 (+3)	7 (-2)	16 (+3)	4 (-3)

Damage Immunities: Acid, Poison
Condition Immunities: Poisoned, Prone
Skills: Performance +3
Senses: Darkvision 60 ft., Passive Perception 13
Languages: Skinti
Challenge: 0

Rarity: Rare
Environment: Coastal, Grassland, Lake, Space
Diet: Spaghetti
Taming Difficulty: Average
Starting Bond Points: 5
Suggested Personality: Creative, Lazy

Enigmatic Nature. The skinti is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Noodle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Meatball. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) acid damage.



Skull Tick

Most people, if they encountered a shambling, half-dead figure with a skull-like spider attached to its face, would run away. If they better understood the nature of the creature they saw, however, they would run even faster.

With six scuttling legs, the odious parasites known as skull ticks get their names from their uncanny resemblance to humanoid skulls, and their parasitic nature. Alone, they are quick and aggressive.

Skull Tick

Tiny Aberration, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 3 (1d6)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills: Perception +4, Stealth +4
Senses: Tremorsense 30 ft., Passive Perception 14
Languages: --
Challenge: 1/8

Rarity: Very Rare
Environment: Ruins, Space, Underground, Urban
Diet: Blood, Brain Matter, Meat
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Energetic, Aggressive

Actions

Latch On. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one medium or smaller creature. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. While grappling a creature this way, the skull tick is also restrained. In addition, at the start of each of the target's turns, the target takes 2 (1d4) piercing damage.

Claim Host. *Melee Weapon Attack:* +5 to hit, one creature the skull tick is latched on to. *Hit:* 4 (1d4 + 2) piercing damage. If the target is reduced to 0 hit points, the skull tick kills the target by taking control of their brain. As long as the skull tick is attached to this body, it can control the body and gains the same statistics as a zombie. It can choose to detach itself as an action. The skull tick dies if the zombie is slain while it is attached.

They are seldom seen separate from a host, however. When actively parasitizing a victim, a skull tick looks like a macabre mask.

Body Thief. A skull tick attaches to the head of a humanoid host, smothering the creature and slowly draining its blood. The skull tick takes control of the dying body, observing the world through a pair of eyes in its back, and directing the host to a safe location to be fed upon.

A humanoid claimed by a skull tick looks and behaves much like a zombie. The host slowly becomes desiccated as the parasite feeds on its blood. While the hosts' movements are mostly slow and aimless, the skull tick can direct it to defend itself. If it manages to subdue a potential host, it will abandon its current host in favor of the "fresher" victim.

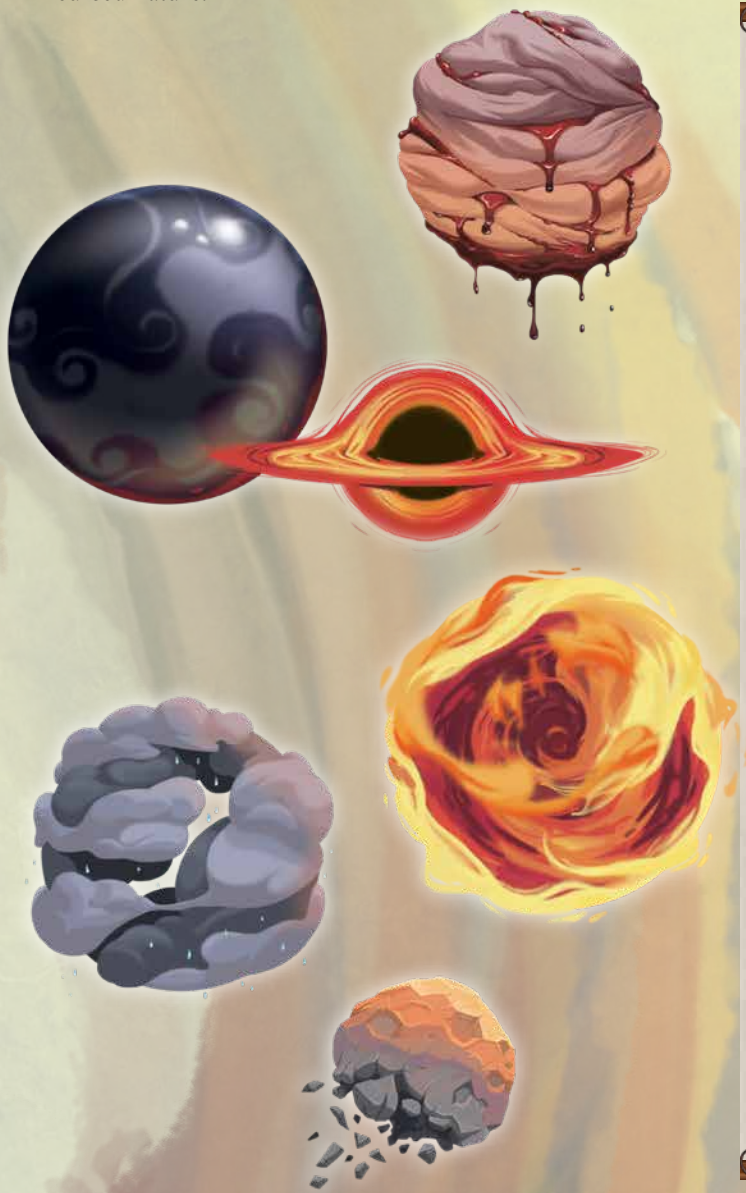
Horrific Reproduction. As it feeds, a skull tick lays its eggs in the host body. In a few weeks the young skull ticks hatch and devour whatever's left of the host from the inside out. The adult tick and its brood then set out in different directions to search for new victims.



Soth

When intelligent creatures first emerged in the mortal realm, many beings sought to influence them to good or to evil. One great fiend, remembered as the Corruptor and other names that must not be spoken, was barred from the Material Plane in order to protect its inhabitants. Unable to influence mortals directly, the Corruptor created the soth to spread its evil.

Orbs of Evil Influence. Soth appear as a variety of floating spheres, each one seemingly made of some chaotic ichor. Though they are silent, and can seldom be seen to act, they exert a malignant influence on the creatures around them. There are six types of soth, each of which pursues a different type of evil. Whatever their aims, soth's influence takes similar forms: they can read and influence the thoughts of nearby creatures, provoke terrible nightmares, command bodies to rise, and alter the development of the unborn to suit their cursed nature.



Tham Soth. Provokes violence and sows discord between friends. It glows with a lurid red light.

Chag Soth. Separates creatures from the gods, undermining faith and working against divine magic. Its light is deep indigo-violet, almost invisible.

Gam Soth. Provokes gluttony and insatiable hunger. It pulses with a sickly orange light.

Gol Soth. Provokes the love of wanton destruction, and especially of fire. It burns with yellow light like from a festering sun.

Thag Soth. Creates crushing sadness. Its light is a flat and pallid green.

Nehe Soth. Provokes silence, muteness, isolation, and the keeping of secrets. It shines with blue light that is painful to the eye.

Soth

Tiny Aberration, Lawful Evil

Armor Class: 10
Hit Points: 4 (1d4 + 2)
Speed: 5 ft., Fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	15 (+2)	10 (+0)	6 (-2)	5 (-3)

Damage Immunities: Force, Poison, Psychic
Condition Immunities: Blinded, Frightened, Poisoned, Prone
Skills: Stealth +6
Senses: Blindsight 120 ft., Passive Perception 8
Languages: Telepathy 20 ft.
Challenge: 0

Rarity: Very Rare
Environment: Space, Urban
Diet: Dreams
Taming Difficulty: Hard
Starting Bond Points: 2
Suggested Personality: Devious, Quiet

Innate Spellcasting (Psionics). The soth's innate spellcasting ability is intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *Detect Thoughts*
1/day: *Create Undead*

Thoth Ball

Any attempt to describe a thoth ball is doomed to failure. It appears as a floating sphere of squamous tentacles and eyes, without any apparent body at the center. However, their bodies are far less jarring than their music. Thoth balls play their flutes to create an endless, chaotic song that seemingly overlaps itself. These flutes bear otherworldly symbols, and no thoth ball has ever been seen without one of its own. They hail from the darkness of distant space, where the boundaries between this plane and others become all but moot. It could be that the audience for their bizarre music slumbers beyond some planar veil, kept at bay only by their lullabies.



Audience Seekers. If anyone stops to listen to their music, and seems to enjoy it in any way, a thoth ball will follow that creature until death. This death most often meets their allies first, as death is the only way to stop a thoth ball's playing. If a person endures the thoth ball's playing, however, they will find a constant companion in the creature.

Thoth Flute. Contrary to popular speculation, a thoth ball's flute is not part of the creature's body. However, if a creature successfully wrenches the flute from its tentacles, the thoth ball will rapidly wither and die.

Thoth Ball

Small Aberration, Chaotic Neutral

Armor Class: 12 (Natural Armor)
Hit Points: 13 (2d10 + 2)
Speed: 10 ft., Fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	11 (+0)	12 (+1)	14 (+2)

Damage Immunities: Poison, Thunder
Condition Immunities: Poisoned
Skills: Performance +4
Senses: Darkvision 60 ft., Passive Perception 11
Languages: Telepathy 30 ft.
Challenge: 1/4

Rarity: Very Rare
Environment: Space, Underground, Underwater
Diet: Thoughts, Soundwaves
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Chatty, Impulsive

Actions

Chaotic Tune. The thoth ball plays a timeless melody that overlaps itself. Every creature within 30 feet of it that can hear the tune must succeed on a DC 14 Intelligence saving throw or take 7 (1d10 + 2) psychic damage. A creature that succeeds on this save is immune to this ability for the next 24 hours.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 2 (1d8 - 2) bludgeoning damage.

Mortals who keep a dead thoth ball's flute, and learn to play unique melodies using it, invariably meet unpleasant ends.

Song of Chaos. No amount of study will uncover a pattern or logic in the thoth ball's music. Listeners with a deep wisdom find themselves able to focus on the chaos within themselves, and can reflect on their own paradoxes. Certain creatures who choose to foster this chaos instead of resolving it do so in service of chaotic deities, allowing them to become more in tune with the sublimity beyond order. Diviners may also find useful clues about chaotic events in the thoth ball's song; the resulting prophecies, however accurate, resemble incoherent rantings to the layperson.

Tulu

Children of chaos and beings of miniaturized and ancient horror, tulu are aberrations that resemble small, winged, and pot-bellied humanoids with cuttlefish in the place of their heads. A tulu stands roughly two feet tall, its shape dominated by a pulpy, tentacled head. Tulu spend most of their time sleeping in the ruins of sunken cities.

Tulu

Tiny Aberration, Chaotic Neutral

Armor Class: 14 (Natural Armor)
Hit Points: 11 (2d4 + 6)
Speed: 25 ft., Fly 5 ft., Swim 15 ft..

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	7 (-2)	16 (+3)	11 (+0)

Condition Immunities: Charmed, Frightened
Skills: Arcana +3
Senses: Passive Perception 13
Languages: Telepathy 60 ft.
Challenge: 1/4

Rarity: Very Rare
Environment: Coastal, Lake, Ruins, Space, Underwater
Diet: Fish, Thoughts
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Childish, Impulsive

Actions

Evoke Madness (Recharge 4-6). The tulu targets one creature within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become charmed by it for the duration. While the target is charmed in this way, its blood appears black, and a madness glows in its eyes. A target that succeeds on the saving throw becomes immune to the ability for 24 hours.

The charmed creature must use its action before moving on each of its turns to make a melee attack against a random creature other than itself and the tulu. The creature becomes prone and babbles incoherently if no targets can be found.

The creature can make a Wisdom saving throw at the end of each of its turns to end the effect. Otherwise, the effect lasts for one minute.

Scratch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

When they wake, they tend to wander aimlessly, which leads them into all manner of locations. They often arrive at their destinations through routes that are, on examination, geometrically impossible.

Tough Companionship. Tulu are quite strong and durable for their size. This is one of three reasons people sometimes attempt to tame them. The second reason is that those people are usually insane, or more often acolytes of chaos deities. The third reason one would try to tame a tulu is because they are described as some of the rarest and most challenging creatures to tame.

Chaotic Brats. Tulu are almost impossible to truly tame. They are happiest when doing whatever makes the least sense, whether that is wandering in circles, eating dirt, or rolling repeatedly down flights of stairs. Given any command, a tulu will usually do the opposite. Luckily, this makes reverse psychology the key to managing a tulu.

Telepathic Madness. Tulu are capable of connecting to others' minds telepathically. This is troubling because a tulu's mind is, generously speaking, unsound. They tend to behave erratically, babble incoherently, lash out violently, and dissolve into fugues of intense emotion. Any creature the tulu communicates with telepathically risks becoming insane in the same way the tulu is—indeed, one can't communicate with a tulu without sharing at least some of its incoherent perspective.

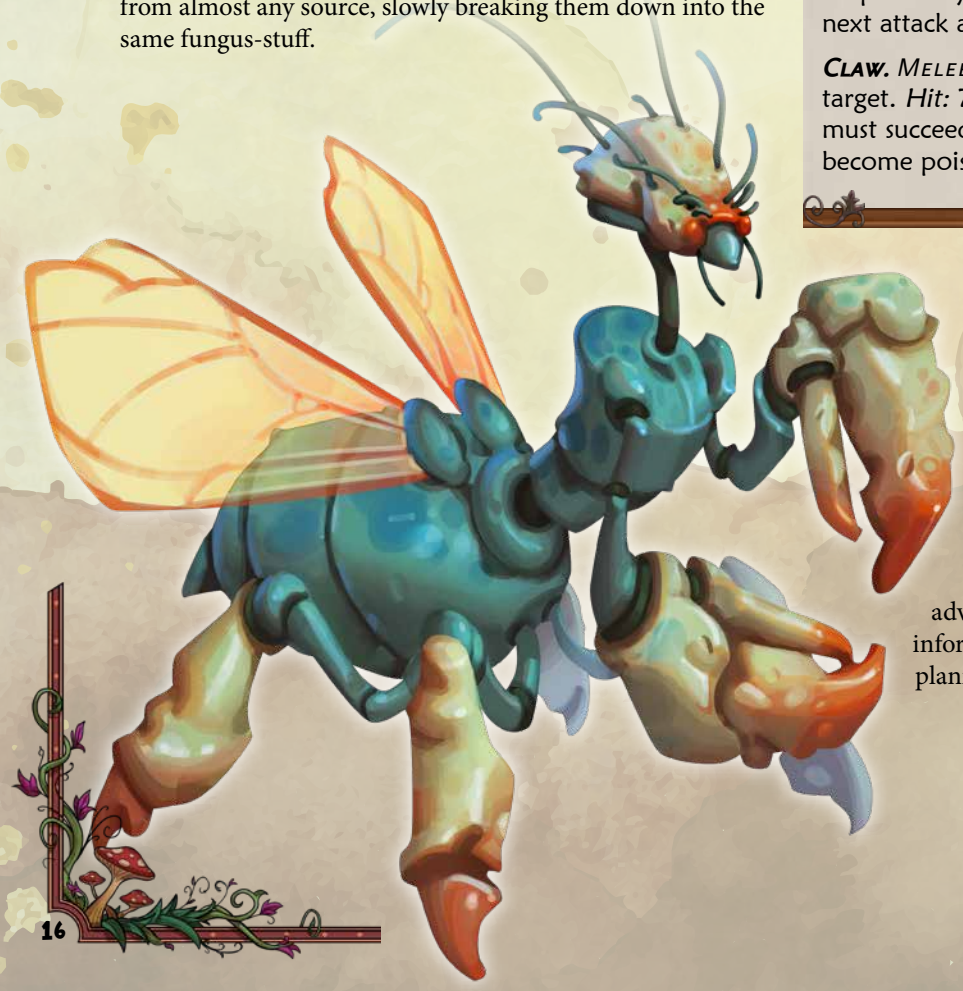


Yetling

With their transparent hindwings and chitinous claws, these bizarre beings superficially resemble insects. In fact, their biology is made of a substance not found anywhere in the known world. If you could relate their bodies to a living creature, it would actually be much closer to that of a fungus. Their bodies are covered with a layer of spore pods, by which they reproduce and heal. Yetlings gather into aggressive swarms, invading and destroying unprotected villages or hamlets. However, when one is found alone, it expresses pleading and bargaining in an attempt to survive. If it fails to accomplish this goal, adventurers may find they taste like seasoned and sautéed mushrooms.

Alien Invaders. Hailing from the distant space between planets where planar boundaries blur, the yetlings came to our world long ago in a massive swarm that darkened the sky. For a time it seemed they would make this world a colony in their fungal empire, but our emerging civilizations joined together to retake the land and drive the yetlings underground. The remnants of the yetlings live in the deepest caverns, dreaming of a day when they will finally reconquer the surface.

Grafts and Transplants. Yetlings use their sharp claws to sever body parts from their dead, transplanting these parts onto the living to strengthen them and repair damage. It is not unusual to see a yetling with more limbs than expected. More alarming, though, are yetlings with body parts stolen from other creatures. Their fungal bodies readily assimilate grafts from almost any source, slowly breaking them down into the same fungus-stuff.



Yetling

Small Aberration, Plant (Fungus), Chaotic Evil

Armor Class: 14 (Natural Armor)
Hit Points: 16 (3d10)
Speed: 30 ft., Fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	5 (-3)	15 (+2)	6 (-2)

Skills: Medicine +4, Perception +4
Senses: Darkvision 60 ft., Passive Perception 14
Languages: Yetling
Challenge: 1/2

Rarity: Rare
Environment: Underground, Space
Diet: Meat
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Aggressive, Cruel

Actions

Alien Surgery. If the yetling is within 5 feet of another creature that died less than a minute ago, it can spend its action stealing sections of the body. It regains 1d8 missing hit points by doing this, and can make two attacks on its next attack action.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute.

Unlikely Alliance. A few yetlings will ally themselves with humanoids, seemingly with random intentions and timing. Their companionship is surprisingly steadfast and cooperative, likely due to their attentive and hive-like nature. Yetlings live for an unknown amount of time, but trackers have recorded sightings of the same yetling over a 300-year period. This may explain why a yetling is comfortable in a group of humanoid adventurers; when the adventurers expire, the information the creature learns will bring their planned dominion that much closer to fruition.



Axolotl

Axolotls, or "walking fish," are amphibious creatures native to certain remote mountain lakes. Their strange appearance and energetic disposition has made them popular with collectors far from their native habitats, especially wizards who seek them out as curiosities, companions, and experimental subjects. Some clans of lake-dwelling merfolk breed them as pets, and find they are valuable for trade with land-dwellers.

Childlike. It is no accident that axolotls appear cute, or seem to exhibit a youthful energy and curiosity. Though axolotls are amphibians, they never "grow up" and become land-dwelling creatures. Instead, they live their whole lives in a phase that is considered juvenile for other amphibians, and never develop lungs to breathe air. The distinctive frilled organs around an axolotl's head are part of its gills, allowing it to take in more oxygen from the water around it.

Regeneration. Axolotls have an astonishing ability to regrow or reattach lost limbs and even damaged organs. This effect is not as rapid as in trolls, but sages who study regeneration find axolotls much easier to work with.

Magical Mutation. Most axolotls are brown or pale, but those born near strong magical auras can exhibit a wide range of colors. Mutated axolotls may also grow as large as three feet in length, though they do not typically grow more than one foot long. Some wizards breed axolotls and compete to see who can produce the most striking and outlandish patterns. A plaid or paisley axolotl can fetch a king's ransom in certain circles.

Axolotl

Tiny Beast, Unaligned

Armor Class: 11
Hit Points: 11 (2d4 + 6)
Speed: 5 ft., Swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Saving Throws: +5 CON
Skills: +2 Survival, +2 Perception
Senses: Passive Perception 12
Languages: --
Challenge: 0

Rarity: Rare
Environment: Coastal, Lake, River, Swamp
Diet: Insects, Fish
Taming Difficulty: Easy
Starting Bond Points: 8
Suggested Personality: Energetic, Friendly

Regeneration. The axolotl regains 1d4 hit points at the start of its turn if it has at least 1 hit point. If the axolotl has lost any part of its body but is not killed, including a portion of its brain, it can regrow it during a long rest.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Bat

Bats are tiny flying mammals that use their webbed fingers to entirely sustain themselves in the air. Long assumed to be malevolent pests or vampires in disguise, in truth most bats are docile and reclusive. Varying species of bats can range from a few inches long to over 5 feet wide. Their most remarkable ability is echolocation, which allows them to find tiny objects through sonic feedback. Their diet consists of mostly fruits and insects; only a few species actually drink the blood of living creatures.

Natural Reservoirs. The main danger bats present is actually the diseases that ride on their backs. As social and mobile creatures, their presence can quickly lead to a widespread illness. However, their bodies have adapted to become immune to a large variety of pathogens.



Bat

Tiny Beast, Unaligned

Armor Class: 11
Hit Points: 3 (1d4 + 1)
Speed: 5 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	13 (+1)	3 (-4)	14 (+2)	6 (-2)

Damage Resistance: Poison
Saving Throws: CON +4
Skills: Perception +5
Senses: Blindsight 30 ft., Darkvision 60 ft., Passive Perception 15
Languages: --
Challenge: 1/8

Rarity: Very Common
Environment: Forest, Mountain, Ruins, Swamp, Underground, Urban
Diet: Blood, Fruit, Insects
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Hardy, Nervous

Pathogen Carrier. Once the bat has made a saving throw against the poisoned condition, any creature that the bat bites who fails the same saving throw is also poisoned for 1 hour. This effect lasts for 1d4 days on the bat.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 2 (1d4) poison damage.

Echolocation. The bat emits a screech, and each creature within 5 feet of it must succeed on a DC 11 Constitution saving throw or take 1 Thunder damage. For the next round, the bat's blindsight range is doubled, and it has advantage on Wisdom (Perception) checks.

Birds of Prey

Collectively known as "raptors," these are birds that hunt small animals by swooping down from above. They all have keen eyesight to spot their prey from far away, and powerful talons to snatch the prey up. That prey includes small mammals, from mice to rabbits and larger creatures, as well as smaller birds.

Raptors are seen as symbols of power across humanoid cultures. There is a tradition among nobility of using tame birds of prey to hunt rabbits and other small game. Hawks are often used, as are falcons (hence the name for the sport, "falconry"), but some nobles use more exotic birds as a mark of prestige. Traditional falconers wear heavy leather gauntlets, allowing the birds to perch on their arms. They place hoods over the birds' eyes and tie the birds' feet so that they are not tempted to fly off after prey until the hunter is ready. Of course druids, rangers, and others who can communicate with the birds directly may not need to resort to these methods.

Raptors are naturally bold and aggressive. Wild birds of prey are difficult to train, but raptors that are raised from chicks are much more willing to cooperate with humanoids.

Eagle

Eagles are among the largest and most powerful birds of prey. Though different species range across many habitats, the best known are the golden eagles who make their nests in remote mountaintops. Ruthless and fearless, they prey upon venomous snakes, large fish, and young sheep and deer—sometimes even adults that are too heavy for them to lift.

Haughty. Perhaps the proudest of animals, eagles only allow themselves to be tamed by those they consider worthy. Especially in the wild, they will take offense unless approached with respect and deference.

Similarly to lions, eagles consider themselves the equivalent of kings within their own domain. Eagles use their strength to command other birds, claiming other predators' kills within their territory for themselves. Powerful deities of the sun and sky, or of rulership and authority, favor eagles as their messengers and avatars. Worshipers of these gods prize the eagle's feathers as symbols of divine power.



Eagle

Small Beast, Unaligned

Armor Class: 13
Hit Points: 7 (2d6)
Speed: 15 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	3 (-4)	16 (+3)	5 (-3)

Skills: Perception +6
Senses: Passive Perception 16
Languages: --
Challenge: 1/4

Rarity: Uncommon
Environment: Desert, Forest, Grasslands, Mountain
Diet: Fish, Rodents
Taming Difficulty: Average
Starting Bond Points: 2
Suggested Personality: Brave, Wise

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Aerial Charge. If the eagle flies at least 40 feet straight toward a target and then hits it with a talon attack on the same turn, the target takes an extra 2 (1d4) slashing damage. If the target is a tiny creature, it must succeed on a DC 11 Strength saving throw or become grappled.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Hawk

Larger than falcons, hawks build broad nests in tall trees, hunting in forests and over adjacent plains. Hawks are famous for their agility in flight, even among other raptors. They use their long tails to make precise maneuvers that few other birds can match. When they spot prey, they can dive with incredible speed.

Hawks are especially merciless predators, snatching up smaller birds and any other small creatures who let their guards down. Once a hawk has chosen a victim, that creature almost never escapes.

Keen Hearing. "The eyes of a hawk" is a well-worn phrase, but hawks' ears are equally sharp. They can find their prey by sound even if it is well camouflaged in dense foliage.

Hawks have versatile voices to match their well-developed sense of hearing. They use a wide range of calls to claim territory and communicate with each other.



Hawk

Tiny Beast, Unaligned

Armor Class: 13
Hit Points: 4 (1d8)
Speed: 15 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	4 (-3)	16 (+3)	5 (-3)

Skills: Perception +6
Senses: Passive Perception 16
Languages: --
Challenge: 1/8

Rarity: Common
Environment: Desert, Forest, Grasslands, Mountain
Diet: Fish, Rodents
Taming Difficulty: Average
Starting Bond Points: 2
Suggested Personality: Brave, Quiet

Keen Hearing. The hawk has advantage on Wisdom (Perception) checks that rely on hearing.

Aerial Charge. If the hawk flies at least 40 feet straight toward a target and then hits it with a talon attack on the same turn, the target takes an extra 2 (1d4) slashing damage.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Butterfly

As delicate as they are beautiful, these simple insects ride waves of scent to their next meal. Some spellcasters with strong connections to the fey prefer butterflies as companions, seeing them as symbols of the vibrant life in their homeland.

Butterfly

Tiny Beast, Unaligned

Armor Class: 12
Hit Points: 1 (1d4 - 1)
Speed: 1 ft., Fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	3 (-4)	13 (+1)	13 (+1)

Senses: Passive Perception 12
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Coastal, Forest, Grasslands, Mountain, Urban
Diet: Blood, Nectar
Taming Difficulty: Easy
Starting Bond Points: 8
Suggested Personality: Creative, Nervous

Fey Affinity. If the butterfly's Bond Strength is 10 or higher, their ally can roll a d4 and add the number rolled to Charisma (Persuasion) checks made to interact with fey.

Keen Smell. The butterfly has advantage on Wisdom (Perception) checks that rely on smell.



Cat



These small predators have found great enjoyment from domesticating humanoids, acting as gods while they are fed whatever they desire. People of all stations keep them as companions, from proud lords to lonely peasants. The quiet and the bookish tend to especially enjoy their company, as observing their behavior can be enlightening to the attentive.

Some suppose that cats are not intelligent, as they seem incapable of communicating or following any given commands. In actuality, they see all other creatures as simple animals, and find no reason to form meaningful relationships they can't benefit from.

Independent hunters at heart, cats are known for their aloof attitude, even toward creatures they genuinely like. They are often too proud to admit a deep attachment with a non-feline creature, even if they happen to curl up next to that creature to sleep on a regular basis.

Mousers. Cats passionately hunt small animals such as birds, rodents, lizards, and large insects. This makes them useful pets in places where humanoids have trouble keeping vermin under control, like farms, granaries, market stalls, gardens, or anywhere they cause damage. Cats hunt by stealth, relying on their keen hearing and smell to find prey. Their eyes can see in near darkness, and they are most active in the twilight hours.

Risky Agility. Cats have a reputation for getting into trouble with their curiosity, and out of it again with their quick reflexes, guile, and sheer luck. Cats are famous for their ability to land feet-first. A cat that falls more than a few feet will right itself in the air, landing on its feet and rarely suffering any harm, even after falling from great heights. Legend speaks of a wizard who tied two cats together, back-to-back, causing them to rapidly spin in the air to generate power for their rituals.

Cat

Tiny Beast, Chaotic Evil

Armor Class: 13
Hit Points: 3 (1d6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	8 (-1)	16 (+3)	9 (-1)

Saving Throws: DEX +5
Skills: Acrobatics +5, Perception +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: Understands Common but can't speak it
Challenge: 0

Rarity: Very Common
Environment: Forest, Mountain, Urban
Diet: Fish, Meat
Taming Difficulty: Average
Starting Bond Points: 3
Suggested Personality: Proud, Stinky

Keen Senses. The cat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lithe Form. Cats are immune to falling damage for up to 60 ft.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If the target is a tiny creature, it is also grappled (escape DC 8). Until this grapple ends, the target is restrained, and the cat can't bite another target.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



Coconut Crab

Coconut crabs are surprisingly large tropical island dwellers, capable of growing up to 3 feet long. True to their name, they have adapted to climbing palm trees and knocking down coconuts, their preferred food. Their claws are large and strong enough to open coconuts, which is terrifying.

Landbound. Coconut crabs need a moist environment in order to breathe, but except for laying eggs and hatching they live their entire lives on dry land. In fact, they can only survive in water for about a day before suffocating. As long as they have a wet place to rest and moisten their gills, coconut crabs can dare most environments.

The sharklike sahuagin prize coconut crabs as a delicacy, although they must leave the ocean depths to harvest them. Some coastal communities have learned to farm coconut crabs, to offer them as tribute and buy off sahuagin raiding parties.

Tough Shell. Coconut crabs are larger than most other crabs and their shells are especially thick. They are so well armored that they can fall from surprising heights without being harmed. This is useful for a crab that spends so much time climbing trees. These crabs also have an impressive natural life span of up to 60 years.

Fruit Snatchers. In places that value their coconut harvests, coconut crabs are known as "robber crabs." Coconut crabs have surprisingly strong senses of smell, which make it difficult to hide food from their determined claws. Mischievous folk have been known to train the greedy grabbers to seek out other prey, such as unattended purses, helping the robber crab more fully embody its nickname.

Coconut Crab

Tiny Beast, Unaligned

Armor Class: 14 (natural armor)
Hit Points: 1 (1d4 - 1)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+2)	9 (-1)	2 (-4)	13 (+1)	4 (-3)

Skills: Athletics +2
Senses: Passive Perception 11
Languages: --
Challenge: 0

Rarity: Uncommon
Environment: Coastal
Diet: Fruits, Meat, Nuts
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Clever, Hardy

Powerful Claws. The coconut crab has advantage on Strength (Athletics) checks.

Hold Breath. The coconut crab has weak gills, and can survive underwater for 1 hour.

Fall Resistance. The coconut crab is immune to falling damage for up to 30 feet.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

DINOSAURS

Dinosaurs include the terrible behemoths who dominate lost worlds, but also many smaller species. Their anatomy and mannerisms combine aspects of reptiles and birds.

Albertonykus

The albertonykus is a tiny dinosaur whose claws are adept at ripping open wood. It uses this ability to access termites and other insects, the albertonykus' favorite meal. Its slender snout and tiny teeth make quick work of entire colonies, and its powerful legs allow it to escape any oncoming dangers.



Albertonykus

Tiny Beast, Unaligned

Armor Class: 11
Hit Points: 3 (1d6)
Speed: 40

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	2 (-4)	14 (+2)	8 (-1)

Skills: Perception +3
Senses: Passive Perception 13
Languages: --
Challenge: 0

Rarity: Common
Environment: Forest, Ruins, Swamp
Diet: Insects
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Clever, Nervous

Carving Claws. Once per Short or Long Rest, the albertonykus can spend 1 minute to destroy up to 1 square foot of nonmagic wood.

Standing Leap. The albertonykus' long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Aquilops

Aquilops are adorable, rabbit-sized dinosaurs. Their hollow bones and large beaks imply their close relationship to birds, and allow them to drop long distances with little to no harm. They group together in forests near lakes, enjoying the bountiful supplies of nuts and fish.



Aquilops

Tiny Beast, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 2 (1d4)
Speed: 25 ft., Swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	11 (+0)	2 (-4)	10 (+10)	7 (-2)

Senses: Passive Perception 10
Languages: --
Challenge: 0

Rarity: Common
Environment: Coastal, Forest, Lake, River, Swamp
Diet: Nuts, Fish, Fruit
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Childish, Friendly

Lightweight. The aquilops is immune to falling damage for up to 30 feet. If carried, the aquilops only weighs 2 pounds. In addition, an aquilops does not sink in water unless it is carrying more than 3 pounds.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Compsognathus

These slender dinosaurs rarely grow more than three feet long, about the size of a turkey or a large chicken. Composognathuses, or "compys" as some rangers affectionately call them, make their temporary nests around landmarks such as a tree or a boulder. Occasionally they choose a large creature as this landmark, and follow that creature around if it tolerates them. As they roam they return to familiar sites that proved safe, including creatures that they remember being friendly.

Speedy. Compys' long legs carry them surprisingly fast. This helps them catch even the twitchiest prey and outrun most creatures that would hunt them.

Compys normally live and hunt in groups of several dozen. Instead of working together to take down larger prey, they fan out and scour an area for small creatures like mice and lizards.

Alarm Critters. Compys react to almost any new creature by hopping up and down and chirping loudly. If it runs away, they chase it; if it chases them, they run. As a result, a pack of compys—or even a single one—can make reliable guard dogs of a sort. Anyone who sleeps near a compy nest can rest easy, knowing nothing will come close without the compys waking them up.

Lucky Lizards. Humanoid tribes who live where dinosaurs roam often see compys as bringers of good fortune. Meeting a herd of compys is certainly a better stroke of luck than encountering almost any other kind of dinosaur.

Compsognathus

Tiny Beast, Unaligned

Armor Class: 13
Hit Points: 2 (1d4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +4
Senses: Passive Perception 14
Languages: --
Challenge: 0

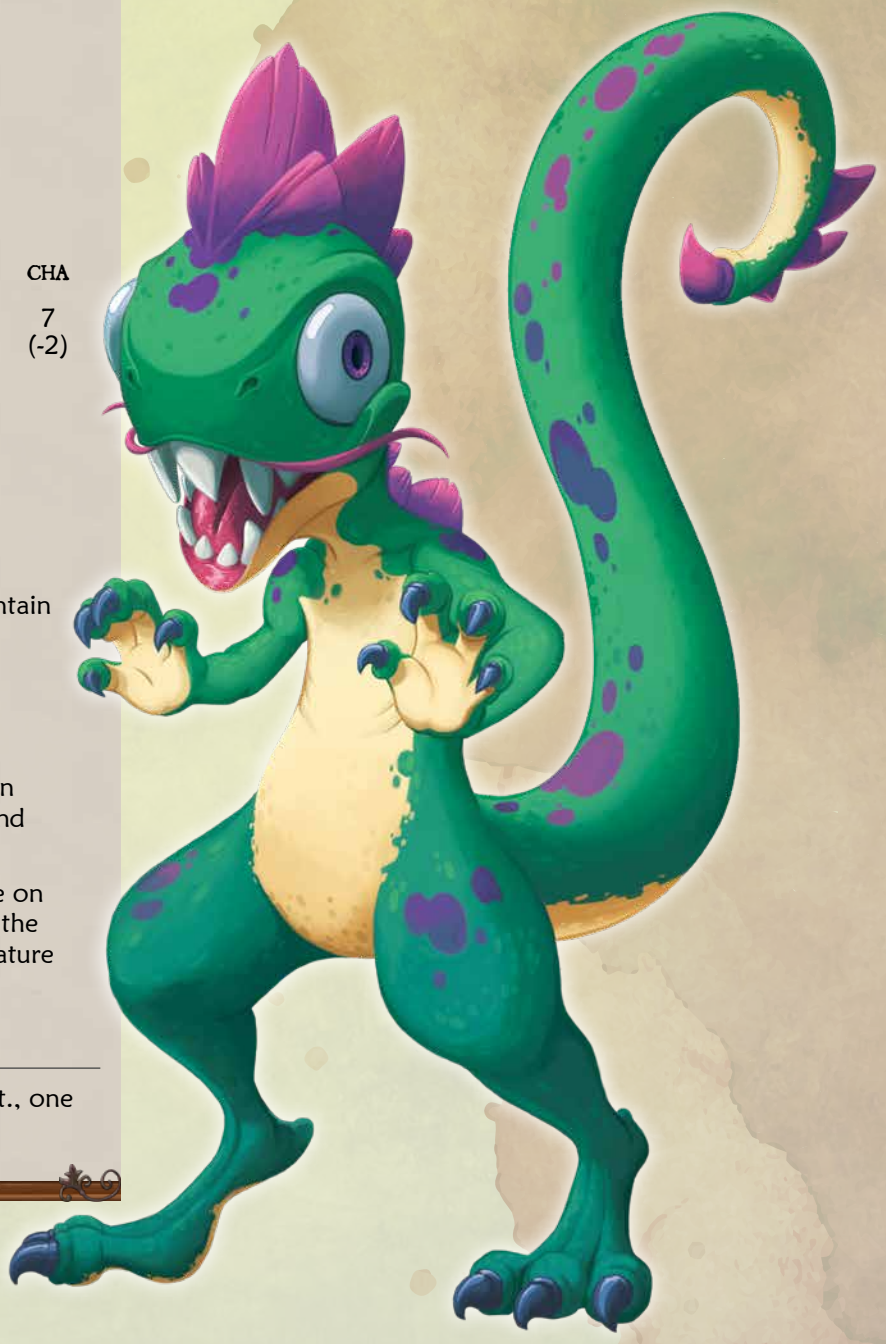
Rarity: Common
Environment: Coastal, Desert, Grasslands, Mountain
Diet: Lizards, Rodents
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Energetic, Impulsive

Keen Senses. The compsognathus has advantage on Perception (Wisdom) checks that rely on hearing and smell.

Pack Tactics. The compsognathus has advantage on an attack roll against a creature if at least one of the compsognathus's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Psittacosaurus

These beaked dinosaurs grow to four or five feet in length, and stand half as high.

Juvenile Gangs. Adult psittacosauruses do not raise their young. Instead, young psittacosauruses assemble in groups that live, forage, and play together. This makes it easy for a baby psittacosaurus to integrate into a group of other creatures, such as a humanoid family or adventuring party.

Juvenile psittacosauruses approach new creatures cautiously, to figure out if they are potential predators or potential friends. They tend to be optimistic in this regard. One of a group will approach a stranger, running back to the group if there's a hint of danger. If the strange creature proves interesting and doesn't attack them, a group of psittacosauruses may follow it from a distance for days, just to see what happens.

As they mature, psittacosauruses develop a ridge of colorful feathers along their spines. At this point they look for opportunities to strike out on their own and search for mates. Adult psittacosauruses are solitary and self-sufficient, only occasionally returning to visit the creatures they grew up with.

Powerful Bite. Psittacosaurs' large beaks are made of a tough keratin controlled by a powerful reptilian jaw. They mostly use these to shear through the tough plants, nuts, and fruits that make up their diet. Their jaws are extremely strong, and while they can use their foreclaws to manipulate items carefully, when they really want to hold onto something they bite it. They can inflict surprisingly nasty bites on unwary predators.



Psittacosaurus

Tiny Beast, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 2 (1d4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills: Perception +4
Senses: Passive Perception 14
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Forest, Grasslands, Mountain, Ruins, Swamp
Diet: Leaves, Nuts
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Friendly, Nervous

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Dog

Dogs have been companions to humanoids since before the beginnings of civilization. Over generations, these relatives of wolves have gradually become archetypical pets—"man's best friend." They are known for their intelligence compared to other domestic animals, and enthusiastic loyalty to the creatures they consider family. Many types of dog are playful, and almost all can be taught at least simple tricks. With a little training to keep them from getting lost, they make excellent traveling companions.

Diverse Breeds. Because they have been domesticated for so long, humanoids have been able to breed them for many different traits. Different breeds of dog vary widely in size, color, build, and temperament. Every culture and region has at least one preferred breed. Breeds common among nonhumans include the stocky draft hounds of the Mountain Dwarves, Halfling riding dogs, the fleet-footed Elven retriever, massive half-worg Orcish war hounds, and the miniature terriers favored by Rock Gnomes.

Despite their differences, all these types of dog readily interbreed, creating an even wider variety. Most dogs belonging to common folk are of mixed breeds, combining the traits of several types.

Working Dogs. Dogs are smart enough to learn various tasks, and different breeds of dogs have adapted to different jobs. There are common breeds known for herding livestock, guarding against intruders, pulling carts and sleds, killing rats, tracking by scent, and various forms of hunting. They tend to be happiest when they can do the task they were bred for.



Dog

Tiny, Small, or Medium Beast, Neutral Good

Armor Class: 12
Hit Points: 4 (1d8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	8 (-1)	14 (+2)	8 (-1)

Skills: Perception +4
Senses: Passive Perception 14
Languages: Understands common but can't speak
Challenge: 1/8

Rarity: Very Common
Environment: Coastal, Grasslands, Urban
Diet: Meat, Nuts
Taming Difficulty: Easy
Starting Bond Points: 12
Suggested Personality: Clever, Friendly, Nasty

Keen Senses. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Tricks. If the dog's Bond Strength is 14 or higher, it can be taught a trick. Over the course of an hour, you can teach them to come, fetch, play dead, or sic. Once per short or long rest, you can use an action to command the dog to perform the trick. You can teach the dog a different trick on a short rest, but the dog cannot remember more than one trick at a time.

Come. The dog uses its reaction to move 30 feet toward you.

Fetch. Choose an item within 15 feet of the dog that is not being worn or carried. The dog uses its reaction to retrieve the item.

Play Dead. The dog uses its reaction to fake death. Until the end of its next turn, its condition is indistinguishable from death.

Sic. Choose a target within 15 feet of the dog. It uses its reaction to charge the target and make one bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. If the target is a tiny creature, it is also grappled (escape DC 8). Until this grapple ends, the target is restrained, and the dog can't bite another target.

Duck

Ducks are water birds, congregating in ponds and lakes where they can satisfy their appetites. Their bills are lined with many needle-like teeth, which serve to trap tiny creatures that they snatch out of the water. As the seasons change and prey becomes scarce, a flock of ducks will take flight, only to descend en masse on new, unsuspecting hunting grounds in another part of the world.

Ducks have been known to dwell alongside humanoids when it serves their purposes. When ducks occupy a body of water near a settlement, villagers will make regular pilgrimages to offer the ducks food in the form of bread crumbs or grapes. One can only guess at the motivations of a duck that ingratiates itself into an adventuring party. There is both more and less going on behind their black eyes than it would seem.

Menacing Aura. Ducks' primitive minds teem with formless, sinister intent. Sensitive individuals may perceive this and experience unaccountable dread in the presence of ducks. Unfortunately, these souls' warnings often go unheeded until it is too late.

The effect is stronger in places where other sinister forces are at work. Some intrepid heroes bring a duck along when they adventure in long-forgotten places, using the duck's dreadful presence as a sort of early-warning system—if they draw too close to an ancient evil, their fear of the duck will alert them that something is amiss.

Echoless. The duck's rasping call, or "quack," is the only sound that does not echo. This reflects the fact that ducks are the only birds that do not have souls.

Duck

Tiny Beast, Unaligned

Armor Class: 10
Hit Points: 2 (1d4)
Speed: 25 ft., Fly 30 ft., Swim 15 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills: Perception +5
Senses: Passive Perception 15
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Coastal, Forest, Lake, River, Urban
Diet: Fish, Insects, Leaves
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Chatty, Stupid

Actions

Ominous Aura (Recharge 6). The duck emits an otherworldly sense of dread for no comprehensible reason. Each creature within 15 feet of the duck must succeed on a DC 8 Wisdom saving throw or become frightened of the duck until the end of their next turn.

Beak. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



FROGS

These small amphibians hatch as fishlike tadpoles before growing into four-legged, hopping adults. Frogs have bulging eyes and long tongues which can dart out to catch insects out of the air, which is the sort of thing some people find cute and others find unnerving. Some species live their whole lives in and around the water, while others prefer life on dry land.

They are a favored familiar of the sort of spellcasters who appreciate that they are easy to hide, off-putting, and frequently poisonous. Lizardfolk and bullywugs especially keep them as companions. Their personalities, however, do not reflect the malice of their owners; most frogs are happy just to eat bugs and stay out of trouble.

Certain species of frogs and toads produce useful toxins. Poisoners, healers, hunters, and mystics all sometimes keep these creatures to harvest useful substances from them.



Toad

Toad

Tiny Beast, Unaligned

Armor Class: 10
Hit Points: 3 (1d4 + 1)
Speed: 10 ft., Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances: Poison
Skills: Perception +2, Stealth +3
Senses: Darkvision 60 ft., Passive Perception 14
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Forest, Grassland, River, Ruins, Swamp, Underground
Diet: Insects
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Chatty, Lazy

Toads are larger than most frogs. Their skin is rougher and "wartier," and they mostly live on land. Their legs are also naturally shorter than other frogs', and they are unable to jump or swim at remarkable speeds.

Nauseating Toxins. The toxins that cover some toads' skin have detrimental effects on humans. Even brief exposure can cause nausea and vomiting, while large doses can cause death. A few of them instead alter the perceptions of the victims, causing hallucinations.

Variant: Toxic Toads

Some toads naturally produce and secrete toxins as a form of defense. A toxic toad has the following traits.

Cardiovascular Toxin. Any creature that touches the toad must make a DC 12 Constitution saving throw. On a failure, the creature suffers a level of exhaustion after a minute has passed.

Poison Harvesting. The poison coating on this species of toads can be harvested and applied to weapons. To do this, you must spend one minute and make a DC 14 Wisdom (Survival) check. On a failure, you take 1 poison damage and become poisoned for 1 minute. On a success, you harvest the poison. You can use the poison to coat one weapon, causing the next attack with that weapon to deal an additional 1d4 poison damage. The toad replenishes its poison at dawn.

Tree Frog



Many species of small frogs live among the trees of tropical rainforests. Other similar species use their long legs to propel themselves through water.

Neurotoxic Poison. Many tree frogs produce powerful neurotoxins in their skin, which is brightly colored as a warning to predators. Hunters harvest this poison and use it to coat their weapons, allowing them to partially restrict their target's movement.

Color Changing. Tree frogs are tiny, quick, and shy. Many can change the color of their skin to better blend in with their surroundings, whether it's tree bark or a wizard's robes.

Tree Frog

Tiny Beast, Unaligned

Armor Class: 11
Hit Points: 1 (1d4 - 1)
Speed: 15 ft., Climb 15 ft., Swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	9 (-1)	3 (-4)	14 (+2)	6 (-2)

Damage Resistances: Poison
Skills: Perception +2, Stealth +3
Senses: Darkvision 60 ft., Passive Perception 14
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Coastal, Forest, Grassland, River, Ruins, Swamp
Diet: Insects
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Chatty, Energetic

Variant: Poisonous Frogs

Some frogs digest insects and create a poisonous film around their bodies as a form of defense. A poisonous frog has the following traits.

Defensive Coating. Any creature that touches the frog must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The affected creature can attempt this save again as an action, ending the effect on a success.

Poison Harvesting. The poison coating on this species of frog can be harvested and applied to weapons. To do this, you must spend one minute and make a DC 14 Wisdom (Survival) check. On a failure, you take 1 poison damage and become poisoned for 1 minute. On a success, you harvest the poison. You can use the poison to coat one weapon, causing the next attack with that weapon to deal an additional 1d4 poison damage. The toad replenishes its poison at dawn.



Grimalkinn

These small, feline humanoids live in secretive clans, often hiding on the edges of other civilizations. The grimalkinns that outsiders are most likely to encounter are either warriors watching the perimeter of a settlement, or outcasts making their own way in the world.

Resourceful Scavengers. Grimalkinn make ingenious use of what other civilizations cast off. They re-forge scrap metal into tools and weapons, and sew discarded rags into exquisite clothing. They are especially creative when it comes to food, hunting creatures that other cultures consider vermin and cooking foods others consider spoiled. Grimalkinn who leave their clans often find employment as cooks on dangerous expeditions, using their native culinary skills to conjure delicious meals out of unlikely ingredients.

Beast Talk. Grimalkinn share a talent for communicating with other creatures. The Grimalkinn language that they use among themselves consists not only of sounds, but of posture, scent, and significant silences. They have created a pidgin form of this language that allows them to communicate with most animals on their own terms, holding complex conversations that would normally require magic.

Grimalkinn

Small Beast, Neutral Good

Armor Class: 13
Hit Points: 7 (2d6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	11 (+0)	13 (+1)

Skills: Perception +2
Senses: Darkvision 60 ft., Passive Perception 12
Languages: Common, Grimalkinn
Challenge: 1/2

Rarity: Uncommon
Environment: Desert, Grasslands, Ruins, Urban
Diet: Fruit, Meat
Taming Difficulty: Hard
Starting Bond Points: 6
Suggested Personality: Brave, Proud

Scavenging. The grimalkinn can find food and fresh water for itself each day, provided that the land offers berries, small game, water, and so forth.
Natural Language. Through simple sounds, expression, and posture the grimalkinn can communicate simple ideas with small or smaller beasts.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Honor-Bound. Grimalkinn society places great importance in personal honor. A grimalkinn builds his or her honor by serving the clan well, and by honoring promises. Grimalkinn who go back on their word or abandon their duty find themselves cast out from their clan and forced to seek a living among the other races. Such outcasts often find companionship, and a familiar focus on honor, in the military structure of mercenary bands, where they make themselves indispensable in and out of battle.



Koala

Koalas are strange, tiny marsupials that cling to a self-destructive diet, which is the result of a remarkable digestive system. Only able to digest toxic leaves from various plants, nearly all their energy is devoted to not dying from the poison.

Family Matters. Although koalas have a tendency to keep their distance from one another, mothers and their young, or "joeys," share a close bond. For the first year of their lives, young koalas cling to their mothers as they develop a resistance to their food source.

Koala

Tiny Beast, Unaligned

Armor Class: 10
Hit Points: 4 (1d4 + 2)
Speed: 25 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	15 (+2)	2 (-4)	12 (+1)	8 (-1)

Saving Throws: CON +3
Senses: Passive Perception 11
Languages: --

Challenge: 0

Rarity: Common
Environment: Coastal, Forest
Diet: Leaves
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Hardy, Lazy

Useless. The koala requires 16 hours of sleep to benefit from a long rest. In addition, after attacking, the koala suffers one level of exhaustion.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Lobster

These crustaceans differ from crabs because their shelled bodies are elongated, defined by muscular tails and claws. Lobsters are scavengers, searching for food by walking along the ocean floor, and escaping from danger by using their powerful tails to propel them backwards with great speed.

Long-Lived. Unlike most animals, lobsters do not seem to grow weaker with age. They never stop growing through their lives, shedding their old shell as they outgrow it each year. In the deepest reaches of the ocean, there are rumored to be lobsters that have lived for centuries and grown to the size of horses.

Coastal Foods. As with crabs, many humanoid cultures eat lobsters, finding abundant meat in their claws and tails. Where lobsters are plentiful and easy to catch, they are considered a food suitable only for the poor and the upper classes disdain them. Canny coastal merchants, however, have learned to pass lobsters off as a delicacy in inland cities, commanding high prices from discerning gourmands.

Aquatic Pets. Merfolk and aquatic elves disdain to eat lobsters at all, instead raising them as pets. It is said that elf-raised lobster breeds are more affectionate and playful, while the merfolk's preferred breeds are aggressive hunters of aquatic pests. Both types are bred for more striking blue and yellow colors than their wild cousins. They are surprisingly appreciative of belly-rubs. Surface-dwellers may still be put off by their relatively quiet demeanors and lack of fur; their cuteness is undoubtedly in the eye of the beholder.

Lobster

Tiny Beast, Unaligned

Armor Class: 12 (Natural armor)
Hit Points: 4 (1d4 + 2)
Speed: 10 ft., Swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	2 (-4)	11 (+0)	5 (-3)

Skills: Perception +2, Stealth +3
Senses: Passive Perception 12
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Coastal, Underwater
Diet: Fish
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Nervous, Quiet

Frantic Escape. The lobster can double its swimming speed while moving backwards.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



Manta Ray

Manta rays are large, majestic beasts that drift through the oceans they call home. Much larger and less dangerous than their smaller cousins, manta rays are often seen as wise and playful giants. They have been known to remember large portions of the oceans they travel, and even choose populated areas as feeding or grooming grounds. Many manta rays have their own groups of mouth-cleaning fish that greatly enjoy their visits.

Clever Giants. At first glance, one would assume a giant cloak-shaped creature would be as simple as they come. However, their unique brains grant them as much wisdom as a trained monk. Fully aware of the world around them, they collectively agree to abandon dangerous waters when threatened. They take small schools of fish with them when they do so, using them as seeds for a new environment.



Manta Ray

Large Beast, Neutral

Armor Class: 12
Hit Points: 17 (2d12 + 4)
Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	8 (-1)	15 (+2)	6 (-2)

Skills: Acrobatics +4, Survival +4
Senses: Passive Perception 12
Languages: --
Challenge: 0

Rarity: Uncommon
Environment: Underwater
Diet: Fish
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Relaxed, Wise

Oceanic Traveler. The manta ray can always recall the general layout, flora, and fauna of locations it has visited.

Humble Guide. The manta ray has 1d6 tiny fish that occupy its space alongside it.

Actions

Herd. The manta ray targets one medium or smaller creature within 5 feet of itself. The creature must succeed on a DC 14 Dexterity check or be moved up to 10 feet in a direction the manta ray chooses.

Octopus



These marine creatures are known by their distinctive, bulbous heads and their eight tentacles lined with suckers. They use these tentacles to swim, to grasp objects, and to capture their prey—mostly hapless fish.

Elusive. Octopuses have several tricks for hiding from potential predators. They can change their pigments to create a form of camouflage, blending in with coral or with rocks on the ocean floor. When that fails, an octopus can release a cloud of dark ink into the water around it. This obscures the water, giving the octopus a chance to escape.

Merfolk have had success training octopuses as a sort of border sentry. The trained octopus hides near a key location, and flees back to its trainer if it spots an intruder.

Keyhole Escape. The only hard part of an octopus' body is its beak, which resides underneath its tentacles. Because of this, an octopus can squeeze through any space its beak can fit through, compressing the rest of its body to an alarming degree. Captive octopuses frequently escape their enclosures, no matter how secure their keepers think they are.

Strange Intelligence. An octopus' intelligence rivals most humanoids, but their thoughts are as alien as any extraplanar being's. They are able to use objects as tools, or build simple shelters from their surroundings. Much of the octopus' mind and thoughts are given to controlling its eight arms, which move and even think independently of one another. Any attempt to read an octopus' mind thus finds a jumble of simultaneous thoughts and impulses.

It has been speculated that if octopuses lived longer they could develop their intelligence further. A curious wizard deposited an octopus on the Astral Plane several centuries ago to test this theory, but was never able to find it again to learn the truth.

Rarity: Uncommon
Environment: Coastal, Underwater
Diet: Fish
Taming Difficulty: Hard
Starting Bond Points: 5
Suggested Personality: Clever, Moody

Alien Mind. The octopus is immune to any effect that would sense its emotions or read its thoughts. In addition, it has advantage on saving throws against being charmed.

Amorphous. The octopus can move through a space as narrow as 1 inch without squeezing.

Extra Arms. If the octopus' Bond Strength is 14 or higher, and it is within 5 feet of its ally, it can use its reaction to interact with up to two items on its ally's turn.

Octopus

Small Beast, Neutral

Armor Class: 12
Hit Points: 4 (1d8)
Speed: 5 ft., Climb 5 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	16 (+3)	13 (+1)	8 (-1)

Saving Throws: DEX +4, WIS +3
Skills: Perception +3, Sleight of Hand +4, Stealth +4, Survival +3
Senses: Passive Perception 13
Languages: --
Challenge: 0

Actions

Ink Cloud. While underwater, the octopus sprays out ink within a 10 foot radius. For the next minute, everything in the area is heavily obscured.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage. If the target is medium or smaller, it must succeed on a DC 9 Strength check or become grappled.

Opossum

Opossums should not be confused with possums, which are the same animal but with a different name, except in places where they are different animals with the same name. They resemble large, pale, and rotund rats, with hairless tails and fingers. Their appearance causes them to be widely misunderstood as dangerous. In fact, these creatures are very shy and otherwise social.

Opossums are naturally forest-dwellers, using their dexterous fingers and prehensile tails to climb trees.



The creation of humanoid settlements has led them to congregate in these new areas, where they can scavenge the humanoids' plentiful garbage for food at night.

Marsupials. Opossums are one of those strange mammals that carry their young in pouches. However, many of them have underdeveloped pouches, and end up carrying their larger young on their backs as they grow older.

Playing Dead. Opossums have a famous habit of "playing dead" when in danger. To the surprise of many, it's actually an involuntary survival mechanism. A threatened opossum will enter a state that is a remarkably convincing imitation of death. The opossum loses consciousness, goes stiff, and even produces a scent akin to that of a dead animal. Experienced hunters exploit this state, simply picking a stunned opossum up by its tail for later use. They return to consciousness on their own, no worse for wear, after about an hour. Younger, less experienced opossums may enter this state whenever something startles them.

Snake Eaters. Opossums are naturally immune to the venom of many venomous snakes, which they enjoy eating. They also consume large numbers of ticks. Humanoids who can look past the opossum's fierce appearance find they can be very helpful, even friendly, creatures to have around.

Opossum

Tiny Beast, Unaligned

Armor Class: 11
Hit Points: 5 (1d4 + 3)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	16 (+3)	2 (-4)	13 (+1)	6 (-2)

Saving Throws: CON +5
Skills: Deception +4
Senses: Passive Perception 11
Languages: --
Challenge: 0

Rarity: Uncommon

Environment: Forest, Urban
Diet: Birds, Insects, Rodents
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Cowardly, Hardy

Faint. As a reaction to any attack made against the opossum that does not kill it, the opossum's body instinctively fakes death. For the next minute, the opossum appears dead to all outward inspection and to spells used to determine the opossum's status. During this time, the opossum is paralyzed.

Opossum Resilience. The opossum has advantage on saving throws against poison, and has resistance against poison damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Otter

These sleek relatives of weasels are most at home in rivers and lakes, or along coastlines. With their webbed feet and fanned tails, they swim nearly as well as fish. The largest types of otter are nearly the size of a human.

In the wild, otters dig extensive dens along bodies of water, where they live with families of a half dozen otters or more. Otters are friendly to members of their family group, and brave when they need to protect them. They show the same qualities toward humanoids who manage to befriend them. However, they have reason to distrust humanoids, who have historically hunted otters for their waterproof pelts.

Clever and Resourceful. Consummate fishermen, otters hunt for fish in groups, a process that involves a lot of thrashing and splashing. They coordinate with each other to trap and surround fish. Certain humanoid groups even train otters to catch fish for them.

Faced with unfamiliar challenges, they look for creative solutions. Otters have figured out how to use tools, at least as long as that tool is a rock. They can grab rocks in their tails and use them to smash shellfish open, or knock them off of the boulders they cling to.

Exuberant and Playful. Otters are quite playful; it's easy to believe they live in the water simply because they enjoy it so much. Otters will splash, jump, and slide around rocky slopes or pools just for the fun of it. They also gather pebbles and play competitive hunting games with them. According to one legend, otters invented the game of Go, although they never got any good at it.

Otter

Small Beast, Neutral

Armor Class: 12 (Natural Armor)
Hit Points: 4 (1d8)
Speed: 25 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	6 (-2)	13 (+1)	8 (-1)

Skills: Perception +3, Survival +3
Senses: Passive Perception 13
Languages: --
Challenge: 0

Rarity: Common
Environment: Coastal, Forest, Lake, River, Underwater
Diet: Fish, Rodents
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Childish, Clever

Pack Tactics. The otter has advantage on an attack roll against a creature if at least one of the otter's allies is within 5 feet of the creature and the ally isn't incapacitated.

Hold Breath. The otter can hold its breath for 10 minutes.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.





Piglet

Piglets are young pigs. They tend to be friendly and playful, albeit easily frightened, which makes them appealing companions to humanoids with a similar disposition.

How piglets mature depends largely on their environment. In domestic settings they grow into familiar barnyard pigs, while in the wild they develop the prominent hair and tusks of a wild boar. In either case, piglets mature in under a year. However, the rock gnomes have bred a species of miniature pig as pets, who essentially remain piglets for their entire lives and never grow to an unmanageable size.

Intelligent and Finicky. Although they don't look it, pigs are among the smarter members of the animal kingdom. They are at least the equals of dogs, able to learn tricks and simple tasks without much trouble. Bards can relate legends of extraordinary piglets who herded sheep, built houses out of various materials, or mastered political rhetoric.

Pigs have an unfair reputation as dirty animals because they will roll in mud to cool off, and eagerly eat what humanoids would consider garbage. They are actually very clean animals, and take particular care to keep the area where they sleep tidy.

Sniffing and Digging. Piglets and adult pigs have powerful senses of smell, which they rely on more than sight to find food and even to identify one another. With some encouragement, they can be trained as trackers, although piglets tend to be much more distractible and timid than the average pig. A piglet may stop what it's doing and start digging in the ground if it smells something tasty down there, and quickly choose to flee when it breaks a branch under its own foot.

Piglet

Tiny Beast, Unaligned

Armor Class: 10
Hit Points: 1 (1d4 - 2)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	6 (-2)	2 (-4)	8 (-1)	12 (+1)

Senses: Passive Perception 9
Languages: --
Challenge: 0

Rarity: Common
Environment: Forest, Grassland, Urban
Diet: Leaves, Meat
Taming Difficulty: Very Easy
Starting Bond Points: 10
Suggested Personality: Childish, Impulsive

Growing Up. If the piglet is magically aged, it becomes a boar.

Actions

Plead. The piglet chooses one creature within 30 feet of it. The creature must make a DC 10 Wisdom saving throw. On a failure, it becomes charmed until the end of its next turn. While the creature is charmed, it cannot attack the piglet. On a success, the creature is immune to this effect for 24 hours.

Raccoon

These scavenging mammals have distinctive black stripes and masklike facial markings. They tend to live near human settlements, where they can forage for food in a steady supply of garbage. This gives them a reputation as dirty creatures, but they are quite fastidious in their own way. They are known for their distinctive habit of washing food in water before they eat it.

Raccoons' "masked" appearance gives them a reputation as thieves, but what makes the reputation stick is their talent for stealing things. Raccoons are very clever, capable of solving complex problems and even passing the solutions on to other raccoons. This is frustrating to humanoids trying to keep the animals out of their garbage, but useful in an adventuring partner. In fact, many thieves and rogues find a like-minded companion in a raccoon.

Raccoon Clans. Raccoons living in the same area band together in small, temporary clans. They team up to defend their range against outsiders and predators, and to execute heists they couldn't pull off alone. No one's garbage is safe when raccoons join forces.

Canine Rivalry. Raccoons consider dogs their eternal foes. When a dog stands between raccoons and what they want, they go out of their way to vex and embarrass it.

Natural Rebels. Raccoons are strong-willed and independent. Humanoids who try to domesticate raccoons find they don't take orders, and resent attempts to teach them "tricks." Those with raccoon companions find they have better luck viewing the raccoon as less of a pet, and more of a partner in crime.

Raccoon

Small Beast, Chaotic Neutral

Armor Class: 12
Hit Points: 7 (2d4 + 2)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	8 (-1)	14 (+2)	5 (-3)

Skills: Perception +4, Stealth +4, Survival +4
Senses: Passive Perception 14
Languages: --
Challenge: 1/8

Rarity: Common
Environment: Forest, Grasslands, Ruins, Urban
Diet: Any organic material
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Clever, Devious

Pack Tactics. The raccoon has advantage on an attack roll against a creature if at least one of the raccoon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Rodents

The order of rodents includes a number of small, furry mammals that can make pleasant companions. Rodents include a great variety of species with many different forms, habits, and habitats. The strange quality that unites all rodents is that their sharp front teeth never stop growing; they wear the teeth down to a constant length through gnawing at tough food and digging through the ground.

Rodents are all relatively small and tend to be skittish, which is reasonable considering how many predators consider them prey.



Capybara

Capybaras are the world's largest natural rodents, slightly larger even than the giant rats that plague city sewers. However, any sane adventurer would rather encounter a horde of capybaras than even a single feral rat, since capybaras are friendly and harmless.

Capybaras live in large family groups, ranging in size from as few as ten to as many as one hundred capybaras. They enjoy the company of other creatures that approach them peacefully.

Water Rats. Always dwelling near bodies of water, capybaras are excellent swimmers. They are so at home in the water that they can even sleep while submerged, with only their noses above the surface.

Soothing Nature. One legend speaks of a great hunter spirit, who fired an arrow that missed its quarry. The spirit searched for the arrow for days, becoming more and more frustrated as time passed. It was a humble capybara who spoke soothingly to the god, allowing them to relax and think unclouded by frustration. The spirit then made enough arrows to fill a dozen quivers using materials from the forest. Whether or not the tale is true, the rotund and placid capybara exudes a sense of calm that extends to the creatures around it. It is simply hard to stay angry in the company of a capybara.

Capybara

Small Beast, Unaligned

Armor Class: 11 (natural armor)
Hit Points: 9 (2d6 + 2)
Speed: 30 ft., Swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	4 (-3)	9 (-1)	8 (-1)

Skills: Perception +2, Persuasion +2
Senses: Passive Perception 12
Languages: --
Challenge: 0

Rarity: Uncommon
Environment: Coastal, Forest, Lake, River, Swamp
Diet: Leaves, Nuts, Roots
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Friendly, Relaxed

Peaceful Presence. If the capybara's Bond Strength is 10 or higher, their ally can roll a d4 and add the number rolled to Wisdom (Animal Handling) checks.

Relaxing Aura. If there are more than 10 capybaras within 60 feet of each other, they all benefit from the sanctuary spell.

Rabbit

Rabbits are recognized by their long ears and powerful legs, the first of which help them detect predators from a distance and the second of which help them jump away with great speed. Humanoids domesticate rabbits for a range of uses, from their meat to their warm fur, or simply for the sake of company. Rabbits raised among humanoids can be surprisingly tolerant of creatures they would flee in the wild, such as cats, dogs, and other humanoids.

Rabbits in the wild tend to live in large groups, and most live in extensive underground burrows called warrens. These convoluted networks of tunnels can stretch underground for miles, piercing the walls of caves and dungeons alike.

Rabbit Lore. Rabbits are said to enjoy a rich tradition of legends and stories which they pass down across generations. Every warren contains at least one rabbit who can recount the history of their species' creation, and recall the right story to lift the other rabbits' spirits in dark times. Some legends even say rabbits came from the moon during a particularly starry night.

Symbols of Luck. Rabbits are a particular favorite of trickster deities and their associated heroes, who respect the rabbit's ability to avoid consequences and enemies alike. The gods have blessed rabbits with a greater than normal share of luck. However, rabbits can only avail themselves of that luck because they are eternally vigilant for enemies. Some humanoids suppose that they can avail themselves of a rabbit's luck by carrying a rabbit's foot, but it stands to reason that a lucky rabbit would have been able to avoid such a grim fate.



Rabbit

Tiny Beast, Unaligned

Armor Class: 13
Hit Points: 2 (1d4)
Speed: 40 ft., Burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (-2)	3 (-4)	14 (+2)	5 (-3)

Skills: Perception +4
Senses: Passive Perception 14
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Coastal, Desert, Forest, Grasslands, Mountain, River, Ruins, Urban
Diet: Fruit, Leaves, Nuts
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Cowardly, Moody

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Squirrel

Squirrels are small, tree-climbing rodents with distinctive, fluffy tails. They are especially lively in spring, when they can be seen chasing each other up and down trees, or leaping from one branch to another.

Urbanites. Squirrels are a common sight in humanoid cities, wherever trees line the street or parks provide a green space within city walls. Such urban squirrels have no fear of humanoids, acting with sizable boldness and aggression. They may even approach citizens to beg for food, or outright steal belongings they take interest in.

Hidden Treasure. Squirrels gather edible nuts in the fall and bury them, laying away stashes of food to help them through the winter. They have no compunctions about stealing another squirrel's hidden nuts, a habit they use to make up for how often they forget where they've buried their own nuts. Squirrels have a keen sense for where something has been buried, and a strong compulsion to dig it up again and see what it is. As a result, some treasure hunters adopt them as mascots.

Treetop Spies. Squirrels have keener eyes than most other rodents. When they see a predator or other threat, they give a chittering call that alerts other animals in the area. When a hunter finds the forest strangely empty, they often have the squirrels' vigilance to thank. Skilled elven rangers often cultivate spy networks among squirrels in order to gather news of comings and goings in the forest.

Squirrel

Tiny Beast, Unaligned

Armor Class: 13
Hit Points: 1 (1d4 - 1)
Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-8)	3 (-4)	14 (+2)	5 (-3)

Skills: Perception +3
Senses: Passive Perception 13
Languages: --
Challenge: 0

Rarity: Very Common
Environment: Coastal, Desert, Forest, Grasslands, Mountain, River, Ruins, Urban
Diet: Fruit, Nuts
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Energetic, Moody

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Sovereign Scorpion

It's unknown what possessed the first adventurer to try to domesticate a giant scorpion, but after many generations of breeding they eventually managed it. Sovereign scorpions are a more companionable breed of giant scorpion, with just enough intelligence to train. Though they are fearsome in appearance, their venom is weaker than that of many smaller scorpion species.

Paralytic Venom. The sovereign scorpion's sting is not directly fatal to most creatures. When hunting, they use their venom to paralyze small prey so that they can consume it later. Larger creatures may find that the venom slows them down without paralyzing them completely. A trained sovereign scorpion will not harm a creature it has stung, leaving the victim for its master to deal with—an important safeguard, in case the master is the one stung.

Defenders. Sovereign scorpions are not aggressive, at least if they are fed regularly, but they will fight fiercely to protect the hand that feeds them. This makes them effective (as well as intimidating) bodyguards.

Feral Sovereigns. The kind of people who keep sovereign scorpions as pets also tend to have high mortality rates, which has led to many domesticated sovereign scorpions being released into the wild. Wild sovereign scorpions have adapted to a wide range of habitats, from deserts to swamps.

Sovereign scorpions in the wild tend to become territorial and aggressive. Rather than driving off smaller scorpions in the area, they gather them to aid in defending their territory. In fact, feral sovereign scorpions often rule over small "kingdoms," teeming with scorpions of many different sizes. These regions become extremely dangerous, but when the sovereign dies the smaller scorpions abandon the area.

Sovereign Scorpion

Medium Beast, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 9 (2d8)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills: Stealth +4
Senses: Passive Perception 11
Languages: --
Challenge: 1/8

Rarity: Uncommon
Environment: Desert, Mountain, Swamp, Underground
Diet: Insects, Lizards
Taming Difficulty: Average
Starting Bond Points: 1
Suggested Personality: Brave, Proud

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Stinger (Recharge 3-6). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8 +1) piercing damage, and the target must succeed on a DC 9 Constitution saving throw or be poisoned for one minute. If the poisoned target is Small or Tiny, it is paralyzed; if the poisoned target is Medium or larger, its movement speed is reduced by 15. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.



Blessling

These tiny celestial birds wander the mortal and eternal realms alike, seeking to help whoever they can. Many an adventurer has been called back from the brink of death by the chiming of a blessling's song.

A blessling resembles a metallic kiwi, whose head appears to be covered by a brass bell. The bell is actually a natural part of their head, and its vibrations amplify the songs of each blessling. A common myth is that a dying warrior will hear one of two bells; a toll for the dead, or the chime of blessing. As they work to do good in the world, blesslings form strong friendships—both with those they have helped, and with others who share their benevolent perspective. If nothing else, one could assume that blesslings enjoy the safety that companionship brings.

Blessed Bell. A blessling's song sounds like the chiming of small bells backed by a soft, distant choir. Blesslings know several songs that work a variety of helpful magic, from repairing the injured to guiding the lost. They do not only choose to affect the world through magic, however. A blessling knows the healing power of a cheerful song, or an act of kindness.

Immortal but Fragile. Blesslings do not age, and with enough luck a blessling could live until the final day. Sadly, their tiny immortal bodies are anything but durable, and their calling to help creatures in need brings them close to dangerous situations. A blessling will usually keep its distance from situations where it might come to harm, such as active battles, preferring to drift in when the danger is gone and give aid to the survivors. But many are not so lucky, and a single blow could banish the power of the defenseless celestial.

Blessling

Tiny Celestial, Lawful Good

Armor Class: 11
Hit Points: 1 (1d4-1)
Speed: 30 ft., Fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	8 (-1)	11 (+0)	15 (+2)	12 (+1)

Saving Throws: CHA +2
Skills: Medicine +4, Perception +4
Senses: Passive Perception 14
Languages: Understands Celestial but can't speak it
Challenge: 0

Rarity: Rare
Environment: Coastal, Desert, Forest, Grasslands, Mountain, Urban
Diet: Berries, Insects, Nuts
Taming Difficulty: Easy
Starting Bond Points: 7
Suggested Personality: Friendly, Generous

Innate Spellcasting. The blessling's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or somatic components:

At will: *Light*, *Guidance*
3/day each: *Bless*, *Healing Word*



Chamrosh

Resembling a wolf with the dazzling wings of a tropical bird, the chamrosh circles its forested territory, guarding tender saplings against any danger. Sent to our plane from the celestial realm, each chamrosh is the guardian of a specific forest. They form strong relationships with the forest's denizens, and call upon them when the forest is threatened or abused. The chamrosh protects its domain with its life, while cultivating the forest as a safe haven for all who respect nature.

It is said that the world's first forests were seeded by chamrosh, and the oldest and deepest are still guarded by them. However, it is young forests that are closest to a chamrosh's heart.

Seed Bearer. Each day the chamrosh carries seeds from inside its forest to the forest's edge, planting them and expanding its wooded domain. When a forest is needed elsewhere, the chamrosh will try to carry the first seeds to begin the process. If its home forest is threatened, the chamrosh may seek out druids or other allies of nature and charge them to bear the precious seeds to their intended location.

Power of Nature. A chamrosh has access to some divine magic through the deity that it serves, but it derives the greatest part of its magic from the forests it has created. While within its own forest, the chamrosh are rumored to wield much greater power. Thus, in a chamrosh-tended forest, the rain is always gentle and plentiful, and the magical defenses against intruders of all kinds are always prepared.

Chamrosh

Medium Celestial, Lawful Good

Armor Class: 11
Hit Points: 13 (2d6 + 6)
Speed: 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	16 (+3)	8 (-1)	14 (+2)	11 (+0)

Skills: Perception +4
Senses: Passive Perception 14
Languages: Understands Celestial but can't speak it
Challenge: 1/8

Rarity: Uncommon
Environment: Forest, Grassland, Mountain
Diet: Berries, Birds, Fish
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Brave, Generous

Actions

Innate Spellcasting. The chamrosh's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *Druidcraft*, *Gust*

1/day each: *Barkskin*, *Goodberry*

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Feluros

Confident, sleek felines trailed by a massive, almost ribbonlike tail, the feluros charge themselves with protecting the sacred forests of celestial worlds. The feluros waits eternally at the entries of their domains, with watchful eyes and coiled tails.

Dexterous Tails. The feluros' tail serves as its greatest weapon, and also as a symbol of value. When necessary, feluros use their lengthy tails as incredibly powerful tools of momentum, practically allowing them to fly through treelines at incredible speeds and change directions on a dime. They most often use their tails as traps, hanging them down from treetop perches and entangling any unwelcome trespassers. It is said that as a feluros' wisdom grows, so does the length of this tail. Legends tell of an ancient feluros whose tail could wrap around the world.

Honorable Guardians. Feluros have an unwavering sense of honor. They will never harm those who have done no wrong, or those who would suffer greatly, such pregnant or juvenile creatures. They are just as likely to challenge a foe in a battle of wits as they are to hunt them. Any creature to best a feluros has earned its right into the guarded domain, and any creature that attempts to flee will be hunted mercilessly.

In their time as guardians, a feluros occasionally finds a creature who they consider a superior, and are inclined to join them.



Feluros

Medium Celestial, Neutral Good

Armor Class: 14 (Natural Armor)
Hit Points: 11 (2d10)
Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	8 (-1)

Skills: History +4, Nature +4, Perception +4, Stealth +4
Senses: Passive Perception 12
Languages: Celestial, Common
Challenge: 1/4

Rarity: Rare
Environment: Forest, Grassland, Ruins, Swamp
Diet: Birds, Fish
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Proud, Relaxed

Surprise Attack. If the feluros surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 5 (2d4) damage from the attack.

Coil Bounce. With a 10-foot running start, the feluros can long jump up to 25 feet. While it is in the air, it can change its trajectory as a bonus action by swinging its tail.

Actions

Tail Wrap. *Ranged Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* The target is restrained by the feluros' tail. As an action, the restrained target can make a DC 12 Strength check to free itself. The tail can also be cut by dealing 5 slashing damage (AC 14). A tail cut this way deals no damage to the feluros, and is regrown at dawn.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

When they do, they will travel by that companion's side for as long as they continue to learn from their experiences.

Extraplanar Knowledge. Feluros can speak, but rarely provide information to those they deem unworthy. They will instead provide lines of questioning to simpler creatures in hopes that they find answers inside themselves. However, a worthy creature will find the feluros to hold an incredible wealth of knowledge.

Loftus

In our world, the lotus flower floats on the surface of the water, representing wisdom to some who seek it. In the celestial realms, the flower's counterpart instead floats through the air, possessing great wisdom rather than merely representing it. This is the loftus, a wandering enigma spreading knowledge across the realms.

A loftus can live for centuries, blooming with more blossoms each successive year. The younger specimens are more often found on the material plane, as they gather knowledge by observing different realities. Travelers to distant planes may encounter the oldest of loftuses, massive and crowned with hundreds of flowers. When a loftus has learned the deepest secrets of the multiverse, it returns to its celestial home to finally take root and share its knowledge with other celestials.



Loftus

Tiny Celestial Plant, Chaotic Good

Armor Class: 13
Hit Points: 9 (2d8)
Speed: 0 ft., Fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	11 (+0)	16 (+3)	17 (+3)

Condition Immunities: Charmed
Saving Throws: WIS +2
Skills: Perception +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: Celestial
Challenge: 1/8

Rarity: Very Rare
Environment: Grassland, Lake, River, Ruins, Swamp
Diet: Sunlight
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Generous, Quiet

Enigmatic Nature. The loftus is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Innate Spellcasting. The loftus' innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *Druidcraft*, *Gust*, *Mold Earth*, *Thorn Whip*
1/day each: *Fog Cloud*, *Healing Word*, *Lesser Restoration*, *Plane Shift (self only)*, *Warding Wind*

Wise and Mysterious. A loftus is a gatherer of wisdom, and many sages have sought them out to ask them questions. However, all who seek them come away disappointed: because a loftus never answers questions. A loftus understands that it is wiser to seek and experience answers than to simply hear them. However, a truly attentive listener may be able to gain insight from the loftus' incisive questions.

Shielded Mind. True to what they represent, their wisdom is as elusive as an elder loftus. Each loftus is protected by magical inscrutability, and none of its secrets can be forcefully taken. Although its thoughts and emotions bear much greater weight than other creatures, none can discern its feelings, even by magical means.

Wind Drifters. The slow, meandering path a loftus follows would imply that they simply ride whatever breeze blows them forward. In fact, all loftus can exert control over the air around them. This magical breeze takes them wherever they like, and can even carry the loftus across planar boundaries. A loftus can use this control over wind in other ways as well, such as to move objects or protect itself.

Odeye

These raven-like celestial birds are the monitors of the gods. When the celestial realms need news of goings-on in the Material Plane, an odeye is dispatched to watch and report back.

According to legend, only two odeye exist. The legend goes on to explain that they have transcended the direct flow of time, and several of them found in the same area are in fact the same odeye.

Perfect Memory. The odeye's magical mind can perfectly recall anything that it has observed within the last year. It can not only perfectly recount what it has seen, but perfectly recreate any sound it has heard during this time. For this reason, odeyes are sent on yearlong reconnaissance missions, returning to the celestial realm at the years' end to report everything they saw.

Runic Feathers. The markings on an odeye's wings form runes of considerable magical power. Some allow the odeye to see through illusions, to ensure it is not deceived. Many of these runes grant control over the wind, which they use to fly swiftly around the world. When in danger, they can also use these runes to generate protective winds and concussive blasts of air. Before special missions, the odeye's master may inscribe it with additional runes to grant it unique powers, such as the ability to pass through water or endure specific dangers.

Non-Intervention. An odeye's first and most important mission is to observe and survive to report back to its celestial master. Thus they tend to avoid direct conflict. They are not forbidden from interfering in mortal affairs, however, and may help a friendly creature as long as they think they can do so safely.

Odeye

Tiny Celestial Lawful Neutral

Armor Class: 12
Hit Points: 7 (2d6)
Speed: 15 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	16 (+3)	14 (+2)	6 (-2)

Skills: History +7, Perception +6, Religion +7
Senses: Passive Perception 16
Languages: Understands Celestial but can't speak it
Challenge: 1/8

Rarity: Rare
Environment: Arctic, Desert, Mountain, Urban
Diet: Meat
Taming Difficulty: Hard
Starting Bond Points: 6
Suggested Personality: Proud, Wise

Keen Senses. The odeye has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Perfect Memory. The odeye can perfectly recall anything it has seen or heard in the past year.

Actions

Runic Blast. The odeye focuses arcane energy as it flaps its wings forward, causing a focused blast of concussive energy to shoot forward in a 30 foot line. Any creature caught in the blast must succeed on a DC 14 Dexterity saving throw or take 3 (1d6) thunder damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.





Pangol

The race of pangols serve as bodyguards in the celestial realms where honor and fortitude are most prized. Utilizing incredibly powerful body slams and a coat of impenetrable scales, they are fearsome enemies of evil.

Defender of the Defenseless. A pangol on the Material Plane is driven to defend any creature that cannot protect itself. It often does this by interposing its massive, armored tail between the attacker and the victim. Pangols never accept payment or compensation for protecting the vulnerable. In a pangol's eyes, protecting those who deserve it is an action akin to breathing.

Ally of Paladins. When pangols visit the mortal realms, they hope to inspire mortals to greater courage and honor. A pangol will happily befriend heroes who share its mission to protect the weak, traveling with them for as long as it also serves a greater good.

Pangols have special regard for paladins whose vows align with their mission. Some paladin orders explicitly model themselves on the pangol, adopting the creature as their symbol.

Righteous Mockery. As it fights, a pangol will taunt its enemy with a constant barrage of cutting insults. The pangol does not do this out of cruelty. It intends both to shame its adversary, showing the weakness of evil, and to draw the enemy's anger away from more vulnerable targets. Once the enemies original target has reached safety, the pangol will ball up in its perfect defense and simply wait for victory.

Pangol

Medium Celestial, Neutral Good

Armor Class: 15 (Natural Armor)
Hit Points: 15 (2d8 + 6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	16 (+3)	7 (-2)	15 (+2)	9 (-1)

Skills: Perception +5
Senses: Passive Perception 15
Languages: Celestial
Challenge: 1/2

Rarity: Rare
Environment: Desert, Forest, Grassland, Mountain
Diet: Berries, Fruit, Insects, Nuts
Taming Difficulty: Average
Starting Bond Points: 7
Suggested Personality: Brave, Friendly

Actions

Ball Up. The pangol sheaths its tail inside its halo, completely protecting itself from attacks. Until it takes this action again to unravel, it benefits from full cover.

Defensive Barrier. The pangol targets one medium creature or up to two small creatures within 10 feet of itself. Until the start of the pangol's next turn, the targets benefit from half cover.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Woar

It is said that the ancient god of thunder and battle once hunted an exceptionally brave boar that managed to draw his blood before it fell. So impressed was the god that he blessed the dead boar, so its spirit could flourish eternally in the realm of heroes. This was the first woar. In the celestial realms that ring with joyful battles and honorable hunts, a full pack of woar stands among the most prestigious challenges for an eternals' courage.

Battle-Forged Tusks. Hard as steel and sharp as razors, the woar's tusks make it a fearsome opponent. The upper tusks curl back, forming a protective cage that blocks attacks that target their face or eyes. The lower tusks project forward like swords, and woar act as proficiently with these tusks as a seasoned swordsman. Woar sharpen their tusks against other members of their pack, a daily ritual that acts as a staple of their behavior.

Fearless Warriors. Even outside the celestial realms, where death reigns true, woar have no fear of death in battle. When they fight alongside other creatures, they share their supernatural courage, inspiring their companions to welcome glorious death in battle. Some warriors—especially barbarians—embrace this effect, while fighters with a more practical outlook prefer to keep their distance.

Harbingers of Battle. Woar enjoy their daily battles with fallen heroes, but when they hear of great battles in other realms they yearn to join in. Woar will begin to supernaturally arrive in a realm when a conflict is brewing, and follow armies as they approach the fated battlefield. Woar will fight for the sake of the battle, and don't ally themselves with any nation. The only creatures that draw their wrath more than any others are fleets of aberrations or fiends. If a woar witnesses a warrior distinguish themselves in battle—and survive—it may seek them out in the aftermath, either to duel or to join for a time as the fancy takes them.

Woar

Small Beast Celestial, Chaotic Neutral

Armor Class: 14 (Natural Armor)
Hit Points: 13 (2d8 + 4)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	4 (-3)	14 (+2)	6 (-2)

Skills: Athletics +5, Perception +4
Senses: Darkvision 60 ft., Passive Perception 14
Languages: Understands Celestial but can't speak
Challenge: 1/2

Rarity: Uncommon
Environment: Arctic, Forest, Grassland, Mountain
Diet: Blood, Meat
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Aggressive, Proud

Charge. If the woar moves at least 20 feet straight toward a target and then hits it with a tuskblade attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Pack Tactics. The woar has advantage on an attack roll against a creature if at least one of the woar's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Tuskblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bellow. The woar lets out a deep, guttural warcry that sounds like a large horn. This bellow can be heard up to 300 feet away. Any creature within 30 feet of it that can hear the cry must succeed on a DC 13 Constitution saving throw or take 3 (1d6) thunder damage.



CONSTRUCTS



Animated Gloves

Best fitting a mischievous master, these gloves take great pleasure in picking pockets and tapping strangers' shoulders. Varying from mittens to gauntlets, these sentient constructs always come in pairs. The few that have lost their masters float through crowded areas, swapping goods from pack to pack.

Retrained Artisans. If a wizard has dedicated time to teach a glove how to write or paint, it can recreate any artwork or writing perfectly once it has transcribed it. These constructs' existence has led to a large amount of counterfeit art entering circulation.

Animated Glove

Tiny Construct, Chaotic Neutral

Armor Class: 12
Hit Points: 3 (1d6)
Speed: 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	6 (-2)

Damage Immunities: Poison
Condition Immunities: Charmed, Poisoned, Prone
Skills: Perception +3, Sleight of Hand +4
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 13
Languages: --
Challenge: 0

Rarity: Rare
Environment: Urban
Diet: --
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Devious, Greedy

Antimagic Susceptibility. The gloves are incapacitated while in the area of an antimagic field. If targeted by dispel magic, the gloves must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Extra Hands. If the gloves' Bond Strength is 14 or higher, as a bonus action, their ally can command them to perform simple tasks. This may include opening an unlocked door, holding items, handling containers, etc. You can move them up to 30 feet each time you command them. They can't activate magic items or carry more than 10 pounds.

False Appearance. While the gloves remain motionless and aren't flying, they are indistinguishable from a normal pair of gloves.

Perfect Transcribers. If the gloves' Bond Strength is 16 or higher, they can be taught to repeat writing patterns. For each hour spent teaching them, they can learn up to 25 words or a 1-square-foot image. They can be commanded as an action to repeat these patterns. They will continue to do so until they run out of material, or are commanded to stop as a bonus action.

Actions

Multiattack (optional). The gloves make two fist attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



Animated Headwear

Taking the form of hats, masks, or other headdress, these tiny constructs are a common companion to eccentric wizards or deviant druids. They have been known to fetch a high price in magic pawn shops, because their personalities slowly adapt to suit their wearers.

Allies of the Studious. Most often, these hats and masks are happiest when worn during rituals, incantations, or long hours of research. Some of the older, well kept items even continue reciting spells after their masters are silenced.

Mental Connection. Animated headwear has the strange ability to psychically connect to its wearer, and "siphon" their power of speech. Because of this, some have been used when studying languages.

Animated Headwear

Tiny Construct, Neutral

Armor Class: 13 (Natural Armor)
Hit Points: 9 (2d4 + 4)
Speed: 5 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	16 (+3)	4 (-3)	10 (+0)

Damage Immunities: Poison
Condition Immunities: Charmed, Exhausted, Poisoned, Prone
Skills: +6 Arcana, +6 History
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 7
Languages: --
Challenge: 1/8

Rarity: Rare
Environment: Ruins, Urban
Diet: --
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Clever, Proud

Antimagic Susceptibility. The headwear is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the headwear must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the headwear remains motionless and isn't flying, it is indistinguishable from a normal hat.

Speech Siphon. While being worn by a creature that can speak at least one language, the headwear gains the ability to speak all languages known by its wearer.

Actions

Smother. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 11). Until this grapple ends, the target is blinded and at risk of suffocating, and the hat can't smother another target. In addition, at the start of each of the target's turns, the target takes 2 (1d4) bludgeoning damage.

Awakened Mug

Awakened mugs live to serve, a truth so literal that they wouldn't exist without it. Conceived by a wizard whose ingenuity was matched only by his laziness, animated mugs possess a spark of intelligence and autonomy that allow them to provide appropriate libations when needed, even without explicit instructions.

Ironically, with that intelligence come some complications. Awakened mugs become restless when shut up in a cupboard or backpack, and tend to act out if not used regularly. They much prefer to wander freely, or wobble along behind their owner during a journey. Fortunately, they come when called—or, indeed, when they expect their master to be thirsty, whether they've been called or not.

Self-Filling. The awakened mug can magically fill itself with various liquids when asked, or when the mug feels like it. The mug can bring its contents to a boil, nearly freeze it, or completely alter its flavor. Flavor alteration sounds like quite the cash cow for tavern owners, who all quickly learn they don't actually get to pick the flavors. Awakened mugs often develop strange, almost fey senses of humor. With masters who can appreciate such humor, a strong friendship quickly forms.

Mixological Memory. Perhaps the most useful ability of the animated mug is its memory. The mug can recall any drink that has ever been poured into it, and recreate that drink when it refills itself. The mug can't recreate the supernatural elements of magic potions—that would truly be nonsense. But, it can fix you a Cosmopolitan the way you had it that one time, while you were hiding from pit fiends in a cave in the lower planes, and that might be just as impressive.

Feud. Awakened mugs have an entirely irrational hostility toward other animated objects. They will take any opportunity to spill their contents on rugs of smothering, animated suits of armor, and any other objects they perceive as rivals. Their complete lack of actual combat ability makes their aggressive endeavors quite the slapstick show for bar patrons.



Awakened Mug

Tiny Construct, Neutral

Armor Class: 10
Hit Points: 4 (1d6 + 1)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	8 (-1)

Condition Immunities: Blinded, Exhaustion
Skills: Perception +3
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 13
Languages: Understands one language spoken by its creator
Challenge: 0

Rarity: Uncommon
Environment: Urban
Diet: --
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Generous, Impulsive

Antimagic Susceptibility. The mug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the mug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Fickle Bartenders. The mug can be coaxed into chilling, warming, or flavoring its contents with a DC 14 Persuasion check.

Novice Alchemist. If the mug's Bond Strength is 12 or higher, it can call upon arcane energy and recreate a liquid it has held for more than 7 days. After 1 hour of brewing, the liquid is transmuted. The new liquid cannot be worth more than 10 gp.

Strange Language. The mug can speak if it contains alphabet soup. It will likely use this form of communication to complain about not being full of its favorite beverage, often a type of ale.

Actions

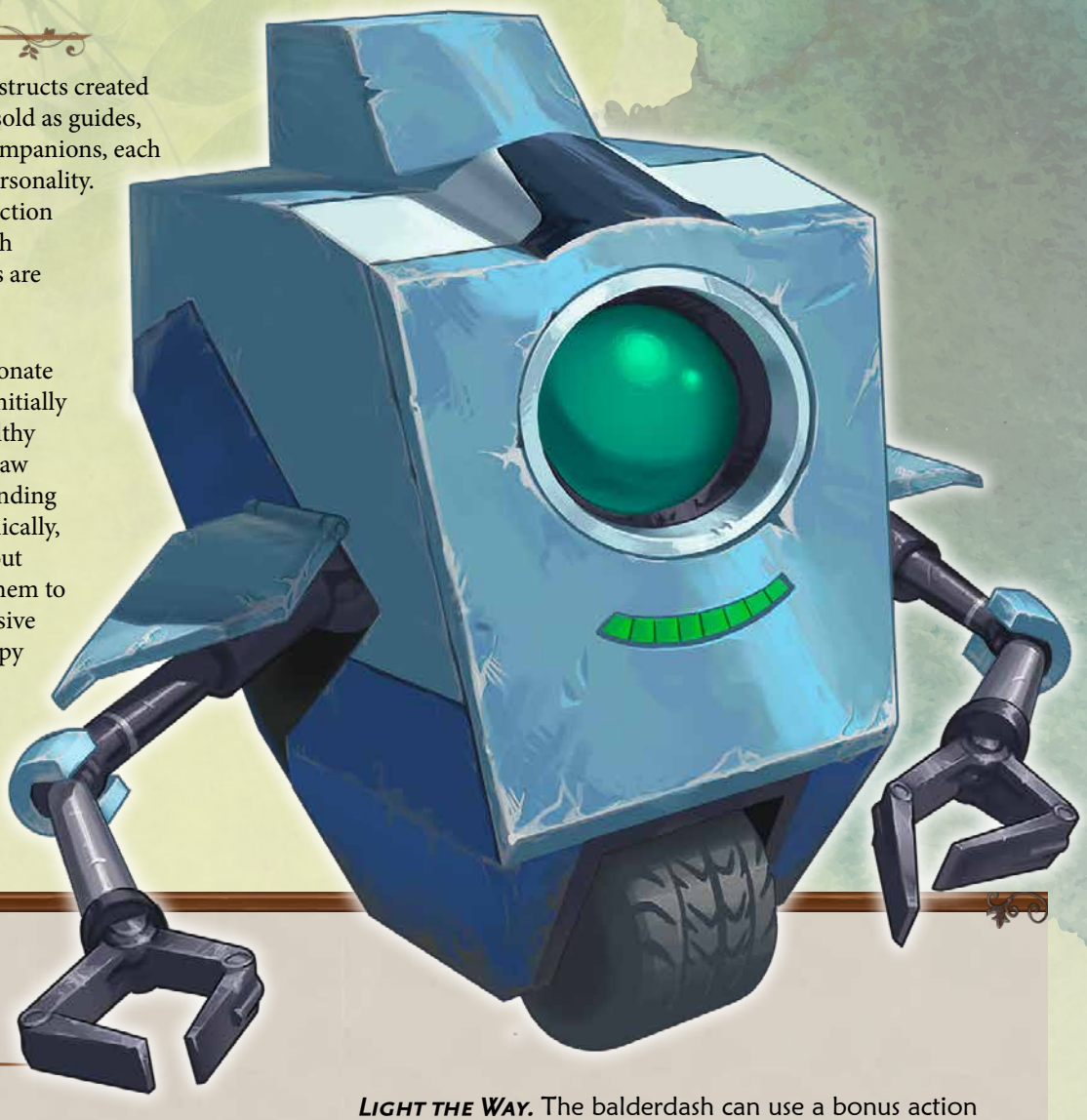
Slam. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Spill Over. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one target. *Hit:* 4 (1d4 + 2) fire (or acid, depending on the mug's contents) damage. After using this action, the mug falls prone and is emptied of its contents.

Balderdash

Balderdashes are a series of constructs created by the Ouranos Agency. Often sold as guides, informants, messengers, and companions, each balderdash is given the same personality. All a balderdash requires to function is a burst of electric energy. With enough power, balderdash units are able to last hundreds of years.

Enthusiastic Personality. Every balderdash is given a very passionate and talkative personality. This initially led to a high demand from wealthy shopkeepers and taverns, who saw their balderdash units as outstanding additions to their business. Ironically, many of them go decades without creatures to talk to. This leads them to express overwhelmingly depressive loneliness in an upbeat and happy tone.



Balderdash

Small Construct, Neutral

Armor Class: 13
Hit Points: 7 (2d4 + 2)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	13 (+1)	10 (+0)	6 (-2)	11 (+0)

Damage Immunities: Lightning, Poison
Condition Immunities: Charmed, Exhaustion, Poisoned
Skills: History +2, Arcana +2
Senses: Passive Perception 8
Languages: Common
Challenge: 1/8

Rarity: Uncommon
Environment: Ruins, Urban
Diet: Electricity
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Chatty

Light the Way. The balderdash can use a bonus action to shed bright light in a 30-foot cone, and dim light for an additional 20 feet. The balderdash can dismiss this light as a bonus action.

Servitude. If the balderdash's Bond Strength is 15 or higher, it can be commanded to perform a simple task indefinitely. The balderdash can perform simple tasks that a human servant could do, such as cleaning, acting as a guide through familiar areas, or gathering simple goods.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Irritate (1/Day). The balderdash can use an action on its turn to target one creature within 30 feet of it. If the target can hear the balderdash, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the balderdash's next turn.



Boule

These constructs resemble a living ingot of synthesized crystal. Wizards create boules through a ritual that grows a synthetic crystal and captures a spark of elemental life force to give it intelligence. The result is a roughly humanoid crystal with a dutiful demeanor and even more curious magical properties.

Wizards with boule companions insist that the creatures display unique personalities through their energetic movements. They vibrate when happy, become more dense when sad, and are almost magnetically attracted to objects they find interesting. Left to themselves, boules enjoy playing with light sources, refracting dancing rainbows on the surfaces around them.

Spell Prisms. Boules have the ability to split spells cast on them, or through them, so that spells with one target now have two. Boules made of more rare crystals can also subtly shift the effects of these spells in surprising ways, such as refracting one type of energy into another.

Spell Eaters. Boules enjoy being around magical energies, and even having spells pass through them. They feed by absorbing a portion of this energy.

Boule

Tiny Construct, Elemental, Lawful Neutral

Armor Class: 14 (Natural Armor)
Hit Points: 13 (2d8 + 4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities: Poison
Damage Resistances: Cold, Fire, Lightning
Damage Vulnerabilities: Bludgeoning, Thunder
Condition Immunities: Exhaustion, Petrified, Poisoned
Saving Throws: STR +3
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Understands Primordial but can't speak it
Challenge: 1/2

Rarity: Very Rare
Environment: Ruins, Underground
Diet: --
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Energetic, Stupid

Crystalline Diffraction (Recharge 5-6). If the boule takes damage from a spell that does not exceed its maximum hit points, it can use its reaction to reduce the damage by half. Once it does this, it can choose up to two targets within 5 feet of itself. Each target takes damage equal to the damage ignored by the boule, and of the same damage type.

Natural Attunement. The boule is aware of the location of any gems within 10 feet of itself.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Light Laser. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d12) fire damage.

This makes them natural companions for wizards who think organic familiars require too much attention.

Their disposition seems to depend on both their crystal type and the sort of magical energy they absorb. Boules are always excited by the opportunity to experience unfamiliar spell effects.

Fortunately, given that, their crystalline structure makes them quite durable. It is said that the first boule ever created is still in existence, having served many generations of mages in succession.



Clockwork Buddy

Clockwork buddies are small, intelligent clockwork creatures created as toys by a gnomish craftsman long ago. They come in countless shapes and sizes, from miniature humanoids to tiny dragons. Most are lost, sleeping in ancient ruins or gathering dust in toy shops, mistaken for simpler toys—but winding the creature with a clock key awakens this friendly companion.

Spring-Wound. Every clockwork buddy has a key that winds its mainspring, which provides the power that allows them to move and think. When the spring winds down, the buddy becomes paralyzed and unconscious; when it's wound up again, it awakens as if it had merely taken a short nap, no matter how long it has been dormant.

Ancient Crafts. Gnomish tinkerers today work in the shadow of the unknown genius who created the clockwork buddies. Using techniques unknown to today's masters, one gnome centuries ago made these sentient automatons without resorting to magic, their minds consisting entirely of intricate clockwork. Whenever a clockwork buddy is discovered, artisans and collectors rush to acquire it, hoping to discover its secrets. This gnome's motives can only be guessed from what they gave the world: deathless creatures that blur the line between a toy and a true friend.

Modular Design. A clockwork buddy's limbs can be detached, reconnected, and even swapped with other clockwork buddies. Some buddies are clearly mismatched when discovered, such as a dragon with a music box for a head, a gnome illusionist with wheels in place of legs, or a snuggly rabbit with a flamethrower in place of a tail.

Clockwork Buddy

Tiny Construct, Unaligned

Armor Class: 15 (natural armor)
Hit Points: 13 (2d8 + 4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	1 (-5)

Damage Immunities: Poison
Condition Immunities: Charmed, Poisoned
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 10
Languages: Understands Common but can't speak it
Challenge: 1/4

Rarity: Rare
Environment: Ruins, Urban
Diet: Elastic Energy (Being wound)
Taming Difficulty: Easy
Starting Bond Points: 10
Suggested Personality: Energetic, Friendly

Winding Key. A clockwork buddy's key needs to be wound for 10 minutes each day. If its key is not turned within 24 hours, the clockwork buddy is considered petrified until its key is wound. Its weight does not increase during this time.

Modular Design. Clockwork buddies are built with removable parts and additions, each one serving a minor function. A standard buddy has one module port, and comes with one module. Ports can be added by certain tinkerers, and modules can be bought for around 10 gp. Removing or adding one of the following parts requires 1 action:

- *Fire Spout.* A small tube and vial of lamp oil that replaces a limb. While equipped, the buddy can take the *flamethrower* action.
- *Music Spools.* While equipped, the buddy can record sound for up to 5 rounds (30 seconds) and play it back perfectly as an action. To remove a recording from a spool requires a DC 10 Dexterity (Sleight of Hand) check. On a failed check the spool becomes unusable.
- *Wheels.* While equipped, the mechanical buddy's movement speed is increased by 15.
- *Wings.* While equipped, the mechanical buddy has a flying speed of 20 feet.
- *Horn, Lance, Quills, or Spear.* While equipped, the mechanical buddy can make *spear* attacks and gains the *charge* ability.
- *Pea Shooter.* While equipped, the mechanical buddy can take the *bombard* action.



Charge (Horn, Lance, Quills, or Spear modules only). If the clockwork buddy moves at least 20 feet straight toward a target and then hits it with a spear attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a large or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Flamethrower (Fire Spout module only). The clockwork buddy spews fire in a 15-foot line. Each creature in that area must make a DC 11 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one. Each time the clockwork buddy uses this weapon, roll 1d6. On a 1, the oil runs out and must be replaced.

Spear (Horn, Lance, Quills, or Spear modules only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bombard (Pea Shooter module only). *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., up to two targets. *Hit:* 5 (1d4 + 1) piercing damage.

Fetchen

Fetchen are bizarre, diminutive versions of their creators formed by incredibly specific rituals. Luckily for the most vain of adventurers, Ladro the Avaricious has decided to put the instructions and ingredients for this ritual on the market: for more than a pretty copper, naturally. Each fetchen is entirely unique, and entirely tied to its creator's existence.

Tethered by Fate. A fetchen's existence is no more than an extension of its creator. It cannot act or think without some semblance of direction, and dies the instant its master is slain. As a part of the ritual, detailed below, the very life force of its maker is a vital ingredient.

Incomplete Design. To the dismay of some adventurers, the fetchen can't replicate its creator's face, and its visage is devoid of features. It is unable to communicate using anything more than gestures, and lacks complete intelligence. A number of refunds have been attempted after rather embarrassing actions were performed by a fetchen.

Ladro's Homunkit. The instructions for creating a fetchen are detailed extensively in the "kit" produced by Ladro. 1 cubic foot of clay-like matter, provided by the kit, must be infused with the blood of a humanoid with at least 10 hit points. The process of creating the fetchen reduces the creator's hit point maximum by 1 hit die, and the fetchen gains health equal to the maximum amount that die can roll (or 4 hit points, whichever is higher). This health is returned to its creator if the fetchen is killed.

The material must then be placed into a waterskin, a clay or leather egg, or a glass container. After two weeks, the fetchen grows to the size of the chamber (ranging from ½ foot to 2 feet tall). It then emerges from the egg, wearing clothing identical to the clothing its master wore when creating it. If the clothing grants the creator an AC bonus, the fetchen also gains that bonus (up to +4). Their statistics are also based on their creator, gaining the following ability scores, assigned from highest to lowest, in the same order as their creator's ability scores ranked from highest to lowest: 14, 12, 10, 10, 8, 6.

The fetchen's speed equals half of their creator's speed, and they gain any senses their creator currently has. The homunkit also provides an assortment of tiny weapons, each one capable of dealing 1d4 damage: a shortsword, a handaxe, a warhammer, and a shortbow (with a range of 10/25 feet).



Fetchen

Tiny Construct, Unaligned

Armor Class: 10
Hit Points: --
Speed: --

STR	DEX	CON	INT	WIS	CHA
--	--	--	--	--	--

Damage Immunities: Poison, Psychic
Condition Immunities: Poisoned
Senses: -
Languages: Understands the languages of its creator but can't speak
Challenge: 0

Rarity: --
Environment: --
Diet: --
Taming Difficulty: --
Starting Bond Points: 12
Suggested Personality: Quiet, Stupid

Actions

Attack. The fetchen makes one attack with any tiny weapon it has been given from the homunkit.



Flying Book

Wizardry attracts the type of people who would call a book their best friend. In hindsight, it was only a matter of time before someone tried to literalize the relationship. A flying book is a magical being created from a wizard's spellbook for both convenience and companionship. It is meant to use its power of flight to stay close-at-hand wherever the wizard goes, and flutter open any page the wizard requests.

Containing complex incantations and arcane knowledge in an animated object causes unique side effects. A flying book that persists for longer than a year suddenly gains the ability to conjure some of the magic that its spells describe.

A Book With Ideas. A flying book develops a personality that is strongly influenced by the spells inscribed in it. A flying book filled with necromancy spells in its formative years may be ruthless and morbid, while one inscribed with divination spells will be curious and clever.

Flying Book

Tiny Construct, Neutral

Armor Class: 13 (Natural Armor)
Hit Points: 4 (1d4 + 2)
Speed: 0 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	14 (+2)	16 (+3)	3 (-4)	6 (-2)

Damage Immunities: Poison
Condition Immunities: Blinded, Deafened, Poisoned
Skills: Arcana +5
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 6
Languages: --
Challenge: 1/8

Rarity: Uncommon
Environment: Ruins, Urban
Diet: --
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Clever, Quiet

Arcane Understanding. The flying book knows one random cantrip, chosen by your GM. The flying book's innate spellcasting ability is Intelligence (spell save DC 13, + 3 to hit with spell attacks).

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Portmanteau. The flying book makes one ranged spell attack against a creature within 30 feet of itself. On a hit, it deals 2 (1d4) fire or cold damage, and 2 (1d4) lightning or acid damage.

Though it can't speak, a flying book can use its contents to communicate. Figuring out what the book is trying to say can be a bit of a puzzle, though. The book will fly open to a page that relates to its message, shifting its ink to highlight key words.

Arcane Gibberish. A clever flying book might try to change the incantations it carries, in simpleminded attempts to create new magic. The book's intention is often to help with its master's spellcasting, but this can still be frustrating to the wizard who uses the book. Spells have a tendency to fade from the book's pages as the book expends the power of the text to fuel its own casting, or effects might become jumbled together.

Holo

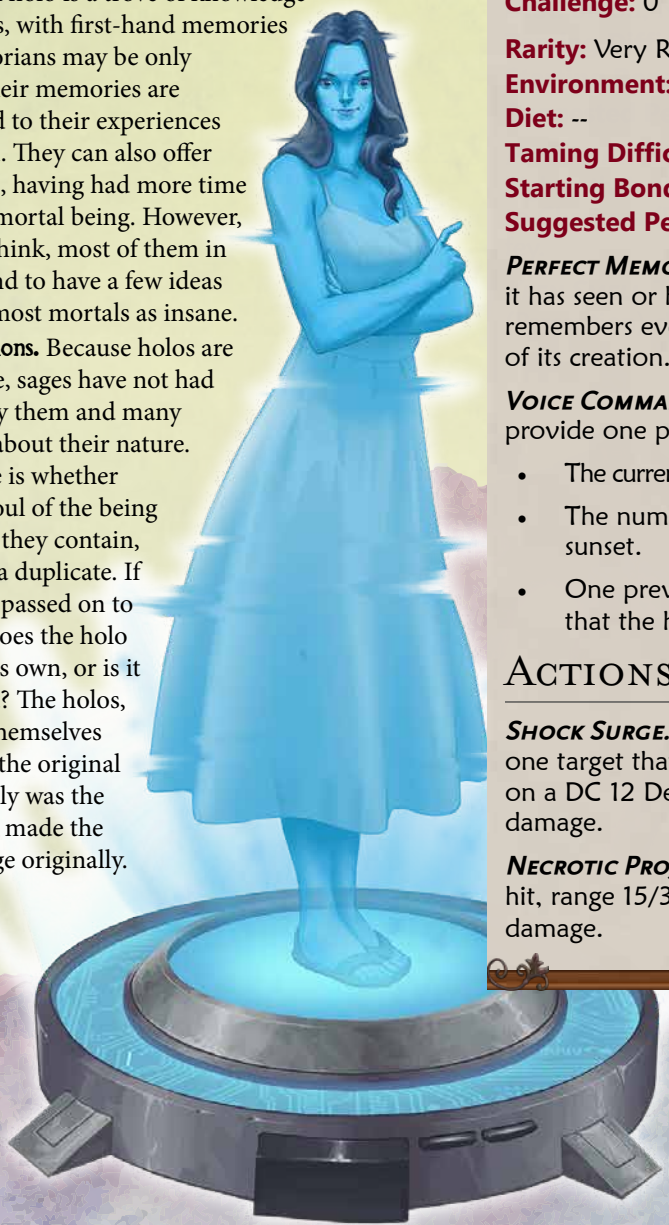
These undying souls are able to manifest as projected light, technology shaped by long-forgotten magic. They preserve the intelligence, knowledge, and personality of a long-dead humanoid in a form of immortality. Though they exist in a disembodied form, they continue to think, learn, and even speak to others as if they were still alive.

Holos tend to be highly intelligent and very talkative, perhaps owing to how long they have spent lost in ancient ruins with no one to talk to.

Info Discs. The device a holo "lives" inside appears to be a small, thick disc that can fit in the palm of a hand. This metallic wonder can project the being in a hologram ranging from minuscule to medium sizes, and can scan the area around the holo. The disc also appears to amplify their cognitive and memorizing ability. In addition to containing what appears to be a soul, it can also provide useful information beyond what a normal person would know.

Ancient Minds. A holo is a trove of knowledge from ancient times, with first-hand memories of events that historians may be only dimly aware of. Their memories are perfect with regard to their experiences after their creation. They can also offer surprising insights, having had more time to think than any mortal being. However, with centuries to think, most of them in isolation, holos tend to have a few ideas that would strike most mortals as insane.

Existential Questions. Because holos are so ancient and rare, sages have not had the chance to study them and many questions remain about their nature. Chief among these is whether they contain the soul of the being whose personality they contain, or if they are only a duplicate. If the "original" soul passed on to the outer planes, does the holo contain a soul of its own, or is it merely a construct? The holos, at least, consider themselves the same entity as the original being. This certainly was the hope of those who made the holos in their image originally.



Holo

Tiny Construct Undead, Lawful Neutral

Armor Class: 10
Hit Points: 2 (1d4)
Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	10 (+0)	18 (+4)	14 (+2)	10 (+0)

Damage Immunities: Necrotic, Lightning, Poison
Condition Immunities: Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained
Skills: Arcana +5, History +5, Religion +5
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 12
Languages: Common, Telepathy 30 ft.
Challenge: 0

Rarity: Very Rare
Environment: Ruins, Space, Underground, Urban
Diet: --
Taming Difficulty: Hard
Starting Bond Points: 6
Suggested Personality: Chatty, Clever

Perfect Memory. The holo can perfectly recall anything it has seen or heard since its creation, and it perfectly remembers everything its "original" knew at the moment of its creation.

Voice Command. When asked by name, the holo can provide one piece of information from the following list:

- The current weather and forecast for the rest of the day.
- The number of hours left before the next sunrise or sunset.
- One previously mentioned piece of information that the holo was asked to remember.

Actions

Shock Surge. The holo creates an electric surge to attack one target that it is touching. The target must succeed on a DC 12 Dexterity saving throw or take 1 lightning damage.

Necrotic Projection. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one creature. *Hit:* 2 (1d4) necrotic damage.

DRAGONS

Basan

Basan are extremely rare and enigmatic dragons that strongly resemble roosters. Their bodies are covered in warm feathers, and their bellies are protected by thick, scaly plating. Entirely nocturnal, they spend the cold night in search of food to burn before eating. Rumors state that if you hear one flapping its wings, and attempt to find it, you'll only see a burst of flame as it vanishes.



Basan

Tiny Dragon, Unaligned

Armor Class: 11
Hit Points: 2 (1d4)
Speed: 30 ft., Fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	11 (+10)	4 (-3)	13 (+1)	6 (-2)

Skills: Perception +3
Senses: Passive Perception 13
Languages: Understands Ignan and Draconic but can't speak them
Challenge: 1/8

Rarity: Very Rare
Environment: Forest, Lake, Mountain, River
Diet: Ashes, Coal
Taming Difficulty: Hard
Starting Bond Points: 2
Suggested Personality: Cowardly, Stupid

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Fire Breath (Recharges 5-6). The basan exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Fiery Escape (Recharge 4–6). The basan magically teleports in a burst of harmless fire, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.



Dreparous

The spirits of dragons are truly stubborn. Even those who were never born into this world sometimes refuse to leave it. When a hungry creature dares to raid a dragon's nest for food, and devours the unhatched egg by twilight, the unborn dragon's spirit remains. It "hatches" along with its clutch-mates as a dreparous—an ethereal and eternally young baby dragon.

Infantile Attachment. Dreparouses will bond with any creature that shows them parental affection. Neither metallic or chromatic dragons acknowledge a dreparous in their own nest, either considering them failures or finding it too difficult to raise. A dreparous will follow, play with, and defend the creature it chooses as its surrogate parent. This bond often takes it far from the nest, and the dreparous consistently regards the outside world with childish wonder and enthusiasm.

Leaving the Nest. Most adult dragons are able to tolerate the presence of a dreparous in and around their lairs, but consider them a nuisance. A dreparous never matures enough to seek out its own lair, but sometimes its youthful curiosity will lead it away. Some dragons even encourage interesting visitors to come to their lairs, in hopes that a resident dreparous will be intrigued with the visitor, or bond with them, and follow them away.

This is a necessary step for the dreparous spirit to finally pass on from the mortal realm. It must experience the world of the living outside its nest before it can understand the call of the outer planes. A dreparous can travel for many years before finally accepting that its place is not in this world.

Dreparous

Tiny Dragon Undead, Neutral Good or Neutral Evil

Armor Class: 15 (Natural Armor)
Hit Points: 9 (2d6 + 2)
Speed: 0 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	12 (+1)	4 (-3)	11 (+0)	14 (+2)

Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities: Cold, Necrotic, Poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses: Darkvision 60 ft., Passive Perception 10
Languages: --
Challenge: 1/2

Rarity: Rare
Environment: Coastal, Forest, Mountain, Ruins, Underground
Diet: --
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Childish, Quiet

Ethereal Sight. The dreparous can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dreparous can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Necrotic Breath (Recharge 5-6). The dreparous exhales a thick, ghostly fog in a 15-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or take 9 (2d8) necrotic damage.

Weakening Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) necrotic damage.

Etherealness. The dreparous enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Druk

The druk, or thunder lizard, is a living battery. Feeding on electrical energy, these creatures have adapted to attract lightning with metallic spines that function as lightning rods. To some, this makes them very dangerous to have around. To others… well, they're always dangerous. But clever handlers can harness their abilities, provided they have the right ear protection.

Druks are energetic and almost fearless, as one might expect of a creature that is regularly struck by lightning. They make their homes in open plains and mountain sides, digging deep burrows to avoid the cold and emerging to take advantage of the stormy summer season.

Charged Spines. Druks grow metallic spines along their backs, which they use to hold and channel electric charges. Sparks and arcs of electricity dance between these spines when they are charged with energy. A druk can't release this energy as electricity; instead, it spontaneously absorbs all of the static energy in its spines and converts it into kinetic energy. This shift causes a powerful and dangerous thunder clap, which then overcharges a druk's movement.

Lightning Riders. The druk's wings are built for soaring, not flight. It flies by releasing blasts of kinetic energy that propel it through the air. Druks also use this ability to dive at incredible speeds, allowing them to almost become thunderbolts themselves.



Druk

Tiny Dragon, Unaligned

Armor Class: 13
Hit Points: 7 (2d6)
Speed: 35 ft.,Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	2 (-4)	13 (+1)	7 (-2)

Damage Immunities: Lightning, Thunder
Saving Throws: DEX +3
Skills: Acrobatics +5, Perception +4
Senses: Passive Perception 14
Languages: Understands Draconic but can't speak it
Challenge: 1/8

Rarity: Uncommon
Environment: Grassland, Mountain, Underground
Diet: Birds, Gems, Lizards, Insects
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Brave, Energetic

Lightning Rods. Whenever a creature within 10 feet of a druk takes lightning damage, the druk can use its reaction to reduce the damage by half. The druk can use this ability once per short rest.

Actions

Thunder Snap (Recharge 3-6). The druk sends out a shockwave that can be heard up to 300 feet away. Any creature within 30 feet of it must succeed on a DC 13 Constitution saving throw or take 3 (1d6) thunder damage. Until the start of its next turn, the druk's movement speed increases by 10.

Charged Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 4 (1d8) lightning damage.

Chosen of the Tempest. Worshippers of tempest deities often revere druks as messengers of their god, leaving offerings at druks' lairs or even raising them in their temples. As a result, many druks tolerate humanoids, even in the wild, and may approach them in hope of receiving food. On a stormy day, of course, even a friendly druk is best avoided.



Entomodrake

Entomodrake

Small Dragon, Unaligned

Armor Class: 15 (Natural Armor)
Hit Points: 13 (2d8 + 4)
Speed: 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	15 (+2)	6 (-2)

Skills: Perception +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: --
Challenge: 1/2

Rarity: Uncommon
Environment: Forest, Grassland, Mountain
Diet: Vegetation, Meat
Taming Difficulty: Hard
Starting Bond Points: 3
Suggested Personality: Brave, Proud

Spring Legs. The entomodrakes' jump distance is tripled.

Actions

Acid Breath (Recharge 5-6). The entomodrake exhales a gout of acid in a 30-foot line that is 1 foot wide. Each creature in that line must succeed on a DC 12 Constitution saving throw or take 9 (2d6 + 2) acid damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

These small draconic beings combine the shape of dragons with the habits and appetite of locusts. Although they do not keep hoards or maintain permanent lairs, entomodrakes retain a dragon's avarice and pride. They simply desire to consume, rather than to possess.

Many folk naturally assume entomodrakes must have been created by a vindictive deity, or some wizard with a genius for cruelty. It was a wizard who created the first entomodrake, but not out of malice. A duel between a powerful mage and an ancient green dragon ended when the mage tried to polymorph the dragon into a grasshopper. The spell went awry, as such ambitious magic often does, and a swarm of hybrids spilled forth from the dragon's original form.

Shed Armor. Entomodrakes are covered in hard, chitinous shells. As they grow, they shed their shells several times over their lives, leaving the hollow husk behind.

While not as hard as dragonscale, the plates of an entomodrake husk are useful in making sturdy equipment. It takes a brave soul to claim the husk, though, since coming across a hollow shell implies a larger, live entomodrake nearby.

Plague Swarms. Entomodrakes are typically solitary. A single entomodrake is dangerous, but it can be managed, trained, and even befriended. When food becomes scarce, however, entomodrakes begin to gather around food sources and their behavior undergoes a terrifying change. Hungry entomodrakes form large swarms that pour over the landscape, devouring everything they can find—flora and fauna alike. Such a swarm can reduce entire kingdoms to barren sand, only breaking up when there are no large food sources left to ravage.



Equtaras

The equtaras is a diminutive variant of that most fearsome of monsters, the Tarrasque. Small enough to hold on a leash, and occasionally receptive to being scratched behind the ears, it is nonetheless an engine of destruction.

Capricious Origins. Sages agree that nature would not create a creature such as this. The most plausible theory put forth is that an ambitious sorcerer, at the height of their arcane power, used a cosmic wish to create a pet Tarrasque. While the sorcerer no doubt imagined holding the continent-shaking beast on a leash, the magic instead conjured a smaller version of the creature that could conceivably be housebroken.

Tarrasque-esque. The equtaras shares many traits with its larger cousin. First, the equtaras has a smooth shell on its back that is capable of reducing magical effects. It also seems to have an unnaturally long lifespan; it can live for centuries without aging beyond childhood or growing larger than a dog. It is omnivorous, able to digest almost anything organic as well as some types of stone. Where the Tarrasque may sleep for decades at a time, however, the equtaras merely requires frequent naps throughout the day, becoming cranky when woken or denied rest.

Tiny Terror. In spite of its small size, the equtaras has remarkable destructive instincts. A canny equtaras keeper will provide it with block towers and sandcastles for it to wreak miniature destruction upon. The equtaras will also charge readily into battle, especially if it senses that an opponent doesn't take it seriously as a threat.

Equtaras

Tiny Dragon, Unaligned

Armor Class: 15 (Natural Armor)
Hit Points: 9 (2d4 + 4)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	11 (+10)	7 (-2)

Damage Immunities: Poison
Condition Immunities: Charmed
Senses: Darkvision 60 ft., Tremorsense 30 ft., Passive Perception 10
Languages: --
Challenge: 1/8

Rarity: Very Rare
Environment: Lake, Mountain, Swamp, Underground
Diet: Any material
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Grumpy, Hardy, Proud

Tough Shell. When the equtaras is hit by a ranged spell attack, it can use its reaction to reduce the damage by 1d8.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Gulp. The equtaras makes one bite attack against a tiny creature. If the attack hits, the target is instead swallowed. While swallowed, the creature is blinded and restrained, benefits from full cover, and takes 3 (1d6) acid damage at the start of each of the equtaras' turns. The equtaras cannot make another bite attack unless it regurgitates the swallowed creature.

If the equtaras takes damage from the swallowed creature, or becomes grappled, it regurgitates the creature, which falls prone 5 feet in front of the equtaras.

Hydra Puck



The hydra puck is a strange creature, spawned from the blood of an ancient hydra who is said to have grown too large for the world. Slain by a nameless hero, its countless heads fell to the ground, and out of each severed throat crawled a diminutive beast who shared its creator's hateful hunger.

Solitary Hunters. Hydra pucks make their homes near ponds, grottos, and wide rivers. Here, they prowl for any ounce of meat they can cram into one of their several maws. Far from social, these creatures will fight to the death against anything that would intrude on their territory. Aside from their preferred isolation, adventurers have noted similarities between hydra pucks and angry geese.

Bickering Heads. As dragons who loathe company, their ironic nature leads to unique interactions when hydra pucks grow one too many heads. More heads may mean greater strength, and the few who enjoy having all six heads are remarkably deadly. However, hydra pucks are known to fight with themselves and occasionally rip off their own heads for food.

Hydra Puck

Small Dragon, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 7 (2d4 + 2)
Speed: 25 ft., Swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills: Perception +2
Senses: Darkvision 60 ft., Passive Perception 12
Languages: --
Challenge: 1/4

Rarity: Uncommon
Environment: Forest, Lake, Mountain, River, Swamp, Underground, Underwater
Diet: Meat
Taming Difficulty: Very Hard
Starting Bond Points: 4
Suggested Personality: Grumpy, Hardy

Hold Breath. The hydra puck can hold its breath for 1 hour.

Multiple Heads. The hydra puck has two heads. While it has more than one head, the hydra has advantage on saving throws against being blinded and deafened.

Whenever the hydra takes 2 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn. The hydra puck regains 1 hit point for each head regrown in this way. The hydra puck can have up to 6 heads.

A hydra puck cannot sustain more than its original pair of heads, and sheds any excess heads it has grown during a long rest.

Wakeful. While the hydra puck sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra puck makes as many attacks as it has heads.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Knucker



The knucker is a small, simpleminded saltwater dragon that spends its time hunting for fish and treasure alike. Fascinated by reflective objects, their hoards are networks of delicately placed valuables that shine like beacons at the bottom of coral reefs.

Fisherman's Nightmare. Sailors and fishermen alike share a healthy hatred for knuckers. They trail behind fishing boats, wait for a full net, then spew boiling water to break the rope and make off with a stolen feast. Dealing with a single knucker is no more than a nuisance, but larger boats have told tales of swarming dragons that nearly boil the waters to a tower of steam.

Talented Salvagers. In contrast with sailors, humanoids who live underwater will sometimes raise knuckers to help them find sunken treasure. Their uncanny knack for locating shiny objects usually leads one to valuables the knucker might not care for.

Knucker

Tiny Dragon, Unaligned

Armor Class: 12
Hit Points: 4 (1d4 + 2)
Speed: 15 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	3 (-4)	15 (+2)	6 (-2)

Skills: Perception +4
Senses: Passive Perception 14
Languages: Understands Draconic but can't speak it
Challenge: 0

Rarity: Common
Environment: Coastal, Lake, River, Swamp, Underwater
Diet: Fish
Taming Difficulty: Average
Starting Bond Points: 5
Suggested Personality: Quiet, Energetic

Actions

Boiling Water Breath (Recharge 4-6). The knucker spews a line of boiling water that is 20 feet long and 1 foot wide. Each creature in that line must make a DC 12 Dexterity saving throw or take 2 (1d4) fire damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Kur

Chromatic dragons spawned these scaled, canine-sized creatures in the hope of creating faithful guardians for their hoards. The kur did not turn out to be quite as ruthless or single-minded as the dragons had hoped, so they were set loose on the world to seek new masters. Their aggression was not lost in their creation however, and a kur considers any creature it is not allied with or benefiting from to be an enemy.

Devotion. Of all dragon-kind, kurs may be unique in their domesticability. Even pseudodragons only deign to see their humanoid companions as equals. A kur will accept the mastery of anyone who shows it kindness and provides it a steady supply of treasure. Although kurs are vicious and proud, they become fiercely loyal to those who bribe them. Some adventurers thus find a kur to be a loyal companion, at least as long as their exploits turn a profit.

The kur loves nothing more than to gather small pieces of treasure into its hoard. Clever kur owners can entertain one endlessly by throwing the same piece of treasure away repeatedly for the kur to chase, "find," and bring back. It is also not hard to induce a friendly kur to guard an area by allowing it to bury a small hoard there. The kur will then watch the area as vigilantly as any dragon guards its lair.

Gold Trackers. Kurs have a unique ability to smell precious metals, and find the scent of gold especially potent. It's said that one could track a coin purse for miles. Woe to the treasure-hunter who tries to take what the kur has sniffed out for itself.

Kur

Small Dragon, Neutral Evil

Armor Class: 14 (Natural Armor)
Hit Points: 19 (3d8 + 6)
Speed: 25 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	6 (-2)	15 (+2)	6 (-2)

Skills: Perception +5, Intimidation +2, Stealth +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: Understands Draconic but can't speak it
Challenge: 1/2

Rarity: Rare
Environment: Ruins, Underground
Diet: Gems, Meat
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Cruel, Greedy

Goldsense. A kur can locate the largest amount of gold within a 30 foot radius of itself, provided the gold is not a part of its hoard.

Actions

Multiattack. The kur makes two bite attacks, and one fire stream attack if available.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Fire Stream (Recharge 4-6). The kur spits a dart of fire that is 20 feet long and 1 foot wide. Each creature in that line must make a DC 15 Dexterity saving throw or take 2 (1d4) fire damage.

River Ribbon

River ribbons are the smallest members of a draconic subspecies called lindwurms. Identified by its distinctive horn that pierces the water's surface, a river ribbon is a blessing to weary travelers. These creatures are custodians of the rivers where they dwell, ensuring the water is clean and drinkable, its course is undisturbed, and its creatures are safe.

River Kings. River ribbons are born in a river or stream and tend to live there for most of their long lives, leaving occasionally to mate. When young they may leave a secure river to explore the world, drifting in watery globes above the world. But for the vast majority of their lives, the river is their only companion.

Waterborne Wisdom. A river ribbon often possesses deep understanding of the world, carried to them from faraway places by the river's waters. The riverbeds remember how they have migrated over the centuries, and the soil recalls the land where it lay before the river chose to carry downstream. The water itself carries swift news of what happens along its banks. Even a young river ribbon may know snatches of ancient lore and recent, distant news.

Water Masters. A river ribbon's powers are strongest in its native river, but they can command the element of water anywhere it is available to them. They can control several aspects of their doman, allowing them to create floating orbs of water or cause it to suddenly boil. River ribbons can even fly short distances by gathering these floating spheres of water around themselves.

Healing Horn. A river ribbon's magical power is focused through its largest horn, and it dies if the horn is ever removed. The horn is used as a component in powerful arcane rituals and healing potions. Though superficially like a unicorn's horn, a mage or alchemist who uses one in place of the other will meet disastrous results.



River Ribbon

Small Dragon, Unaligned

Armor Class: 13
Hit Points: 2 (1d6 - 1)
Speed: 15 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	8 (-1)	3 (-4)	15 (+2)	6 (-2)

Skills: Perception +5
Senses: Passive Perception 15
Languages: --
Challenge: 1/8

Rarity: Uncommon
Environment: Lake, River
Diet: Fish, Insects
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Energetic, Wise

Mastery of Water. The river ribbon can shape up to 3 separate spheres of water within 30 feet of itself, each with a radius of up to 5 feet. The spheres can carry up to 15 pounds of additional material, including the river ribbon. It can use an action to manipulate the spheres in any of the following ways:

- Cause one or more spheres to fly with a speed of 30 feet
- Cause one sphere to form simple shapes and animate
- Freeze one sphere or cause it to boil, provided there are no creatures in it
- Make a slam attack with one sphere

Actions

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Water Sphere Slam. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.



Vishap

Even among dragons, the vishaps are an ancient race. Legends older than any known language speak of them as "stone shepherds," guiding groups of animals to safety amid floods and other primordial catastrophes. Across the eons, vishaps have guarded and cultivated primitive civilizations. Once a vishap's "flock" begins to develop a language and culture of its own, the vishap will rest. Vishaps sleep for centuries at a time, allowing the soil to cover them until they are a part of the landscape, with only their stony spines protruding.

Stones of Wisdom. The vishap's stone-like spines are infused with the knowledge of previous civilizations that the vishap has shepherded, and they emanate an aura that increases the intelligence of creatures nearby. Creatures on the cusp of sentience gather around the vishap's stones. In time they learn to read the secrets they emanate, and at last they add their own knowledge to the stones.

Breath of Force. As dragons, vishaps possess a powerful breath weapon. The vishap's breath is power itself, transcending the elements that define other dragons. Some scholars speculate that the power comes from the void between the stars, the place where vishap are believed to originate.

Vishap

Small Dragon, Lawful Neutral

Armor Class: 14 (Natural Armor)
Hit Points: 11 (2d4 + 6)
Speed: 25 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	10 (+0)	15 (+2)	9 (-1)

Damage Immunities: Poison
Condition Immunities: Petrified, Poisoned
Skills: Nature +2, Survival +2, Perception +4
Senses: Darkvision 60 ft., Passive Perception 14
Languages: Draconic, Druidic
Challenge: 1/8

Rarity: Rare
Environment: Lake, Mountain, River
Diet: Gems, Soundwaves, Stone
Taming Difficulty: Average
Starting Bond Points: 6
Suggested Personality: Relaxed, Wise

Aura of Progress. All beasts benefit from a +3 increase to their Intelligence score when they are within 20 feet of the vishap.

Actions

Force Breath (Recharge 5-6). The vishap expels a massive force that fills a 15-foot cone. Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 4 (1d8) force damage.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Early Worship. As a vishap elevates creatures to intelligence and civilization, the nascent society will often worship the vishap as its first deity. The vishap in turn protects and teaches them, helping them master the natural world around them. However, the vishap knows it cannot remain with these supplicants forever, and they must turn their eyes to a true deity if they are to thrive. Vishaps closely watch priests from outside civilizations before letting them approach, ensuring that when its flock finds a faith, it is one that will help them rather than exploit them.

Wyrmlet

These limbless burrowers can be found *en masse* underneath many of the world's deserts—not because they prefer deserts, but because ravenous wyrmlets will turn a fertile plain into barren sand as they eat all the organic matter from the soil.

Wyrmlets begin life fairly small, but slowly grow to allow themselves larger meals. Although few grow to the size of a mount, there is no known limit to how large they can grow over time. Legendary wyrmlets have grown truly gargantuan over centuries feeding, earning the terrifying title of dune wyrms.

Because they stay so small for so long, however, a determined trainer has a large window of opportunity to impose his or her will on a captured wyrmlet. Though they are not overly smart, a trained wyrmlet can be a fearsome companion for the one who has learned how to point its maw in the right direction.

Gluttonous Omnivores. Wyrmlets' colossal hunger is misunderstood as a survival need. In truth, these limbless creatures are relatives to the noble and ferocious dragons. Their gluttony is a twisted form of hoard gathering, one that conceives of the "dragon" itself as the hoard. When a wyrmlet finds something to add to its mass, it moves toward it with great speed and ferocity.

As their capacity grows larger, along with their size, wyrmlets inevitably make powerful enemies.



One might consider it a "natural" death for a wyrmlet to be slain by an ancient dragon that refuses to see its territory disappear into the wyrm's insatiable maw. One of the most terrifying events that can take place in the Material Plane is the moment a wyrmlet becomes able to defeat and devour an ancient dragon.

Blind Hunters. Wyrmlets have no visual or olfactory receptors, and hunt by sensing vibrations in the ground. This detective ability also lets them see any sort of friction, including the warmth of a living creature. However, they hardly discriminate in what they eat, and wyrmlets have little interest in learning more about a target than whether or not it's edible.

Wyrmlet

Tiny or Small Dragon, Unaligned

Armor Class: 10 (Natural Armor)
Hit Points: 15 (2d10 + 4)
Speed: 10 ft., Burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	1 (-5)	2 (-4)	2 (-4)

Senses: Blindsight 20 ft., Tremorsense 30 ft., Passive Perception 6
Languages: --
Challenge: 1/8

Rarity: Uncommon
Environment: Arctic, Desert, Underground
Diet: Insects, Meat
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Hardy, Stupid

Slow Growth. The wyrmlet is naturally a tiny creature that reaches up to 2 and a half feet. However, if given double daily rations, it can grow an additional foot every 1d6 days. The wyrmlet stops growing after it reaches 6 feet long, and becomes a small creature.

Tunneler. The wyrmlet can burrow through solid rock at half its burrow speed and leaves behind a 4-inch-diameter tunnel in its wake. If the wyrmlet is a small creature, this tunnel instead has a diameter of 1 foot.

Actions

Multiattack. The wyrmlet makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Armordillo

To the unsuspecting, an armordillo looks like nothing but a steel pauldron or vambrace. In fact, these friendly monsters serve other creatures as armor, as a way of traveling to new and remote locations.

Armored Back. An armordillo is covered in a shiny, jointed carapace that is as tough as tempered steel. When threatened, or during naps, it curls into a ball to present its armor and shield its vulnerable underside. This thick armor is at its strongest when fully surrounding the armordillo, and protects it from nearly all harm. The only true weakness of this defensive posture is the amount of time it takes to get out of it again.

Protective Companion. Armordillos seek to populate new locations far from their birthplaces. They are always born in groups of four, and the young gather together in groups that resemble piles of stones until their shells have hardened and acquired their metallic sheen.

Once an armordillo's armor has matured, it seeks out a larger creature to be its companion. It wraps itself around a part of the companion's body, using its shell to protect them. The armordillo will serve its companion this way for years, hoping to be carried to faraway places with abundant food and few other armordillos to compete with. The armordillo has a loyal streak, however, and may pass up opportunities to settle down if their companion still needs them.

Fitting Dance. When an armordillo finds a creature it wishes to serve, it performs a dance demonstrating its flexibility and durability—often crashing into obstacles or jumping from high up. If this absurd spectacle catches the target's attention, the armordillo will try to climb onto the creature. If the creature accepts this, the armordillo settles over a vulnerable spot and begins protecting its new companion.

Armordillo

Tiny Elemental, Neutral Good

Armor Class: 16 (Natural Armor)
Hit Points: 12 (2d4 + 8)
Speed: 15 ft., Burrow 10

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Condition Immunities: Petrified
Senses: Darkvision 60 ft., Tremorsense 15 ft., Passive Perception 10
Languages: Understands Terran but can't speak it
Challenge: 1/8

Rarity: Uncommon
Environment: Desert, Forest, Mountain, Underground, Urban
Diet: Berries, Insects, Nuts
Taming Difficulty: Very Easy
Starting Bond Points: 10
Suggested Personality: Cowardly, Generous

Ball Up. The armordillo rolls itself into a ball, completely protecting itself from attacks. Until it takes this action again to unravel, it benefits from full cover.

False Appearance. While the armordillo remains balled up and motionless, it is indistinguishable from a shiny stone.

Living Armor. If the armordillo's Bond Strength is 12 or higher, it will attach itself to its ally. It may be "worn" as a helmet, pauldron or similar piece of armor. This grants its ally +1 to AC.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Bennu

Long-legged and long-beaked, a bennu would not look out of place fishing on the banks of many rivers—except that in place of down feathers, the bennu is covered in small tongues of blue flame. These burning birds emerged from a world bathed in fire, but came to the material world to feed in its rivers and lakes. They especially prefer to live by bodies of water in otherwise arid areas, such as oases and desert-feeding rivers.

Bennus have long beaks made of a stone-like material, which they use to solve the dilemma of catching fish to eat without getting wet and dousing their own fire.

Fiery Feathers. Besides being strikingly beautiful, a bennu's flames provide its main method of defense. Most terrestrial predators are naturally afraid of fire and give a bennu a wide berth. The flames burn as hot as the core of a bonfire, and in dire struggles the bennu can focus and expel this fire into a wave of deadly heat.

Rebirth. When a bennu dies, its body quickly burns away, leaving only ashes behind. The following day, the bennu emerges from the ash and is born into the world again.



Bennu

Small Elemental, Neutral

Armor Class: 13 (natural armor)
Hit Points: 10 (2d8 + 1)
Speed: 25 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	8 (-1)	15 (+2)	8 (-1)

Skills: Perception +4
Senses: Passive Perception 14
Languages: Understands Ignan but can't speak it
Challenge: 1/2

Rarity: Uncommon
Environment: Coastal, Desert, Lake, River
Diet: Fish, Insects
Taming Difficulty: Average
Starting Bond Points: 5
Suggested Personality: Relaxed, Wise

Rejuvenation. The bennu's body turns to ash when it drops to 0 hit points, and its equipment is left behind. The bennu gains a new body after 1 day, regaining all its hit points and becoming active again. The new body forms 5 feet above the ashes, granted the area is unoccupied and not submerged in water.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Breath (Recharges 5-6). The bennu exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

The bennu's memories and personality persist, but a bennu sees this rebirth as an opportunity for change. Since the bennu has recently died, there is usually at least one mistake the bennu will resolve not to repeat this time around.

Bennus generally enjoy simple lives, but over many repetitions a bennu eventually decides to try something new, spending one of its plentiful lives traveling far and wide, seeking adventure.

Burnling



These tiny elementals resemble humanoid flames small enough to fit on a candle wick. They have small clusters of stones around their bodies, which are among the few things a burnling can't consume. They exist in a wide variety of environments, with their only requirement for survival being fuel.

Igneous Hearts. All burnlings are tethered to this world by their hearts: small, igneous stones that rest on or inside their chests. However, this stone is unable to keep them alive, and they must seek out fuel to keep their fires alive. If a burnling fails to keep its fire alive, it can be rekindled by magic fire.

Fuel to Flame. Burnlings are born inside of volcanic magma, a mass of igneous stone that is thought to be sentient itself. Taking after their titanic parents, these creatures can grow in size depending on the amount of fuel they have access to. Their hunger also grows in proportion, and as a result both their fuel and greater size don't last long.

Burnling

Tiny to Medium Elemental, Chaotic Neutral

Armor Class: 13
Hit Points: 1 (1d4-1, or +2 when medium)
Speed: 15 (30 when medium)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8* (-1) Or 12 (+1)	6 (-2)	10 (+0)	12 (+1)

**when medium*

Damage Immunities: Fire
Condition Immunities: Prone
Skills: +2 Acrobatics, +1 Performance
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Ignan
Challenge: 1/8

Rarity: Rare
Environment: Forest, Grassland, Underground, Urban
Diet: Combustible Material
Taming Difficulty: Hard

Starting Bond Points: 4
Suggested Personality: Greedy, Moody

Body of Fire. The burnling can move through a space as narrow as 1 inch wide. In addition, any creature that touches the burnling or hits it with a melee attack while within 5 feet of it takes 1 fire damage.

Illumination. The burnling sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Water Weakness. The burnling will instantly die if submerged in more than 1 gallon of water.

Actions

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage. If the target is a flammable object, it ignites. The object on fire takes 2 (1d4) damage at the start of the burnling's turn, until someone takes an action to douse the fire, or until the burning moves more than 10 feet from the object.



Pearl Python

Perhaps one of the rarest elementals in the known world is the enigmatic pearl python, who make their homes under the ground of isolated environments. They are prized among collectors from a variety of worlds, and valued at more than their weight in platinum. This fanaticism comes from one key trait: pearl pythons can convert flesh and stone alike into precious gemstones. It is said that in the wild, the only way to track one is to trail veins of ore and gem formations the same way one would track the dung of predators.

Unwitting Gatekeepers. Pearl pythons can only appear in material environments in places linked to the land of earth and stone. These gateways form in exceptionally stoney areas, and local legends in these areas say good mining fortune will come to those who see shining snakes pass by. Pearl pythons aren't outright aggressive to creatures larger than themselves, but they naturally defend the planar portals they call home. Planar travelers actually seek them out, and watch from afar while the python leads them to the portal. The surplus of gems in the area are also highly effective bargaining tools in the land of earth. Less adventurous individuals, namely the abundantly rich, seek them out as tokens of unquestionable wealth.

Gem Droppers. The diet of a pearl python is diverse, but mainly consists of loose stone and small game. They burrow under the ground, eating the soil like earthworms, and emerge from tunneling to suddenly devour unwitting rodents. Over time, their incredibly strong stomachs condense this material into gemstones ranging from garnets to diamonds. When faced with larger meals, they begin this process early by constricting the target until it undergoes metamorphism.

Self Preservation. If dealt enough damage to knock it unconscious, a pearl python will dissolve its body, retracting itself into its crowning pearl. It undergoes a strange hibernation as its body slowly reforms like a growing crystal. This trait only increases their value for collectors, most of which wouldn't know how to care for them otherwise.

Pearl Python

Medium Elemental, Unaligned

Armor Class: 12 (Natural Armor)
Hit Points: 9 (2d6 +2)
Speed: 30 ft., Burrow 10 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	2 (-4)	13 (+1)	6 (-2)

Damage Resistances: Piercing and Slashing from Nonmagical Attacks
Damage Immunities: Poison
Condition Immunities: Petrified, Poisoned
Skills: Perception +3
Senses: Passive Perception 13
Languages: Understands Terran but can't speak
Challenge: 1/4

Rarity: Very Rare
Environment: Desert, Mountain, Forest, Swamp
Diet: Meat, Stone
Taming Difficulty: Common
Starting Bond Points: 3
Suggested Personality: Proud, Quiet

Elemental Egress. If the pearl python takes damage that would reduce it below 0 hit points, but not kill it outright, it instead transforms into a pearl that weighs 1 pound. It then begins to reform by crystallization, regaining its form after 1d6+1 days.

Magic Resistance. The pearl python has advantage on saving throws against spells and other magical effects.

Metamorphic Digestion. The pearl python can produce one gemstone (determined by the GM) every 1d10 days, provided it has been fed daily.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target takes 5 (1d4 + 3) bludgeoning damage and is grappled. The pearl python cannot grapple more than one target at a time.



Shingle

Resembling an animated pile of pebbles, these tiny stone warriors literally hurl themselves into battle.

Enemies to Slavers. Shingles were first created in a desolate and cavernous world, when enslaved humanoids harnessed arcane magic to enlist the stones as allies against their captors. The shingles' creators are now long dead, and the empire that held them has been ground into dust. No new shingles have been created since that first battle, but shingles do not age or die unless they are violently destroyed. Each shingle remembers the first liberation war, and still feels an unbreakable hatred for any who enslave others. They have wandered far from their place of origin in search of new tyrants to overthrow, and new allies in their never-ending fight.

Avalanche Allies. Although they are brave and will fight alone if they must, shingles are strongest in large groups. A small army of shingles is a strange terror to behold, as if the earth itself is waging a spontaneous war of liberation. If they can't find other shingles to help them, they will find other freedom-loving creatures to travel with.

Golem Smashers. Shingles feel a special sympathy for the elemental spirits trapped within golems. They attempt to destroy golems wherever they find them, in order to free the spirits that are bound to animate them.

Shingle

Tiny Elemental, Neutral

Armor Class: 14 (Natural Armor)
Hit Points: 13 (3d4 + 6)
Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	7 (-2)

Condition Immunities: Petrified
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Terran
Challenge: 1/4

Rarity: Uncommon
Environment: Arctic, Coastal, Lake, River, Underground
Diet: --
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Brave, Hardy

Actions

Restock. The shingle exerts energy to regain stones it has lost. It collects 1d4 stones within 10 feet of it, and regains a number of hit points equal to the stones collected.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Stone Fling. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Although a single shingle is not strong enough to take on a golem by itself, it will seek out allies before attempting what it views as a rescue mission. Those who create golems should also beware, for the shingles see them as no better than slavers and will deal with them accordingly if they can.

Windole

Windole are small, otherworldly spirits that take on gusty, incorporeal forms. They inhabit a wide array of environments, forming pseudo-clans in regions with distinct biomes. These clans appear to act with some form of a hivemind, working together to defeat threats to their home. Their strong attachment to their homes causes them to be irrational and extremely averse to change. If an intruder attempts to plant new trees, dump waste, add water, or change the area in any way, an angry swarm of windole is likely to retaliate.

Environmental Tokens. These elementals form strong bonds with their environments, and have been known to carry parts of these areas with them. These earthly tokens such as leaves, twigs, or stones are used as weapons as well as a sort of "anchor" to this realm. Without something to tether them to reality, they risk losing their individuality, simply joining the air itself. However, while wearing debris in their known environments they become incredibly resilient. Some have even been known to outlast swarms of intruders by using a magically reinforced piece of wood.



Windole

Tiny Elemental, Lawful Neutral

Armor Class: 13
Hit Points: 10 (3d6)
Speed: 0 ft., Fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	6 (-2)	11 (+0)	8 (-1)

Damage Resistances: Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities: Poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Auran
Challenge: 1/8

Rarity: Common
Environment: Arctic, Desert, Forest, Grassland, Underground
Diet: --
Taming Difficulty: Hard
Starting Bond Points: 3
Suggested Personality: Proud, Energetic

Reconstitute. If the windole is in its native environment, it regains 2d6 hit points at the start of its next turn after taking damage.

Actions

Slice. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Fling. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Undying Wind. Windole are elemental spirits of an untouchable force, and thus are very difficult to banish. If they survive attacks, they can quickly reform lost segments of themselves as long as they are familiar with the environment. A swarm of windole can overcome a small goblin army by means of sheer endurance. After countless hours of being barraged by blades of grass and tiny flung pebbles, most any warrior would accept defeat.

Legendary Patriots. Windole have a difficult time cooperating with outsiders, and rarely form long term relationships. A story as old as the wind speaks of an ancient king who defended his kingdom with unwavering tactics. A powerful druid wandered into his kingdom, and saw his inability to change. The druid cursed the king, causing him to "change as the wind," and the king became the first of the windole. The story says that his dedication to his home was the only part of his spirit that was strong enough to persist.



Bai Ze

The bai ze is a bizarre creature, appearing as a small goat with the head of an old man. Its body is lined with rows of eyes, and it bears two large horns that grow from its back. Bai ze act as guides for those in unfamiliar places, openly providing incredibly helpful information.

Wellsprings of Knowledge. Bai ze are remarkably well versed in the habits and nature of other fey. While guiding a lost or helpless adventurer, they will sometimes lose themselves in conversation, and wander in circles until they've finished speaking. They encourage listeners to transcribe their knowledge, but only if the bai ze is credited as the source of information.

Natural Caretakers. These creatures have innate magic that grants them authority over nature. They are able to foster the growth of small plants, and use this power to slowly expand their domains.

Tokens of Pride. Bai ze are very proud of the knowledge they've accumulated, and have a strong desire to spread their image across the world. They will offer a talisman bearing their own image to everyone they encounter. Some of them even proclaim these talismans will ward off nightmares and sickness.

Bai Ze

Small Fey, Chaotic Good

Armor Class: 13 (natural armor)
Hit Points: 11 (2d6 + 4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	13 (+1)	15 (+2)	8 (-1)

Saving Throws: WIS +6
Skills: Perception +6
Senses: Passive Perception 16
Languages: Common, Druidic, Sylvan
Challenge: 1/8

Rarity: Rare
Environment: Forest, Grassland, Mountain, Swamp
Diet: Compliments, Leaves
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Chatty, Wise

Charge. If the bai ze moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Innate Spellcasting. The bai ze's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *Druidcraft*, *Guidance*

1/day each: *Divination*, *Commune With Nature*

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Flitterbell

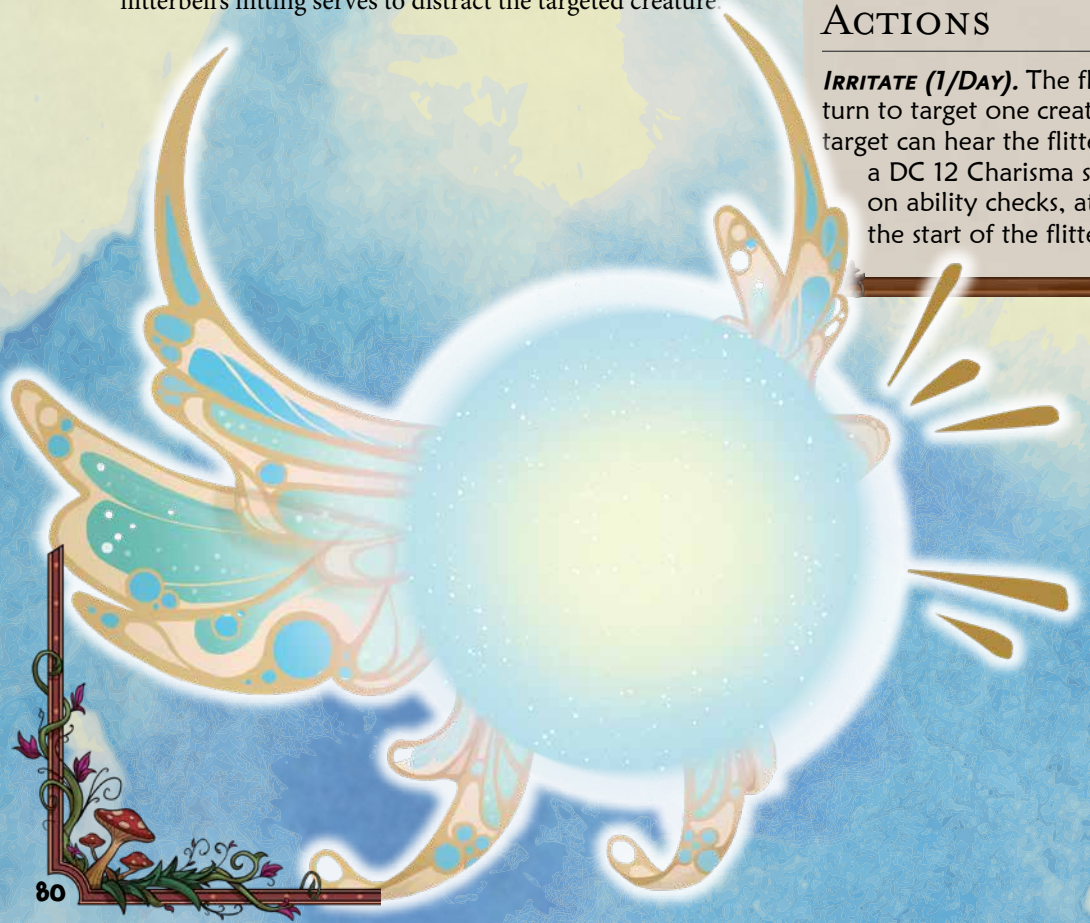
When a grand arch fey, The Oak King, surveyed the worlds he realized that the fey realm held much knowledge that mortals apparently lacked. To remedy the ignorance, he created the flitterbells and sent them to the mortal realms to give advice where it was needed. Flitterbells study the mortal realm from afar for years before venturing into it, studying secrets that they hope will be useful one day.

Although they have humanoid forms, these tiny fey creatures glow so brightly that they appear as little more than winged motes of light. They seek out brave individuals on worthy quests, and when they find such a hero they follow along to give advice, whether the hero likes it or not.

Attentive Advisors. The especially absent-minded may benefit from a flitterbell companion, who never tires of pointing out the obvious. Flitterbells see themselves as indispensable helpers, and feel a great responsibility to stay by a companion's side. If they notice anything that might possibly be important to their companion, they fly around excitedly and shout until they have the companion's attention.

Flitterbells have extensive knowledge of the fey realm, strange creatures, and magical effects. If they encounter something they have studied, they expound on it at great length.

Effective Distractions. If its chosen hero gets into a fight, a flitterbell will fly around the enemy in an attempt to point out weaknesses for the hero to exploit. The hero is occasionally able to take advantage of this advice. More often, the flitterbell's flitting serves to distract the targeted creature.



Flitterbell

Tiny Fey, Chaotic Neutral

Armor Class: 12
Hit Points: 1 (1d8-3)
Speed: 0 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	5 (-3)	16 (+3)	14 (+2)	11 (+0)

Condition Immunities: Charmed, Prone
Skills: Arcana +5, History +5, Nature +5, Religion +5
Senses: Passive Perception 12
Languages: Common, Sylvan, Telepathy 60 ft.
Challenge: 1/8

Rarity: Rare
Environment: Forest, Swamp, Urban
Diet: Berries, Nuts
Taming Difficulty: Easy
Starting Bond Points: 8
Suggested Personality: Chatty

Innate Spellcasting. The flitterbell's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *Guidance*

3/day: *True Strike*

Actions

Irritate (1/Day). The flitterbell can use an action on its turn to target one creature within 30 feet of it. If the target can hear the flitterbell, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the flitterbell's next turn.



Kitsune

The Kitsune is a rare, fox-like creature from a land of spirits. They dwell in forests near settlements, and enjoy toying with lone travelers who venture too far into the kitsune's territory. Although no kitsune has truly evil intentions, their sense of humor can lead to a lot of grief. Some kitsune have been known to ally themselves with like-minded travelers, forming a personal bond for life.

Romantic Tricksters. The most danger a kitsune can present to a settlement is its otherworldly charm. Using their ability to shapechange into beautiful young women, they lead men deep into the forest and then seemingly vanish. To many young men's dismay, kitsune enjoy watching them wander through the wild much more than meeting their desires.

Spiritual Origin. Although they are fey creatures, kitsune have strong connections to undead spirits. The strange blue flames that accompany them are said to be the spirits of long dead lovers, and some speculate that their tails reflect how many deaths they've caused.

A Change of Heart. In rare cases, kitsune will fall in love with those they intend to trick. These encounters cause them to retain their human form and reach out to their would-be victims, in hopes of becoming faithful guardians.

Kitsune

Small Fey, Chaotic Good

Armor Class: 15 (Natural Armor)
Hit Points: 7 (2d6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	11 (+0)	10 (+0)	13 (+1)	14 (+2)

Skills: Deception +4, Perception +3, Stealth +5
Senses: Passive Perception 13
Languages: Understands Common and Sylvan but can't speak
Challenge: 1/4

Rarity: Very Rare
Environment: Forest, Lake, Mountain, Ruins
Diet: Berries, Meat, Nuts
Taming Difficulty: Very Hard
Starting Bond Points: 4
Suggested Personality: Cowardly, Proud

Shapechanger. The kitsune can use its action to polymorph into a humanoid form that resembles a young woman, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The kitsune has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The kitsune's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material or verbal components:

At will: *Dancing Lights*, *Sacred Flame*

1/day each: *Charm Person*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 3) piercing damage.

Spirit Orbs. *Ranged Weapon Attack:* +3 to hit, range 10/25 ft., one target. *Hit:* 4 (1d8) fire damage.



Moon Doppler

Native to the fey realms, moon dopplers strike terror wherever they wander in the Material Plane. They are mostly harmless, but they feed on the fear of intelligent creatures. Shadowy and amorphous in their natural form, these shapeshifters are more often found in a shape drawn from another creature's nightmares.

Dream Creepers. On especially dark nights, moon dopplers can enter the dreams of sleeping creatures. There, they provoke nightmares and feast on the victim's fear, blacking out the solar bodies inside each dream. Outside of these dreams, a moon doppler can change its shape to mirror another creature's subconscious fears.

Occasionally, powerful fey or sorcerers summon moon dopplers the Material Plane to terrorize their enemies. Some of them simply wander off, distracted by an abundance of fearful prey. Unable to return to their native fey realm under their own power, stranded moon dopplers avoid homesickness by constantly hunting and feeding.

Dark Walkers. Moon dopplers can move with great speed through places where there is no light. On nights where clouds cover the solar light above them, almost nothing can catch them.

Moon Doppler

Small Fey Fiend, Neutral Evil

Armor Class: 14 (Natural Armor)
Hit Points: 9 (2d8)
Speed: 30 ft., 60 ft. in darkness, 10 ft. in direct sunlight

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	8 (-1)	16 (+3)	13 (+1)

Skills: Perception +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: Sylvan
Challenge: 1/8

Rarity: Very Rare
Environment: Forest, Grassland, Lake, Mountain, River, Urban
Diet: Thoughts
Taming Difficulty: Very Hard
Starting Bond Points: 1
Suggested Personality: Devious, Cruel

Dream Invader. The moon doppler can cast dream once per day, but is unable to use this spell to deal damage. This ability resets on a long rest.

Shapechanger. The moon doppler can use its action to polymorph into a Small or Tiny creature it has seen within the past week. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or uses this ability again.

Innate Spellcasting (Psionics). The moon doppler's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *Chill Touch*

1/day each: *Cause Fear, Darkness*

Actions

Scratch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) slashing damage.

However, even the illumination of a few stars forces them to slow down. Though this would seem to make them natural denizens of lightless underground places, moon dopplers' nature compels them to live under the open sky.

Lighter Half. In their native fey realms, moon dopplers transform into the more benign moon singers while under the divine twilight. On the Material Plane however, they are locked in their more sinister form. Moon singers are the only creatures that moon dopplers fear.

Moon Singer

This round, pale creature dances lightly on the surface of clear water, filling the night air with ethereal music. All who listen are transfixed, filled with an alien yearning to return to the stark plains of distant worlds.

In their home realms these creatures live on the surfaces of moons, traveling freely between these bodies and the planets they shine on. Moon singers who cross into the Material Plane find themselves earthbound, and look to the night sky with longing. On clear nights moon singers will gather on lake surfaces and fill the night with haunting music. In daylight they are quiet and timid, a trait attributed to their highly sensitive hearing.

Water Walkers. Moon singers can walk on the surface of water. During full moons or meteor showers, they congregate on bodies of water at such times to sing together for the bodies that rest in the sky.

Lost Souls. A legion of long lost titans called the star singers accompanied an ancient arch-fey on their long-ago incursion into the Material Plane. When the battle ended, many of them were bound to the land they invaded, never allowed to return home. Those titans were the ancestors of the moon singers, having slowly devolved from their time on the Material Plane.

Darker Half. In their native fey realms, moon singers change their form when passing through lightless areas; when the twilight fails to touch their bodies, they become the sinister creatures known as moon dopplers. On the Material Plane, however, their form remains stable. The two creatures view each other with revulsion, for while they recognize each other as kin, they also sense that their natures are opposite and not meant to coexist.



Moon Singer

Small Fey, Neutral Good

Armor Class: 14 (Natural Armor)
Hit Points: 9 (2d8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+10)	10 (+0)	14 (+2)	13 (+1)

Skills: Perception +6
Senses: Truesight 30 ft. (Blind beyond this radius), Passive Perception 16
Languages: --
Challenge: 0

Rarity: Very Rare

Environment: Forest, Grassland, Lake, Mountain, River, Urban
Diet: Berries, Thoughts
Taming Difficulty: Very Hard
Starting Bond Points: 2
Suggested Personality: Cowardly, Nervous

Keen Hearing. The moon singer has advantage on Wisdom (Perception) checks that rely on hearing.

Water Walking. The moon singer can stand on and move across any liquid surface as if it were solid ground.

Actions

Song of Sorrow (1/Day). The moon singer lets out a brief melody of cries, indicating great sorrow. Any creature within 30 feet of it that can hear it must succeed on a DC 12 Wisdom saving throw or become paralyzed until the start of the moon singer's next turn.



Puca

Pucai are fey shapeshifters and tricksters who enjoy meddling in humanoid affairs, most often with benign results. They make their homes on the outskirts of civilization, where they can encounter humanoids at their leisure.

True Shapeshifters. Pucai do not have a "true" shape, although most puca prefer the form of a colorful creature with several beastial features. They are able to take nearly any form, but are unable to focus on the fine details. This leads to forms like rabbits with human ears, rats with lizard tails, and even halflings with bird feet. For the most part, ther shape is made to suit the mischief of the moment, passionately changing their shape for the sake of a quick joke.

Friendly Pranksters. Pucai are always up to something, but their tricks are rarely harmful. A common puca trick is to impersonate a pony-sized unicorn, and when a person tries to mount them, to take them for a frightening ride before bringing them back where they started, unharmed. They are as likely to swap a pile of dry leaves for copper coins as the other way around. They enjoy the company of other intelligent beings, and use pranks as their main method of interacting with them. If a puca encounters a person who reacts to their hijinks with particular good humor, they may choose to follow that person throughout their life, or at least until one of them gets tired of it.

Puca

Small Fey, Chaotic Good

Armor Class: 12
Hit Points: 5 (2d4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Saving Throws: DEX +4
Skills: Perception +3, Deception +4, Performance +4
Senses: Darkvision 60 ft., Passive Perception 13
Languages: Common, Sylvan
Challenge: 0

Rarity: Rare
Environment: Forest, Urban
Diet: Berries, Fruits, Nuts
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Devious, Friendly

Shapechanger. The puca can use its action to polymorph into a small or medium creature of its own design. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It turns into a pile of confetti-like material if it dies.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Scratch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Throw Debris. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 1 bludgeoning damage.

Tanuki

The mischievous tanuki, or raccoon-dog, was originally native to the fey realms. They have long since migrated to the Material Plane and taken a place in the forest ecosystem, but they've kept some habits from their time in a more magical world. Tanuki ferment wine, which they carry in gourds on their back when they travel, and they're often seen wearing straw hats when out in the rain or blaring heat.

Tanuki, like most fey, enjoy playing pranks on passing humanoids. These jokes are rarely cruel, and at most a hungry tanuki uses its guile to steal food. Travelers are advised to play along, as a sated tanuki is friendly and harmless, but a wronged tanuki may pursue creative revenge.

Anyone who befriends a tanuki is advised to keep an eye out for the trouble that tanuki's schemes tend to bring down on themselves. Yet, an enterprising trickster can make good use of such a creative and unpredictable ally.

Shapeshifters. Most tanuki have the ability to magically disguise themselves as humanoids. Some have even learned a number of common phrases to aid them in this form, and use them to get gifts or pull more elaborate pranks. The transformation does not give them humanoid intelligence, however, and many a tanuki has faked its way into a situation it could not easily fake its way out of.

Money Makers. Old folktales suggest that a wallet made of tanuki skin will multiply any coins placed inside it. As a result, tanuki pelts fetch an unusually high price. Tanuki know to take extra caution when meddling with rough looking humanoids, and are always ready to abandon their plans in favor of a quick escape.



Tanuki

Small Fey, Chaotic Good

Armor Class: 12
Hit Points: 7 (2d4 + 2)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	12 (+1)

Skills: Perception +4, Stealth +4
Senses: Passive Perception 14
Languages: Tanuki, Sylvan
Challenge: 0

Rarity: Rare
Environment: Forest, Grassland, Mountain, Urban
Diet: Berries, Nuts, Wine
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Childish, Relaxed

Shapechanger. The tanuki can use its action to polymorph into a small or medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.



Tiki Spirit

Humanoid souls that find their rest in the fey realms may return to our world in the form of disembodied spirits, to watch over their descendants who need protection. Tribes of wood elves especially honor the tiki spirits and seek guidance from them, as do some circles of druids. Tiki spirits remain among their people as invisible guardians and helpers for as long as their descendants remember and honor them. When the tiki's name is no longer spoken, the spirit deems it time to leave the mortal realm and seek eternal rest.

Tiki Masks. Those who are familiar with the spirits craft unique wooden masks to represent their departed ancestors, and the tiki spirits can manifest by inhabiting the totem. By inhabiting the masks, tiki spirits appear as floating wooden faces. The magic used to create and influence these totems allow the spirit to express emotions and even speak through them. The tiki spirits use this power to offer advice and encouragement from the collective wisdom of all ancestors in their bloodline.

Personal Guardians. Tiki spirits most often appear when one of their descendants takes on a dangerous quest, so that they may accompany them as a guardian. When a tiki spirit acts as a guardian, it becomes a powerful sentinel that protects their ally. Although their physical form is weak, their spirit is stronger than most mortal beings. They can sacrifice their bodies, acting as a single-use shield to negate an attack that would harm their ally. They then enter a state of limbo, tethered to their descendant until they can recreate their bodies and return.

Tiki Spirit

Tiny Fey, Lawful Neutral

Armor Class: (The same as its ally's)
Hit Points: 1 (1d4 - 1)
Speed: 0 ft., Fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	9 (-1)	15 (+2)	16 (+3)	12 (+1)

Condition Immunities: Petrified, Poisoned, Prone
Skills: Arcana +5, History +5
Senses: Passive Perception 13
Languages: Celestial, Common, Sylvan
Challenge: 0

Rarity: Rare
Environment: Arctic, Forest, Swamp, Urban
Diet: Thoughts
Taming Difficulty: Very Easy
Starting Bond Points: 10
Suggested Personality: Generous, Wise

Guardian's Protection. If an ally within 5 feet of the tiki spirit takes less than 15 damage, and that damage would reduce it to 0 hit points, the tiki spirit can use its reaction to negate the damage and disappear. After 8 hours, the tiki spirit reappears within 5 feet of the creature targeted by this ability.



Wolpertinger

Wolpertingers are strange creatures that resemble a combination of several beasts' features. These enigmatic fey spend their ageless lives in an eternal bout of self-indulgence, eating and mating far more than their fair share.

Hidden Forest Dwellers. Wolpertingers are prized by hunters for their pelts and horns, and as a result they have learned to hide from anyone who would invade their forests. Their swift legs and wide wingspans allow them incredible mobility, as well as the ability to move silently through treetops and brush.

A Lack of Self Control. As clever and mysterious as they are, all wolpertingers share the same weakness: infatuation with humanoid women.

These strange creatures will disregard all personal safety when in the presence of a woman they consider beautiful. The closer a person's appearance is to a young elf, the more drunk with love they will become.

Wolpertinger

Tiny Fey, Chaotic Good

Armor Class: 12
Hit Points: 5 (2d4)
Speed: 40 ft., Burrow 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	5 (-3)	14 (+2)	13 (+1)

Skills: Perception +4, Stealth +4
Senses: Passive Perception 14
Languages: Understands Sylvan but can't speak
Challenge: 0

Rarity: Rare
Environment: Forest, Grassland, Mountain
Diet: Berries, Fruits, Leaves, Nuts
Taming Difficulty: Easy
Starting Bond Points: 8
Suggested Personality: Cowardly, Lazy

Keen Senses. The wolpertinger has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Resistance. The wolpertinger has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw or take 2 (1d4) poison damage.



Blood Acher

Blood achers are vicious hunters perfectly adapted to drinking the blood of their prey. They are covered with hollow quills through which they extract a victim's blood, sometimes draining a creature entirely in a few seconds. Blood achers are native to the abyssal realms where constant warfare and suffering keeps them fed, but some have migrated to the Material Plane to find less crowded hunting grounds.

Blood achers often make their homes in dangerous, remote locations. They can become dormant for years between feedings, awakening only when they sense a meal nearby. However, they can quickly infest places where blood flows in large quantities, such as slaughterhouses or the lairs of vampire covens.

Blood Sense. Blood achers can accurately detect blood, whether inside or outside of a living body, even in tiny amounts. If they perceive a source of blood they will rush towards it, spines forward, in a sort of charging feeding frenzy.

Echolocation. Blood achers are blind, except for their blood sense. They roughly perceive their surroundings by scraping and tapping their spines together and sensing the echoes. They use the same sounds to communicate, in the rare situations where blood is plentiful enough for them to cooperate.

Harm and Healing. Although one could not ask for a less pleasant companion, some healers have learned to harvest a blood acher's many secretions for medical uses. Blood achers use several different substances to quicken blood flow or slow it, to dull pain or amplify it, depending on what they need for particular prey. "Domesticated" blood achers are best kept in cages and handled with extreme caution.

Blood Acher

Tiny Fiend, Lawful Evil

Armor Class: 14 (natural armor)
Hit Points: 9 (2d6 + 2)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	8 (-1)	14 (+2)	6 (-2)

Skills: Perception +5
Senses: Tremorsense 30 ft. (blind beyond this radius, see bloodsight), Passive Perception 15
Languages: Understands Infernal but can't speak it
Challenge: 1/4

Rarity: Common
Environment: Mountain, Underground
Diet: Blood
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Aggressive, Cruel

Bloodsight. If a creature that can bleed is damaged within 600 feet of a blood acher, the blood acher learns that creature's location. Until the creature is healed, the blood acher knows the fastest route to the creature, and has advantage on all survival checks made to find them.

Life Drain. Whenever a blood acher deals damage to another creature, the blood acher can use a bonus action to heal a number of hit points equal to its Constitution modifier.

Actions

Body Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a medium or smaller creature, it becomes grappled (escape DC 14).

Quill. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Siphon. The blood acher targets one creature it has grappled. The target must make a DC 14 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much on a successful one.

Cerbus

The deepest vaults of the underworld are watched over by fearsome, three-headed hounds. In places of lesser importance, where three heads would be overkill, a two-headed cerbus is an excellent guardian.

Twice the Dog. With its two heads, a cerbus is indeed more vigilant than a typical guard dog. It is not fully twice as vigilant, however. It is a question of the cerbus' priorities: a cerbus' two heads do eat twice as much as a normal dog, sleep twice as much, bark twice as much, and expect twice as many pets for being a good boy.

Burning Maws. When an intruder steps too far into the cerbus' territory, the cerbus' heart burns with indignation, and gouts of infernal flame fill its mouth like a furnace. Its barking sends sparks flying and its teeth glow like molten ingots, setting anything that it bites ablaze.

Snake-Headed Tail. A cerbus wagging its tail must be approached with caution, as a cerbus' tail is in fact a venomous snake. As with most dogs, the tail is not under the cerbus' conscious control. With twice as many heads to notice it, the cerbus spends considerable time chasing its tail; fortunately, it is immune to its own venom.

Some may observe that the cerbus' snake-tail has a head of its own, and argue that this means cerbuses are properly three-headed, rather than two-headed, dogs. Appropriately enough, large numbers of cerbuses prowl the circles of Hell to which fiends consign the souls of pedants.

Cerbus

Small Fiend, Neutral Evil

Armor Class: 13 (natural armor)
Hit Points: 8 (2d6 + 1)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (-2)	15 (+2)	8 (-1)

Damage Immunities: Fire, Poison
Saving Throws: CON +3
Senses: Darkvision 60 ft., Passive Perception 12
Languages: Understands Infernal but can't speak it
Challenge: 1/4

Rarity: Rare
Environment: Mountain, Underground
Diet: Meat
Taming Difficulty: Hard
Starting Bond Points: 2
Suggested Personality: Lazy, Aggressive

Actions

Infernal Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., up to two targets within 5 feet of each other. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, range 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 7 (2d6) poison damage.





Chorden

Chorden are fiendish creatures that derive incredible delight from imprisoning and torturing others. Evil sorcerers and large cities alike have been known to employ a handful of them to watch over prisoners guilty of heinous crimes… or the undeserving. But a chorden knows no morals, only the scraping of their hooked chains and the joys of subjugation.

Under Lock, Key, and Chain. The care of a chorden is notoriously difficult to escape. A normal guard would have to wear a key on their belt, but the body of a chorden serves as a portal to a small demiplane that holds hundreds or thousands of keys, all of which only they know the true locations of. In this same space, they contain an endless network of metal chains they use to wrap and bludgeon their prisoners. A few claim to have escaped the care of chordens by coaxing them with meat or the promise of torture on a greater scale.

Death Will Not Come For You. A strange complication limits the abilities of a chorden: they are unable to mortally wound anything. Some would see this as a saving grace, but those who have felt the nearly endless pain allowed by this ability would say otherwise. Because of this, a chorden will never watch over an undead creature: they often choose to simply run away at the sight of one.

Chorden

Small Fiend, Lawful Evil

Armor Class: 13 (Natural Armor)
Hit Points: 9 (2d4 + 4)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	15 (+20	11 (+0)	13 (+1)	6 (-2)

Skills: Perception +3
Senses: Darkvision 60 ft., Passive Perception 13
Languages: Common, Infernal
Challenge: 1/8

Rarity: Very Rare
Environment: Arctic, Mountain, Ruins, Underground, Urban
Diet: Meat
Taming Difficulty: Very Hard
Starting Bond Points: 2
Suggested Personality: Aggressive, Cruel

Pacify, Never Kill. The chorden is unable to deal lethal damage.

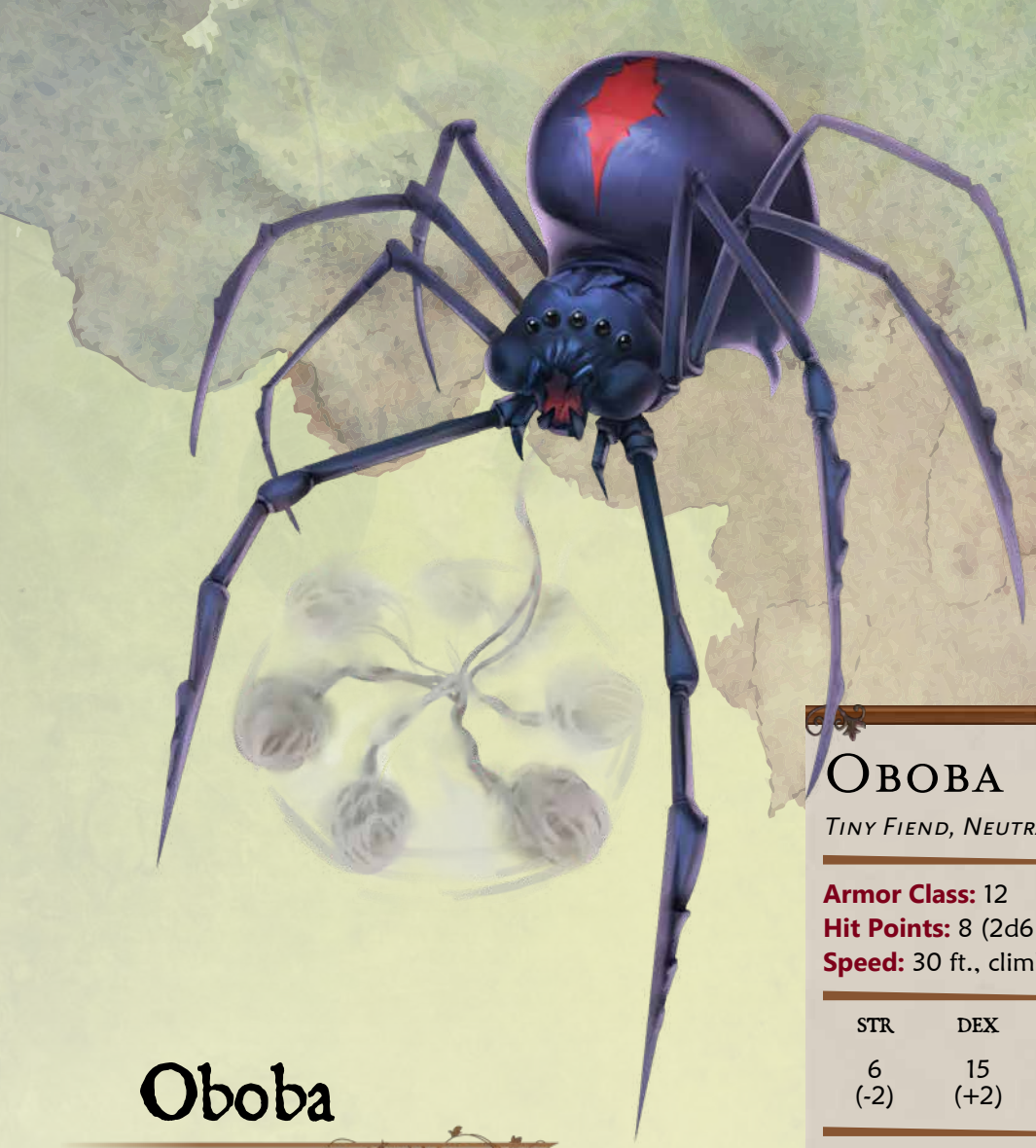
Natural Warden. A chorden with a Bond Strength of 13 or higher can be commanded to watch over prisoners. During this time, it has advantage on Wisdom (Perception) checks made to observe the prisoners.

Actions

Multiattack. The chorden makes two attacks: one with its meathook and one with its chain wrap.

Meathook. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Chain Wrap. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target becomes grappled (escape DC 12).



Oboba

The obobae are fiendish spiders which have migrated from the lower planes in search of prey. They relish the fear of the creatures they pursue almost as much as they enjoy devouring them. They stalk dark tunnels and dungeon corridors, ready to give chase at the first sign of a potential victim.

Web Bolas. Though obobae spin webs to live in, they do not wait for prey to come to them. In fact, areas frequented by obobae have dozens of webs that were created and immediately abandoned. Obobae enjoy the thrill of the chase, and run down their prey if they can. They are not interested in letting a faster creature escape, however. An oboba stores up webbing in its mouth parts, which it can spit in sticky bolas that wrap around and trip fleeing prey.

Slow Venom. When the chase is over, the oboba uses its mandibles to deliver a powerful venom. The venom does not take effect immediately, but slowly paralyzes smaller victims, and only then begins to kill—if the oboba has not eaten its prey first. An oboba may release a victim after biting it for a final chase, knowing the result of this one is inevitable.

Spider Rivals. Obobae have a powerful hatred of all other spiders, and attack them on sight. Oboba actually have no real relation to the order araneae, and are instead fiendish beings who adopted a terrifying and agile form. They see other spiders as rivals, and dream of one day replacing them as the ultimate object of all arachnophobia.

Oboba

Tiny Fiend, Neutral Evil

Armor Class: 12
Hit Points: 8 (2d6 + 1)
Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	4 (-3)	14 (+2)	4 (-3)

Saving Throws: DEX +4
Skills: Acrobatics +4, Perception +4
Senses: Darkvision 60 ft., Passive Perception 14
Languages: --
Challenge: 1/8

Rarity: Rare
Environment: Mountain, Underground
Diet: Blood, Insects, Rodents
Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Aggressive, Quiet

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target takes 5 (2d4) piercing damage, and must succeed on a DC 11 Constitution saving throw or become poisoned for 1d4 rounds.

Sticky Bolas (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* The target is restrained by webbing and falls prone. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 1; immunity to bludgeoning, poison, and psychic damage).

Strix



Strix, known to some as witch owls, are bad omens. Congregating in ruins, these birds fly out to places where terrible luck is about to befall someone, gazing on from a distance. Their wide, piercing eyes and dismal gray plumage are a baleful sight. If you see one looking at you, it is probably already too late.

Flesh Eaters and Blood Drinkers. Strix are carnivores. Though they can subsist on unfortunate rodents and smaller birds, they most enjoy the blood of intelligent creatures. They can hunt if they have to, descending silently on their prey, but much prefer to let bad luck do the work for them.

Ill Omens. Strix do not cause misfortune themselves. They are merely drawn to impending misfortune in the same way carrion birds are drawn to death. At least, this is the consensus among those whose findings on the creatures have survived; a surprising number of sages have found their papers on the strix knocked into the fireplace, left by a window during a freak rainstorm, or torn apart by feral cats. Whatever the cause of these misfortunes, it is not clear whether strix feed on intelligent creatures' suffering or simply enjoy it.

Some spellcasters, especially those who cast hexes or look into the future, decide it is better to have this ominous bird perched on your shoulder than gazing at you from afar. Such sages who choose a strix for a companion tend to have extraordinarily good luck, at least compared to everyone else around them.

Strix

Small Fiend, Neutral Evil

Armor Class: 14 (Natural Armor)
Hit Points: 9 (2d8)
Speed: 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	6 (-2)	13 (+1)	5 (-3)

Skills: +1 Intimidation, +5 Perception
Senses: Passive Perception 15
Languages: Abyssal
Challenge: ¼

Rarity: Very Rare
Environment: Desert, Forest, Ruins, Swamp, Urban
Diet: Insects, Meat, Blood

Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Aggressive, Cruel

Actions

Cry of Guilt (Recharge 5-6). The strix lets out a long cry, proclaiming trouble to all who hear it. Every creature within 30 feet of it that can hear the strix must make a DC 13 Wisdom saving throw. On a failure, they take 5 (2d4) psychic damage and become frightened until the end of their next turn.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Teeniloth



Greed seldom comes in a smaller package than a teeniloth. These tiny fiends constantly dream of the perfect heist, and the plunder that follows. If backed into corners by equally greedy foes, they have been known to launch coins at high speeds and escape to safety. They are quick to claim anything they can lay their claws on, and even quicker to escape the scene.

Discounted Contracts. Teeniloths are fully aware that they pale in comparison to other fiends and their abilities. With this in mind, they are more than happy taking up contracts that involve petty theft or espionage. They'll never challenge powerful enemies, and hardly wrestle with anything much stronger than a housecat or other beasts. A strong master can keep their habits in check, especially once they've figured out a teeniloth's favorite hiding spots and escape methods.

Sneak Thieves. Teeniloths are more than excellent thieves, as long as what they are sent to steal isn't too heavy for them to carry away… not to say they won't try anyway. In most cases, they covet anything of value that is small enough for them to handle. They often fashion their trophies into armor, wearing stolen rings around their necks or beating gold coins into heavy breastplates. This cobbled-together armor does not impede their agility at all, although the reflective metals may jeopardize their stealth. Their quick thinking and knowledgeable stealth patterns make them unintentional teachers to less experienced rogues.

Teeniloth

Small Fiend, Chaotic Neutral

Armor Class: 13
Hit Points: 5 (2d6 - 2)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	9 (-1)	11 (+0)	14 (+2)	11 (+0)

Skills: Perception +4, Sleight of Hand +6, Stealth +4
Senses: Blindsight 60 ft., Darkvision 60 ft., Passive Perception 14
Languages: Understands Abyssal, Common, and Infernal but can't speak
Challenge: 1/8

Rarity: Rare

Environment: Underground, Urban
Diet: Meat
Taming Difficulty: Easy
Starting Bond Points: 3
Suggested Personality: Devious, Greedy

Actions

Swipe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. As a bonus action after this attack hits, the teeniloth can attempt a Sleight of Hand check against the target's passive Perception to take one tiny object that the target is carrying.

Coin Fling (Recharge 3-6). *Ranged Weapon Attack:* + 5 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, and a copper, silver, or electrum piece lands in the target's space.

Teleport. The teeniloth, along with any equipment it is wearing or carrying, teleports up to 15 feet to an unoccupied space that it can see.

Thisschord

The thisschord is a lesser fiend whose evil manifests in music. They appear as small humanoids with the heads of goats, reptilian hindquarters, and wings that are both leathery and feathered. They are best recognized, however, by the distinctive lyres that they always carry. Fashioned from a pair of fiendish horns, each lyre is inscribed with unique sigils of evil enchantments.

Hellish Music. Some suppose that thisschords are created from the souls of musicians whose failed performances in life earned them an eternity of torment. Others object that thisschords do not seem to be suffering at all, instead delighting in their situation. In fact, they seem to greatly enjoy their infernal music when everyone around them is suffering. When a thisschord plays its lyre softly, it fills the minds of creatures who hear it with murderous thoughts. When it plays its lyre loudly, the resulting cacophony can drive mortals into endless madness. Thisschords have a special knack for turning companions to enemies, and escalating disputes into riots.



Awful Harmonies. Bards whose spirits are particularly evil or deranged may come to understand the melody in the thisschord's music, and even learn to harmonize with it. Their twisted, fiendish songs become offensive to reality itself. Such a bard's music becomes much more powerful, and together with the thisschord they can stir wickedness in even the purest hearts. Following this path, however, gradually drives goodness out of the bard's soul as they come to embrace the thisschord's songs. When they have truly mastered the music of malice, an infernal lyre appears for them, fashioned in the depths of the abyss, and a new thisschord is born.

Thisschord

Small, Fiend, Neutral Evil

Armor Class: 15 (Natural Armor)
Hit Points: 4 (1d6 + 1)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	8 (-1)	15 (+2)	16 (+3)

Skills: Performance +6
Senses: Passive Perception 12
Languages: Abyssal
Challenge: 1/4

Rarity: Rare
Environment: Forest, Underground, Urban
Diet: Soundwaves
Taming Difficulty: Very Hard
Starting Bond Points: 2
Suggested Personality: Chatty, Devious

Air of Insult. The thisschord can cast Vicious Mockery at will.

Actions

Dominant Seventh. The thisschord targets one creature within 60 feet of itself that can hear, and plays a powerful tune. The creature must succeed on a DC 14 Wisdom saving throw or take 5 (1d4 + 3) psychic damage.

Diminished Discord (Recharge 5-6). The thisschord targets two creatures within 30 feet of itself that can hear, and plays a discordant tune. The target creatures must succeed on a DC 14 Wisdom saving throw or become hostile to each other until the end of their next turn.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) slashing damage.



Wizard's Parasite

The memeophage, also known as a wizard's parasite or a nervous tick, is a minuscule fiend that lives on an intelligent creature and feeds on their knowledge. Wizards' parasites are well versed in avoiding their host's notice. As they consume knowledge from a host, they are careful to eat any memory the host has of finding the parasite. Long-term hosts of the creature become increasingly absent-minded, ironically causing the parasites to lose interest in them. Wizards' parasites cannot always rely on this ability, though, which leads them to carve out a nice hiding spot before siphoning thoughts. They swell with the knowledge they consume, however, and a well-fed wizard's parasite may become conspicuous.

Badges of Honor? Because these creatures are attracted to powerful intellects, some wizards take their presence as a compliment and choose to tolerate them. Hosts who welcome the parasite may even find a symbiotic relationship, gaining the remnants of devoured thoughts and memories during times of need.

Immortal Reservoirs? No one is certain how long a wizard's parasite can live, if such unnatural creatures can even be said to have a lifespan. Some wizards have preserved parasites that they claim have survived for millennia, and which they believe contain fragments of knowledge from sages lost to history. No reliable method has yet been found to extract information from the creature's swollen gut, however.

Spawn of the Deceiver? A minority of sages believe that these parasites were created by an ancient god of secrets and lies, in order to destroy knowledge and confound the studious. If that were the case, the parasites' creator must truly be pleased with the work they have done.

Wizard's Parasite

Tiny, Fiend, Lawful Evil

Armor Class: 10
Hit Points: 1 (1d4 - 1)
Speed: 5 ft., Fly 10 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	16 (+3)	14 (+2)	12 (+1)

Damage Immunities: Psychic
Condition Immunities: Blinded, Prone
Skills: Arcana +5, History +5, Medicine +4, Stealth +3
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 12
Languages: Abyssal, Common, Telepathy 30 ft.
Challenge: 0

Rarity: Very Rare
Environment: Space, Urban
Diet: Thoughts
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Nasty, Quiet

Actions

Siphon. The wizard's parasite targets one creature that it can touch. The target must make a DC 11 Wisdom saving throw or take 1 psychic damage, and is unaware of the damage dealt unless it reduces them below half of their maximum hit points. On a success, the target becomes aware of the wizard's parasite, but does not know its location.

MONSTROSITIES

Bio #133

The incredibly rare Bio #133 resembles a small, fluffy canine with a metal pack of fluorescent green fluid bolted onto its back. Created by an unknown team of scholars, these creatures get their name from the number of tests that led to their existence. Having escaped their creators, Bio #133s now race through new environments, collecting knowledge and physical traits as they travel.

Unstable Biology. Bio #133 is far from a complete project. The tube of fluid on the creatures' back contains an unstable substance that has replaced their blood. This liquid makes its body wildly mutable, even allowing it to change its creature type.

Diverse Experience. The more a Bio #133 learns, the more qualities it is able to manifest. Spending time around ooze allows them to become amorphous, and time spent near water grants them gills. Although they have only recently sprung into existence, some of the most well-traveled ones can use globs of their "blood" to reproduce.



Bio #133

Tiny Monstrosity, Neutral Good

Armor Class: 15 (Natural Armor)
Hit Points: 13 (3d8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	8 (-1)	14 (+2)	13 (+1)

Skills: Athletics +3, Stealth +5, Nature +1, Insight +4, Performance +3
Senses: Passive Perception 12
Languages: Understands Common but can't speak it
Challenge: 1/2

Rarity: Very Rare
Environment: Any
Diet: Berries, Fruit, Meat
Taming Difficulty: Very Hard
Starting Bond Points: 3
Suggested Personality: Brave, Childish

Adaptive Body. If the Bio #133 spends at least one hour touching a creature of certain types, its body physically changes, giving it a unique ability. It can only have one adaptation at a time.

Aberration: It becomes purple and rubbery, and can cast ***levitate*** on itself at will.

Celestial: It turns silver and gains a halo. This halo sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Construct: It gains clockwork features and does not require air, food, drink, or sleep.

Dragon: It grows superficial wings and scales. Its ranged attack deals fire damage instead of acid.

Elemental: Its body is covered in the related element, and it gains resistance to the appropriate damage type.

Ooze: It becomes translucent and gains the ***Amorphous*** trait.

Plant: Its fur is replaced with leaves, and it gains the ***False Appearance*** trait (resembling a shrub).

Actions

Multiattack. The Bio #133 makes up to two attacks: one bite attack and one spew attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Spew. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* 9 (2d8) acid damage.



Crabbit

Crabbits are highly intelligent, organized, and invasive creatures that resemble crows with the bodies of rabbits. They are rumored to have been created by a dark wizard who sought to destroy the natural order of forests, but was quickly outsmarted by his creation and defeated.

Murder Fluffles. These creatures rove fields in large social groups called murder fluffles. Combining the problem solving power of corvids and the natural agility of rabbits, they are completely unmatched by many of the farmers they face. They form a unique hierarchy of sentries and gatherers, who work together to empty massive plots of farmland in less than a week. It seems as though they are fully aware of their strengths and weaknesses, and never pick fights they can't win.

Inevitable Demise. To some cultures and commonfolk, crows symbolize death and desolation. This assumption is justified tenfold when relating to crabbits, whose ability to consume masses of vegetation and rapidly reproduce is a perfect recipe for global downfall. To some scholars, the threat of a crabbit swarm is equal to that of a resurgent aboleth empire.

Crabbit

Tiny Monstrosity, Chaotic Neutral

Armor Class: 13
Hit Points: 10 (3d6)
Speed: 35 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	12 (+1)	16 (+3)	8 (-1)

Skills: Perception +6
Senses: Darkvision 60 ft., Passive Perception 16
Languages: Understands Common but can't speak it
Challenge: 1/8

Rarity: Common
Environment: Forest, Grassland, Ruins, Urban
Diet: Insects, Vegetation
Taming Difficulty: Hard
Starting Bond Points: 3
Suggested Personality: Clever, Greedy

Pack Tactics. The crabbit has advantage on an attack roll against a creature if at least one of the crabbit's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Senses. The crabbit has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Call for Help. The crabbit lets out an alarm cry, signaling all allied creatures within 120 feet of it to join its fight.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Flying Emperor Monkey

These strange, bearded monkeys bear themselves aloft on magnificent wings. Proud and paranoid, they guard their territories fiercely and tolerate no rivals.

Territorial. Flying emperor monkeys consider themselves the lords of all they survey—and of all they defile. A single flying emperor monkey will mark its territory by flying as high as it can, and hurling its feces in every direction. Where the droppings fall marks the edge of the emperor monkey's domain. Flying emperor monkeys are jealous of their territory, even if they never venture into parts of it. If they spot anyone else in territory they have claimed, they will attack, whether the interloper is another monkey or any other sort of creature they consider a potential rival. They will only permit their close kin to come close.

Flying emperor monkeys will not relax their territoriality even for purposes of finding a mate. As a result, emperor monkey communities tend to be small, insular, and inbred.

Graybeards. Flying emperor monkeys cultivate white beards throughout their lives. The monkey with the longest beard commands the respect of all the other emperor monkeys. Other emperor monkeys in the territory gather fruit and other tribute for the chief monkey, whose time is entirely consumed with receiving these gifts. Of course, the monkeys all plot in secret to dethrone the chief monkey. As much as every emperor monkey aspires to be the chief, such chiefs have quite a short life expectancy. Naturally each monkey considers itself stronger and more cunning than the others, and so each one expects to be the exception.

Flying Emperor Monkey

Small Monstrosity, Lawful Neutral

Armor Class: 12
Hit Points: 9 (2d8)
Speed: 25 ft. Climb 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	7 (-2)	14 (+2)	10 (+0)

Skills: Acrobatics +4
Senses: Passive Perception 12
Languages: Understands Common but can't speak it
Challenge: 1/8

Rarity: Uncommon
Environment: Forest, Swamp
Diet: Fruit, Insects, Meat
Taming Difficulty: Hard
Starting Bond Points: 5
Suggested Personality: Proud, Moody

Actions

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Throw Feces (Recharge 3-6). *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 3 (1d6) poison damage.





Mimcat

Mimcat are tiny relatives of the mimic, that have learned to sacrifice size for mobility. Their demeanor is much more mischievous and coy than their deadly relatives. Mimcats can take on the forms of tiny living creatures, and find the appearance of a cat the most enjoyable. This is likely due to the affection and gifts they receive from unsuspecting humanoids.

Sneaky Shapeshifters. The mimcat uses its ability to alter the pigment and texture of its skin to hide in homes and shops, most often as containers for food or jewelery.

Once the lights are out, the mimcat greedily escapes the scene to devour what it's been given.

Fickle Friends. Many adventurers find the abilities of a mimcat to have incredible potential, and spend years training them as companions.

But all mimcats hold themselves in higher esteem than any master, and can only be coaxed with the right gifts. This has led to more than a fair share of frustration, and most trainers give up on the process after a few weeks.

Mimcat

Tiny Monstrosity, Chaotic Neutral

Armor Class: 12
Hit Points: 13 (2d8 + 4)
Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	11 (+0)	9 (-1)

Skills: Stealth +4
Senses: Darkvision 60 ft., Passive Perception 10
Languages: --
Challenge: 1/8

Rarity: Very Rare
Environment: Any
Diet: Anything

Taming Difficulty: Hard
Starting Bond Points: 3
Suggested Personality: Greedy, Lazy

Shapechanger. The mimcat can use its action to polymorph into an object that fits within a 2 foot cube, a tiny creature, or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While the mimcat remains motionless, it is indistinguishable from an ordinary object.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) acid damage.



Pygmy Owlbear

On certain remote islands, a subspecies of owlbear has gradually shrunk to the size of halflings. Capturing them for the pet trade was one of the largest mistakes poachers have made, as they've spread across domains as an oddly invasive predator. Like the larger owlbears that terrorize larger forests, these creatures have the heads of owls and the bodies of bears, though in this case the owl's head retains more familiar proportions. Their grumpy dispositions are more severe than those of either owls or bears.

Social Sleuths. Pygmy owlbears tolerate each other better than their full-sized cousins. They often live and hunt in groups of six to twelve, barreling through the brush after prey like children chasing a ball. Because they are social, a miniature owlbear raised from a chick can imprint on a humanoid and accept them as part of their sleuth. Pound-for-pound, they can still be every bit as ill-tempered as regular owlbears, but with persistence and some healing magic one can discover that pygmy owlbears are quite cuddly.

Pygmy Owlbear

Small Monstrosity, Unaligned

Armor Class: 14
Hit Points: 13 (2d10 + 2)
Speed: 30 ft., Fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	14 (+2)	8 (-1)

Skills: Perception +5
Senses: Darkvision 60 ft., Passive Perception 15
Languages: --
Challenge: 1/2

Rarity: Rare
Environment: Arctic, Coastal, Forest, Mountain, Swamp
Diet: Meat
Taming Difficulty: Hard
Starting Bond Points: 2
Suggested Personality: Aggressive, Grumpy

Actions

Multiattack. The pygmy owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Naive, but Bold. Living on islands that have not heard humanoid footfalls for ages, pygmy owlbears' understanding of humanoids lacks a developed instinct. They are used to being the largest animals in their environment, and anything larger than themselves is seen either as a spectacle or a challenge. However, facing a full armada of these small creatures can prove to be an unexpected danger.



Savanna Tatzelwurm

A feared hunter of remote savannas, these tatzelwurms are smaller and swifter than their mountain-dwelling cousins. Taking features from both hunting snakes and cheetahs, they can run down and launch themselves at almost any prey. They prefer to kill quickly with a single bite, rarely hunting game that might notice them or fight back. Most frighteningly, savanna tatzelwurms are nearly silent, even when moving at full speed. Their cry, when they make a sound, is a piercing hiss.

Transient Attachments. Savanna tatzelwurms are territorial, annually coming together to mate and raise young before separating again. In their solitary periods they can form connections with members of other species who they do not consider threats. It is uncommon for savanna tatzelwurms to hunt humanoids, and some may even befriend one if the promise of consistent prey is made. Expert hunters may spend years watching a tatzelwurm, learning from a master of its craft, and some barbarian tribes hold up savanna tatzelwurms as their totem. Young hunters may prove themselves by seeking out a tatzelwurm and surviving the encounter.

Threads of History. Many scholars have entertained possible ways that these creatures came to be. The most common assumption ties them to crafty wizards that grafted animals together, forming dangerous hunters on a whim. Others have examined their scale formation and shedding, noting exceptional similarities between tatzelwurms and dragons. This connection is reinforced by the authority these creatures have over their homes, and the fear they incite in the hearts of those that live near them.

Savanna Tatzelwurm

Medium Monstrosity, Unaligned

Armor Class: 14 (Natural Armor)
Hit Points: 13 (3d6 + 3)
Speed: 60 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	2 (-4)	13 (+1)	4 (-3)

Skills: Acrobatics +6, Perception +5, Stealth +6
Senses: Passive Perception 15
Languages: --
Challenge: 1/2

Rarity: Uncommon
Environment: Desert, Grasslands
Diet: Meat, Rodents
Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Energetic, Quiet

Pounce. If the savannah tatzelwurm moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

Running Leap. With a 10-foot running start, the savannah tatzelwurm can long jump up to 25 feet.

Actions

Poison Breath (Recharge 5-6). The savannah tatzelwurm exhales poison in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Tarnisher

Tarnishers, also called rust puppies, use their antennae to rust ferrous metals, which they then consume. These squat, iron-eating scavengers are sometimes confused for juvenile rust monsters, but are in fact a separate species altogether.

Magnetic Sense. Tarnishers can sense magnetic fields and magnetic substances. They mostly use this ability to detect iron or other metals to eat. A side-effect of this ability is a very good sense of direction; however, they become bewildered in the presence of strong magnetic disturbances. They have been known to accidentally swarm in wild magic zones, where their polarity is thrown wildly off course.

Nibblers and Hoarders. Because their ability to corrode metal is limited, tarnishers prefer to eat smaller objects; while a rust monster might gorge itself on an anvil or a suit of plate mail, a tarnisher will generally deem that more trouble than it's worth. Even so, tarnishers enjoy stockpiling as much iron as they can to eat later. A tarnisher den may be piled with scrap that can feed its inhabitants for years. No matter how much they have in reserve, however, tarnishers never stop gathering more.

Urban Pests. Tarnishers gather in cities where artisans produce and discard large quantities of digestible iron objects such as nails. Smaller, friendlier, and less ravenous than their cousins, these creatures have an easier time coexisting with humanoids. Some people even find them charming, and enjoy a tarnisher's enthusiasm for a snack of scrap metal. Tarnishers raised from hatchlings can be kept as pets, and even feral ones are friendly to anyone who feeds them. With a bag of ball bearings, one can pass a pleasant afternoon in a back alley feeding the neighborhood tarnishers.



Tarnisher

Small Monstrosity, Unaligned

Armor Class: 11
Hit Points: 9 (2d8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (+0)	2 (-4)	11 (+0)	7 (-2)

Senses: Darkvision 60 ft., Passive Perception 10
Languages: --
Challenge: 0

Rarity: Rare
Environment: Ruins, Underground, Urban
Diet: Ferrous Metals
Taming Difficulty: Easy
Starting Bond Points: 5
Suggested Personality: Energetic, Greedy

Magnetic Detection. The tarnisher can sense the location of ferrous metals within 30 feet of it by testing their reactions to a magnetic field. Iron, nickel, and cobalt within 5 feet of the tarnisher are immediately drawn to it, and require a DC 8 Strength (Athletics) check to pry off again.

Tarnish Metal. Any nonmagical metal that the tarnisher clings to begins to corrode. For each minute the tarnisher is in contact with a nonmagical weapon, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed.

For each minute the tarnisher is in contact with any metal, nonmagical armor, it takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tradex

Tradex are small, sleek, and fuzzy folk who are always up for a challenge. They are curious and open with strangers, considering it a mark of bravery to befriend outsiders.

Athletes. Tradex enjoy sport and competition of all kinds. They practice a variety of unique team sports. Most popular are Basehop—a bat-and-ball game that takes nine weeks to finish—and Tailball, a game whose rules are more complex than most societies' bodies of written law. Tradex are serious but good-natured about their competition, which forms the backbone of their loosely-knit society.

Survivors. These small folk are consummate survivors. They make their homes in forbidding climates, from cold mountain sides to sweltering swamps, seeming to enjoy the challenge of it. Travelers who encounter them are usually in luck, because the Tradex invariably know some secret that helps them tame the hazards of the surrounding area. They are proud of this knowledge, and eager to share it.

Advanced Ancestors. The Tradex once possessed an advanced civilization that built complex cities of magic stone. Now those cities are ruins, and only small sections still operate the way they used to. The Tradex civilization did not fall so much as it dissolved, the Tradex gradually giving up city life in favor of a nomadic lifestyle. Tradex occasionally return to these ruins when they need a piece of forgotten lore that their ancestors knew, or more often to take advantage of large sports arenas their ancestors built. They also record their achievements, especially sporting achievements, in colossal murals which they paint on the outer walls of their cities' abandoned buildings.



Tradex

Tiny Monstrosity, Neutral

Armor Class: 13
Hit Points: 4 (1d6 + 1)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (+0)	8 (-1)	14 (+2)

Skills: Acrobatics +5, Perception +3, Survival +3
Senses: Passive Perception 13
Languages: Common
Challenge: 0

Rarity: Very Rare
Environment: Ruins, Swamp, Urban
Diet: Fruits, Meat, Vegetation
Taming Difficulty: Easy
Starting Bond Points: 8
Suggested Personality: Brave, Chatty

Actions

Ancient Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Variant: Tradex Boldspeaker

A few tradex have had strangely fortunate interactions with wild magic fields, giving an arcane punch to their words. These tradex are often cast out of their semblance of society and left to wander the rest of the world. A tradex boldspeaker has a challenge rating of 1/4 and the following trait.

Innate Spellcasting. The tradex boldspeaker's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *Friends*, *Vicious Mockery*
1/day each: *Charm Person*, *Comprehend Languages*



Black Pudding Cup

Originally used as torture devices by drow, black pudding cups are a small and weakened version of their former selves. Still capable of eating through solid materials, these tiny blobs work at a fraction of their natural rate, allowing them to be handled briefly under the right conditions. The few that are kept as pets are concealed in tiny stone or glass cases: the two materials they are unable to eat.

Insatiable Hunger. Albeit shadows of their former selves, their hunger remains beyond measure. Their natural urge to dissolve warm flesh makes them a useful tool in unspeakable interrogations. Dwellers of the world below often create devices that allow pudding cups to enjoy a feast of warm flesh until their victims agree to cooperate.

Adapted Servants. Pudding cups, due to their diminutive state, act compliant to those who are too large to consume. Fed well, or commanded by fire, they can form an almost symbiotic relationship with a creature. Their natural habits will shift to cooperate with an arcane master, as long as their master leads them to food. However, unattended or solitary black pudding cups will seek to consume anything nearby, while searching for a larger mass to join again.

Black Pudding Cup

Tiny Ooze, Unaligned

Armor Class: 6
Hit Points: 15 (2d10 + 4)
Speed: 10 ft., Climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	3 (-4)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities: Acid, Slashing
Condition Immunities: Blinded, Charmed, Deafened, Prone
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages: --
Challenge: 1/8

Rarity: Rare
Environment: Underground, Urban, Ruins
Diet: Organic Material
Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Greedy, Relaxed

Amorphous. The pudding cup can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding cup or hits it with a melee attack while within 5 feet of it takes 1 acid damage.

The pudding cup can eat through 1-inch-thick, nonmagical material that isn't glass or stone over the course of 1 minute.

Spider Climb. The pudding cup can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) acid damage.



Gellump

A gellump is the smallest of oozes, little more than a sticky and corrosive glob. They can be found on deep cave walls, where they seem to bead up like condensation. Gellumps can move slowly, but seldom want to. In the wild they feed on insects that land on them, tricked by the gellump's natural transparency and slightly sweet odor.

Gellumps make good pets for those with low expectations. They can be held securely in an oiled container, or stuck on a piece of metal armor, and fed the occasional scrap of food. They sometimes make a bubbling sound while feeding, which is somewhat reminiscent of purring.

Sticky, Hungry. The gellump's two main features make for an unpleasant combination. First, they adhere to any surface that isn't first rubbed down with oil. Second, they slowly dissolve any organic matter they come in contact with. It is generally advised to avoid direct contact with skin. Contact a cleric immediately if swallowed, and keep them away from children.

Aerodynamic. One way that a gellump surpasses most other pets is as a projectile; in a pinch, throwing the acidic wad of goo in an enemy's face is a handy distraction. A gellump tends to stay in a dense, roughly cubicle form. When thrown, they reform into oval shaped discs, making them easy to throw far and accurately.

Gellump

Tiny Ooze, Unaligned

Armor Class: 5
Hit Points: 19 (2d10 + 8)
Speed: 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	1 (-5)	18 (+4)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities: Blinded, Deafened, Prone
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 6
Languages: --
Challenge: 1/8

Rarity: Common
Environment: Underground
Diet: Organic material
Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Greedy, Lazy

Corrosive. At the start of its turn, one target creature or nonmetal object that is touching the gellump takes 2 (1d4) acid damage.

Transparent. Even when the gellump is in plain sight, it takes a successful DC 12 Wisdom (Perception) check to spot a gellump that has neither moved nor attacked. A creature that tries to enter the gellump's space while unaware of the gellump is surprised by the gellump.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 acid damage.

Latch On. The gellump moves up to its speed. If it enters another creature's space, the creature must succeed on a DC 11 Dexterity saving throw or have the gellump latch on to them. While the gellump is latched on to a target, it becomes grappled by the creature. The creature can try to remove the gellump by taking an action to make a DC 11 Strength check, dropping it within 5 feet of them on a success.

Combination. Gellumps always face a scarcity of food, and prefer to stay tiny to preserve fuel. However, with an abundance of food, one can combine with other gellumps to form a larger ooze. Experiments have found that, with a massive offering of warm food, any number of gellumps that reach the area can form a single and gargantuan unit. If enough of them group together, they suddenly transform into a well-known cubic threat that haunts many dungeons. In retrospect, those experiments were a bad idea.



Gummybear Ooze

A gooey, cute, yet macabre form shambles across the cave floor, accompanied by a strangely sweet, almost fruity odor. Gummybear oozes have a more coherent shape than most other oozes, maintaining an oddly ursine form as they lurch and jiggle. Bards have long suggested that the same mad mage responsible for owlbears also created these abominations, perhaps while distracted by hunger.

Like other oozes, a gummybear ooze feeds by enveloping and slowly consuming its prey. The process is slower with these oozes than with others, making them safe to touch for a short time. Nevertheless, although it looks like an approaching gummybear ooze wants a hug, prolonged snuggling can cause skin irritation, emulsification, and eventually death.

Mixed-and-Matched. Parts of the ooze that are severed maintain their shape: a "head" remains a head and an "arm" remains an arm, although the ooze is not deterred by losing these parts. Such severed appendages readily reattach to their owner, or to any other gummybear ooze they come in contact with. Those who keep gummybear oozes around, for whatever reason, sometimes take advantage of this quality by switching the heads or limbs of different specimens, creating a "customized" ooze to follow them on adventures.

Gummybear Ooze

Small Ooze, Unaligned

Armor Class: 8
Hit Points: 13 (2d10 + 2)
Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	13 (+1)	2 (-4)	6 (-2)	3 (-4)

Damage Immunities: Acid, Lightning, Slashing
Condition Immunities: Blinded, Deafened
Senses: Blindsight 60 ft. (blind beyond this radius) Passive Perception 8
Languages: --
Challenge: 1/4

Rarity: Rare
Environment: Ruins, Underground, Urban
Diet: Organic Material
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Greedy, Hardy

Actions

Merge. The gummybear ooze chooses one other gummybear ooze within 5 feet of itself. They then merge together, combining their hit points and growing by one size category. If this action is taken four times without splitting, the group becomes an amalgamation.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a gummybear ooze is subjected to lightning or slashing damage, it splits into two segments if it has at least 4 hit points. Each new segment has hit points equal to half the original gummybear ooze's, rounded down. New segments are one size smaller than the original gummybear ooze.

Melding. Gummybear oozes grow by combining with other gummybear oozes, either absorbing their severed parts or merging with them entirely. Though most gummybear oozes are about 2 feet high, they can aggregate to a truly terrifying scale. Although merging gummybear oozes slowly redistribute themselves into a single bear-shape, a newly-merged ooze can retain features from its smaller members, such as multiple heads or a proliferation of arms.

Gummybear Ooze Amalgamation

Gummybear Ooze Amalgamation

Large Ooze, Unaligned

Armor Class: 7
Hit Points: 35 (5d10 + 8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	14 (+2)	2 (-4)	6 (-2)	3 (-4)

Damage Immunities: Acid, Lightning, Slashing
Condition Immunities: Blinded, Deafened
Senses: Blindsight 60 ft. (blind beyond this radius) Passive Perception 8
Languages: --
Challenge: 2

Rarity: Very Rare
Environment: Ruins, Underground, Urban
Diet: Organic Material

Taming Difficulty: Hard
Starting Bond Points: 1
Suggested Personality: Aggressive, Hardy

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

Lob Gummybear (Recharge 5-6). *Ranged Weapon Attack:* -1 to hit, range 10/20 ft., one target. *Hit:* 4 (1d8) acid damage, and a gummybear segment appears within 5 feet of the target.

Reactions

Split. When a gummybear ooze amalgamation is subjected to lightning or slashing damage, it splits into two segments if it has at least 20 hit points. Each new segment has hit points equal to half the original amalgamation's, rounded down. New segments are medium-sized. If the amalgamation is reduced to less than 20 hit points, it instead becomes a gummybear ooze.

Gummybear Ooze Segment



Gummybear Ooze Segment

Tiny Ooze, Unaligned

Armor Class: 6
Hit Points: 6 (1d10 + 1)
Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	3 (-4)	13 (+1)	2 (-4)	6 (-2)	3 (-4)

Damage Immunities: Acid, Lightning, Slashing
Condition Immunities: Blinded, Deafened
Senses: Blindsight 60 ft. (blind beyond this radius) Passive Perception 8
Languages: --



Challenge: 1/8

Rarity: Rare
Environment: Ruins, Underground, Urban
Diet: Organic Material
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Greedy

Actions

Repair. The segment can use its action to grab another segment within 5 feet of itself and become a gummybear ooze again. This action does not restore its hit points.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) acid damage.

PLANTS

Bonsai Treant



Cultivated in monastic temples and exotic nurseries, these garden guardians are only a fraction of a normal treant's size. The difficult and lengthy process of creating bonsai treants is a testament to the patience and dedication of those who create them. Despite their diminutive nature, bonsai treants are just as bold and caring as the forest-dwelling titans.

Hidden Protectors. Bonsai treants are content with the bodies they've been given and are capable of empathizing with the patience of their masters. They choose to wander temples and gardens, fostering life new and old throughout the halls. If an intruder threatens their home, they do their best to thwart the invasion or alert their masters.

Insightful Allies. Rarely, these companions can be gifted or sold by their creators. New friends will be quick to discover the creatures' gentle yet zealous passion for life. If an ally disagrees with this perspective, or shows cruel intentions toward others, bonsai treants have been known to simply escape to nearby forests.

Bonsai Treant

Small Plant, Lawful Good

Armor Class: 13 (Natural Armor)
Hit Points: 13 (2d8 + 4)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	15 (+2)	8 (-1)

Saving Throws: WIS +4
Skills: +4 Insight, +3 Nature, +4 Perception
Senses: Passive Perception 14
Languages: Understands Common and Druidic but can't speak them
Challenge: 1/4

Rarity: Uncommon
Environment: Forest, Mountain, Swamp, Urban
Diet: Sunlight
Taming Difficulty: Hard
Starting Bond Points: 3
Suggested Personality: Brave, Quiet

False Appearance. While the bonsai treant remains motionless, it is indistinguishable from a small potted tree.

Actions

Multiattack. The bonsai treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Animate Shrub (1/Day). The bonsai treant magically animates one shrub it can see within 30 feet of it. These shrubs have the same statistics as an awakened shrub, except they have Intelligence and Charisma scores of 1, and they can't speak. An animated shrub acts as an ally of the bonsai treant. The shrub remains animated for 1 hour or until it dies, until the bonsai treant dies or is more than 120 feet from the shrub, or until the bonsai treant takes a bonus action to turn it back into an inanimate shrub. The shrub then takes root if possible.

Bloom Crawler

The bloom crawler is an unusual plant that bears an uncanny resemblance to a toad. They are strong and hardy creatures that often choose to ignore fights they're capable of winning. Left to itself, a bloom crawler uses its power of locomotion to follow the sun, always staying where the light is most direct. They trample meandering trails through their forests, and unwary travelers may find themselves following a bloom crawler in circles, mistakenly assuming they've found a game trail.

Diverse Diet. Bloom crawlers get nearly all of their energy from sunlight, but as they follow the sun they also graze indiscriminately, swallowing grass and soil alike. They use viney tendrils to smack bugs out of the air around them, devouring anything that sticks to the vines. Oddly, they can't digest the seeds of fruit or other vegetation, and instead carry them alongside its own seeds.

Vegetative Defenses. Being energetic piles of vegetation, bloom crawlers sometimes must defend themselves against creatures that would nibble on them. Instead of using the force of its full body, or its toothy maw, a bloom crawler uses its vine tendrils to rapidly whip enemies. It can also spit its seeds with great force, which is useful in propagating its species but also serves as a weapon that dissuades most threats.

Animal Helpers. Although they can fend off most large herbivores, bloom crawlers often find themselves overwhelmed by insects they simply can't manage. Bloom crawlers encourage birds to visit their leaves to help eat the bugs that vex them, creating a partnership that benefits both. More intelligent creatures have learned to take advantage of this need, learning that the bloom crawler will follow any creature that helps it clean its leaves. Some communities of wood elves have used this trick to gather bloom crawlers into semi-domesticated herds.



Bloom Crawler

Small Plant, Unaligned

Armor Class: 15 (Natural Armor)
Hit Points: 15 (3d6 + 6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+2)	4 (-3)	14 (+2)	8 (-1)

Skills: +3 Stealth, +4 Survival
Senses: Passive Perception 12
Languages: --
Challenge: 1/2
Rarity: Uncommon

Environment: Forest, Grassland, Swamp
Diet: Sunlight
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Hardy, Relaxed

Sun Charge. For each hour the bloom crawler spends under direct sunlight, it regains 1d4 hit points.

Actions

Multiattack. The bloom crawler makes two tendril attacks or one seed spit attack.

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Seed Spit. *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., up to three targets. *Hit:* 2 (1d4+1) piercing damage.

CACTAL FOLK

The cactal folk are a race of intelligent plants who build their civilizations in remote deserts. They prize water above all, hoarding it after infrequent rainstorms and finding ingenious ways to conserve it. Though they move slowly, their tough skin and sharp spines make them formidable warriors. Oddly, the threats they most often face are other tribes of cactal folk, who wage small scale-wars over oases. Over the centuries, two cultivars of these people have interacted most with other humanoids: the peaceful Opunti, and the warlike Echine.



Golden Torch Cactal Folk (Echine)

Echine cactal folk believe the scarce resources of the desert should belong to its conquerors. Bands of Echine warriors constantly seek to drive off rivals and claim new territory. They mark the shifting boundaries of their lands with sun-bleached animal bones, the only warning they will give of the fate meted out to trespassers.

Anyone hoping to pass safely through Echine territory must bring tribute that the Echine value more than the water in their bodies. Nearly as much as water, they crave new weapons, with which to conquer their enemies the Opunti. A tried and true warrior may attract the companionship of an echine tribesman, who will venture alongside them in hopes of finding new land to conquer.

Golden Torch Cactal Folk

Small Humanoid, Plant, Lawful Neutral

Armor Class: 13 (natural armor)
Hit Points: 18 (4d4 + 8)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	11 (+0)	7 (-2)	11 (+0)

Skills: Medicine +1, Nature +3, Survival +1
Senses: Passive Perception 8
Languages: Cactal Folk
Challenge: 1/2

Rarity: Common
Environment: Desert, Urban
Diet: Insects, Meat, Sunlight
Taming Difficulty: Hard
Starting Bond Points: 4
Suggested Personality: Proud, Quiet

Actions

Spiney Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 1 piercing damage.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Prickly Pear Cactal Folk (Opunti)

Opunti cactal folk are keenly aware of how dangerous their desert habitat is for travelers. They place a great deal of importance on hospitality, offering strangers shelter and precious water.

For honored guests with whom they wish to forge alliances, Opunti will offer their own fruit for the guest to eat. Accepting the fruit is taken to signify a lasting bond of friendship, but the Opunti take offense if the gift is refused. The only creatures that the Opunti turn away are their mortal enemies, the Echine, for they have learned they cannot coexist peacefully.

Prickly Pear Cactal Folk

Small Humanoid, Plant, Neutral Good

Armor Class: 11
Hit Points: 13 (3d4 + 6)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	11 (+0)	7 (-2)	11 (+0)

Skills: Medicine +1, Nature +3, Survival +1
Senses: Passive Perception 8
Languages: Cactal Folk
Challenge: 1/8

Rarity: Common
Environment: Desert, Urban
Diet: Insects, Meat, Sunlight
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Quiet, Relaxed

Produce Pear. At the start of each day, roll 1d6. On a 5-6, the cactal folk produces one prickly pear. The cactal folk can have no more than 3 fully grown pears at a time. A creature can take an action to eat the pear, gaining 1d4 temporary hit points for the next hour.

Actions

Spiney Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) piercing damage.

Fungal Folk

Fungal folk are a tiny race of thrill-seeking mushrooms that seek to share their lives with others. Created by a strange interaction with Stibbles himself, a cluster of spores, and a touch of wild magic, all of them are said to share the wanderlust of their accidental creator. Their bodies are capable of enduring only dim light, so many of them take to creating makeshift umbrellas to protect their soft caps.

Crippling Loneliness. A fungal folk fears no greater pain than being left alone. Even in situations where they experience neglect, they will create a small burst of spores in an attempt to cultivate a makeshift family. This leads to troops of them roaming the outskirts of dying lands, flying on the backs of commandeered insects and birds.

Strategic Thinkers. To a fungal folk, there isn't anything that can't be used as a means to an end, and no creature that can't be a friend. They have been known to ride rats through sewers, form long-term bonds with dung beetles, and craft tiny tools out of wood chips or string.

Cleanup Crew. Their strange inclination to adventure near death, rot, and grime is not without reason. Fungal folk can consume fresh food over time, but they have a sweet tooth for rotting vegetation.



Fungal Folk

Tiny or Small Humanoid Plant (Fungus), Lawful Neutral

Armor Class: 15 (Natural Armor)
Hit Points: 13 (2d8 + 4)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	11 (+0)	16 (+3)	9 (-1)

Skills: Animal Handling +5, Medicine +5, Nature +2, Survival +5
Senses: Darkvision 60 ft., Passive Perception 13
Languages: Fungal Folk
Challenge: 0

Rarity: Very Common
Environment: Forest, Ruins, Swamp, Underground
Diet: Rotten Meat, Rotten Vegetation
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Brave, Clever

Conscientious Objector. The fungal folk will not take attack actions.

Nifty Crafting. As part of a short rest, the fungal folk can gather small objects and materials to create one of the following: a backpack, a bedroll, a bucket, a climbers kit, a grappling hook, 15 feet of rope, or a quarterstaff. The item weighs 1 pound and breaks after 1d6 hours.

Actions

Create Siblings. The fungal folk spews spores around itself in a 15-foot radius. Over the course of an hour, up to 2d10 new fungal folk will sprout from the area, provided there are unoccupied spaces for them.

Turf

Turfs are nature spirits that form their bodies from clumps of soil and vegetation. Thick clods of soil held together by roots form their bodies, all topped with a variety of foliage and insects. Turfs are born when a nearby landscape needs healing, called forth by the distress of other natural spirits.

Reclaimers. Where great fires or battles devastate the landscape, nature reclaims the ground with hardy weeds. Turfs are nature's warriors, attacking the most blighted landscapes. Marching by the thousands into fields of stone and ash, bearing seeds and saplings in place of weapons, turfs do not declare victory until they have left behind a strong ecosystem.

When their work is done, some turfs take root in the field which they planted and live out their remaining days among the emerging flora. Others choose to continue their fight, wandering the world in search of new places where nature is wounded. They may become companions to wandering druids who right wrongs in the natural world.

Grassy Ambush. Turfs are not made for combat, but they will fight if something threatens their landscape, such as despoiling goblins or blighting undead. If they deem violence necessary, they attack by ambush and with overwhelming numbers.

It may not be accurate to say that turfs disguise themselves as natural grasses, for natural grasses are what they are. However, it is true that when a turf takes root and does not move, even the sharpest eye would never know the presence of the turf. An enemy of nature could find itself surrounded, thinking it is standing alone in an empty field. If the turfs prevail, they cover over their enemy so that it can feed the next generation of plants and fungi.



Turf

Small Plant, Lawful Good

Armor Class: 8
Hit Points: 7 (1d8+ 3)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving Throws: CON +5
Skills: Nature +5
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 12
Languages: --

Challenge: 0

Rarity: Very Common
Environment: Forest, Grassland, Mountain, Ruins, Swamp
Diet: Sunlight
Taming Difficulty: Easy
Starting Bond Points: 6
Suggested Personality: Generous, Hardy

False Appearance. While the turf remains motionless, it is indistinguishable from a small clump of weeds.

Foster Growth. The turf can cast Druidcraft at will, without requiring verbal or somatic components.

Actions

Rake. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1 slashing damage.



Vine-Snake

Woodland travelers who think they have wandered into an overgrown vineyard should take caution. If they are tempted to steal a handful of grapes, they may discover that the grapes are hungry, too.

Vine-snakes are serpentine monsters that impersonate fruiting vines to attract their prey. They often move into untended gardens and other places where the land was cultivated, then abandoned. They feed primarily on small animals such as birds, but they will try to eat larger prey such as deer or even humanoids. The presence of a partially-devoured carcass underneath an innocuous-looking vine is a clear warning.

Verdant Camouflage. Vine-snakes wrap themselves around trees, fences, and walls, and wait for days for their prey to approach. Their mottled scales take on a dull, barklike texture. When it remains motionless, a vine-snake is all but indistinguishable from an inanimate plant. Any creature close enough to examine it closely has likely missed its chance to escape.

Fanged Tendrils. Like any vine, a vine-snake grows a number of tendrils to wrap around nearby objects. Unlike most vines, the vine-snake's tendrils each end with a snake's head. When excited, the vine's tendrils can dart out as quickly as any snake. The snake heads' many eyes, ears, and noses make the vine-snake surprisingly perceptive. They almost always detect an approaching creature in time to still themselves and resume their disguise.

Vine Snake

Tiny Plant, Unaligned

Armor Class: 12
Hit Points: 9 (2d6 + 2)
Speed: 20 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	2 (+0)	14 (+2)	6 (-2)

Skills: Perception +4, Stealth +5
Senses: Passive Perception 14
Languages: --
Challenge: 1/8

Rarity: Common
Environment: Forest, Swamp, Urban
Diet: Insects, Lizards, Sunlight
Taming Difficulty: Hard
Starting Bond Points: 3
Suggested Personality: Proud, Quiet

Taunting Berries. The vine-snake has 1d6 berries that regrow during a long rest. A creature that eats one of the berries must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute.

Multiple Heads. The vine-snake has three or more functioning heads. While it has at least more than one head, the vine snake has advantage on saving throws against being blinded, deafened, and stunned.

Whenever the vine snake takes damage and has more than one head, a head dies. The vine snake can regrow a head over the course of a long rest, regaining 1d6 hit points.

False Appearance. While the vine snake remains motionless, it is indistinguishable from a normal plant.

Wakeful. While the vine snake sleeps, at least one of its heads is awake.

Actions

Multiattack. The vine snake makes up to three bite attacks, provided it has enough heads to do so.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.

Cumbersome Slithering. The saving grace of a vine-snake, for those hoping to escape one, is that they have trouble disengaging from a hiding place, much less crawling quickly over the ground. They make up for this in most cases with their fast-acting poison, which renders the chase moot.



Dentacle

Children of all cultures across the Material Plane world hear rumors about fairies who gather up the teeth they grow out of. They happily look forward to the coins that replace them, and never consider what might happen if their tooth was misplaced.

Vengeful Teeth. Any tooth cast aside, be it by scurvy or youth, risks becoming an undead. The spirit of vengeance comes to all skeletal bodies left with unfinished business, and teeth are no different. Each one may have different reasons to persist, such as biting into a cake or facing the fairy of teeth. Regardless of their differences, they naturally find other dentacles and group together in troops of around 30. They then conduct a chattering rampage, attacking their creators with vengeful fury.

Fairy Hunters. The most common dentacles form when a fairy fails to find them. Instead of attacking their creator, they wait for fairies who visit other teeth, and attack them using small wooden spears. This ironically forms more dentacles from the defended teeth, until entire settlements become plagued with fairy-hating chompers.

Cavity Decay. Older dentacles are born from poor dental care, especially sailors' teeth. Cursed with a vitamin deficiency that will soon claim their undead body, they frantically seek out ways to rid themselves of the rot. Some less reputable clerics, or outcast druids, feel sympathy toward their pain, and choose to heal them. Those who are cured of this pain become unsightly but loyal companions for as long as they persist.

Dentacle

Tiny Undead, Lawful Evil

Armor Class: 10 (Natural Armor)
Hit Points: 5 (1d6 + 2)
Speed: 15 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	10 (+0)	15 (+2)	5 (-3)	8 (-1)	6 (-2)

Damage Immunities: Poison
Condition Immunities: Exhaustion, Poison
Senses: Darkvision 60 ft., Passive Perception 9
Languages: --
Challenge: 0

Rarity: Rare
Environment: Ruins, Urban
Diet: --
Taming Difficulty: Easy
Starting Bond Points: 4
Suggested Personality: Hardy, Quiet

Teeming Teeth. The dentacle is aware of any other dentacles within a 300-foot radius. All dentacles are considered friendly to one another, unless they are charmed or under a similar effect.

Undead Fortitude. If damage reduces the dentacle to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dentacle drops to 1 hit point instead.

Actions

Chomp. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Toothpick. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 2 (1d4) piercing damage.

Exhoul



No one knows exactly how an exhoul comes to be, but many who come across them never forget the sting of their poisonous clouds. These tiny undead are born from the hollow exoskeletons left behind by exceptionally healthy beetles. Some scholars assume that a faint undead spirit saps some of the insect's vitality, and uses it to inhabit the skeleton. They zoom through night skies, slamming into warm bodies and attempting to drain their life force.

Exoskeletal Vitality. The armor of an exhoul is technically a skeleton, and is made up of material similar to bone. They use these compact suits of armor to slam into their enemies like projectiles. When faced with anything that risks damaging their shells, they expel a surge of necrotic damage that grants them greater durability.

Noxious Cloud. To eat away at living creatures, the exhoul surrounds itself in a cloud of highly poisonous gas. This leaves much of the domains they plague scattered with dead lizards, rodents, and insects. To exterminate exhouls, many villages employ constructs or explosives to avoid interaction with the living. Some wizards have been known to collect them, as their wings are made of concentrated poisonous fibers.

Exhoul

Tiny Undead, Neutral Evil

Armor Class: 16 (Natural Armor)
Hit Points: 5 (1d4 + 3)
Speed: 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Immunities: Necrotic, Poison
Condition Immunities: Exhaustion, Poisoned
Saving Throws: CON +5
Skills: Stealth +4
Senses: Darkvision 60 ft., Passive Perception 9
Languages: --
Challenge: 1/8

Rarity: Rare
Environment: Desert, Forest, Ruins, Underground

Diet: --
Taming Difficulty: Hard
Starting Bond Points: 2
Suggested Personality: Hardy, Quiet

Undead Fortitude. If damage reduces the exhoul to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the exhoul drops to 1 hit point instead.

Innate Spellcasting. The exhoul's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *Poison Spray*

1/day: *False Life*

Actions

Slam *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Hand Axe

There are scarcely beings more dangerous than a lich with ample free time and a passionate disdain for loot-hungry adventurers. In order to spite these greedy deviants, these dark mages graft tantalizing magical weapons onto hideous severed hands. These modified claws remain motionless until they feel vibrations draw close. A clueless grave-robber could easily lose their hand to a cleverly disguised hand axe, providing yet more fuel to craft even more of these insidious beasts.

Malicious Multi-Tool. In combat, these claws can serve a dual purpose. They enhance the arsenal of the necromancer's horde while waiting in the wings. Floods of undead welding a variety of magical weaponry storm into battle, but alas may fall to the persistent heroes. When such eager explorers go to claim their prizes, the weapons, drawn to their heartbeats, spring to life to greet the victors with a hungry blade.

Dearly Domesticated. Separating the hand from its mystical weapon is messy work, and clever delvers can make better use of their time trying to tame this undead urchin. If an adventurer produces a convincing facsimile of the hand's master, it can go a long way toward forging a gloriously gruesome friendship. Like your typical domestic pet, the hand axe will always return to its master and protect them to the bitter end. Best of all, it already knows how to play dead.



Hand Axe

Tiny Undead, Neutral Evil

Armor Class: 12
Hit Points: 13 (2d4 + 4)
Speed: 20 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Saving Throws: WIS +2
Damage Immunities: Poison
Condition Immunities: Poisoned
Skills: Stealth +4
Senses: Blindsight 30 ft. (blind beyond this radius), Passive Perception 10
Languages: Understands Common but can't speak
Challenge: 1/8

Rarity: Rare
Environment: Ruins, Urban
Diet: --
Taming Difficulty: Average
Starting Bond Points: 4
Suggested Personality: Cruel, Quiet

Turn Immunity. The hand axe is immune to effects that turn undead.

Skittering Retreat. If the hand axe makes a successful melee attack against a creature (whether in axe form or hand form), that creature can't make opportunity attacks against it for the rest of the hand axe's turn.

Form Change. The hand axe can use a bonus action to change to an immobile axe form, or back into its true form, which resembles a modified crawling claw. While in its axe form, it has a speed of 0 and can be wielded as a +1 handaxe.

Actions

Slash. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Scratch (True Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.



Renine

Some creatures' loyalty to their humanoid friends persists after their death. A renine is the spirit of an exceptionally loyal creature that was separated from its master and died before finding them again. The unfinished search binds the renine to the realm of the living, forever tied to its master. A renine appears as a ghostly image of the creature it was in life, albeit translucent and often floating above the ground. If obstructed in its search, the renine can fight with the ferocity and determination of a living creature. More often, though, renines are incorporeal and elusive, perceptible only by the sound of a distant whimper.

Reunion. As a spirit, a renine continues its search for as long as needed until it and its master are reunited. In other regards it behaves as it did in life. If a renine does not know where to look for its missing master, it may follow someone who reminds it of its master. Such pairings are temporary, however, and the renine never gives up its search.

When a renine finds its master alive, it tries to rejoin them and accompany them once again. A welcomed renine will never spend even a moment away from its old friend, persisting until its master's final breath. Once that happens, the renine then passes to the next world along with the master's spirit. If the master is dead when the renine finds them, the renine instead becomes an eternal guardian of their resting place.

Renine

Small Undead, Lawful Evil or Lawful Neutral

Armor Class: 9
Hit Points: 7 (2d6)
Speed: 0 ft., Fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	11 (+0)	5 (-3)	14 (+2)	14 (+2)

Damage Immunities: Cold, Necrotic, Poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Skills: Stealth +2
Senses: Darkvision 60 ft., Passive Perception 12
Languages: --
Challenge: 1/8

Rarity: Rare
Environment: Forest, Ruins, Urban
Diet: --
Taming Difficulty: --
Starting Bond Points: 12
Suggested Personality: Friendly, Quiet

Incorporeal Movement. The renine can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn inside an object.

Ethereal Sight. The renine can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Actions

Ghostly Whimper (Recharge 5-6). The renine lets out a heart-shattering whimper. All other creatures within 15 feet of it must succeed on a DC 12 Wisdom save or take 3 (1d6) psychic damage.

Etherealness. The renine enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Spectral Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) necrotic damage.

Rejection. The most horrible fate for a renine is to find its old master and be turned away. When this happens, the renines spirit completely changes to one of fear, hatred, and retribution. First, it will attack its old master and any of their allies or companions. Thereafter it becomes a scourge to the old master's kind, wandering the night and assaulting the living with eternal cries, forever mourning its rejection.

Silhouette



These undead beings emerge from the shadows of other creatures the moment they cross over into the next life. Unlike most undead, a silhouette is not intrinsically hostile to the living. Instead, it is a mostly harmless echo of the original creature.

Lifeless Imitation. A silhouette resembles a smaller, pitch-black version of the creature from which it spawned. They generally go through the same sort of actions that their "original" would, apparently unaware that they have no soul fueling them. Their shapes and mannerisms resemble their originals so closely that it's easy to identify who a given silhouette came from.

The first silhouettes manifested from the bodies of creatures that crossed into a darker world, and died without ever truly understanding themselves. The energy of this phenomenon has spread across the Material Plane, and now affects creatures seemingly at random. Some creatures choose to keep silhouettes as low-risk companions, as a shadowy undead puppy has fewer needs than a living one.

Life Draining. Silhouettes feed by unconsciously draining the life of living creatures they come close to. They are light feeders, and do not seriously weaken most healthy creatures. In self-defense, they use this ability more aggressively to weaken an attacker.

Sunlight Aversion. Silhouettes fear direct sunlight. Their shadowy presence cannot persist under the divine daylight, and they slowly become gray silhouettes over the course of an hour before fading to dust. Their allies must provide solutions to this problem, such as umbrellas or carrying boxes.

Silhouette

Tiny or Small Undead, Lawful Evil

Armor Class: 11
Hit Points: 6 (1d12)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	4 (-3)	10 (+0)	7 (-2)

Damage Immunities: Necrotic, Poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Skills: Stealth +3
Senses: Passive Perception 10
Languages: --
Challenge: 0

Rarity: Rare
Environment: Forest, Urban
Diet: Energy
Taming Difficulty: Very Hard
Starting Bond Points: 2
Suggested Personality: Cowardly, Quiet

Natural Stealth. While in dim light or darkness, the silhouette can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the silhouette has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Shadow Drain. While standing in the shadow of a creature, the silhouette can use its action to try and drain the creature's energy. The target creature must succeed on a DC 12 Constitution saving throw or take 3 (1d6) necrotic damage. A creature killed by this ability has a 20% chance of becoming a silhouette.

Part 2
Playing With Companions



Chapter 2

Finding and Taming Your Companion

Sometimes the adventuring lifestyle can feel a little lonely. Even when travelling with a party, you may feel the need for a smaller buddy to take care of. If a wild critter caught your eye, or you noticed a wizard dealing with small creatures, you've likely wondered how difficult it would be to tame one.

As strange and difficult as the task may seem, fear not! Stibbles has your back: using the steps listed below, a wild creature could become your closest companion.

Locating a Companion

Your first step toward companionship starts with locating a creature. To locate one, you must be familiar with what type of environment they call home. Each environment holds different companions, found in either their statistics or in the environment table. If your character is not familiar with what environment a creature lives in, they can attempt an Intelligence (Nature) check using the table below to understand where the creature might live.

Once you're in a creature's habitat, you can attempt to track it. Alternatively, you can attempt to follow the tracks of a creature you aren't familiar with, leaving your potential companion up to chance. To do this, you must spend 8 hours and make a Wisdom (Survival) check. The DC of this check is determined by the table below.

Rarity	Nature and Survival Check DC
Very Common	DC 8
Common	DC 12
Uncommon	DC 15
Rare	DC 18
Very Rare	DC 20

On a success, you confirm that the creature you're seeking lives in the area. On a failure, you either fail to locate them or confirm that none live in the area. Once you confirm a creature is in the area, you can follow their tracks to locate where they live.

If you succeed on this check and have proficiency with Intelligence (Nature), or rolled with advantage, you are also able to learn more about the creature.

By quietly watching how the creature conducts itself, you learn its basic habits, if and what it eats, where it finds water if needed, and where it feels safe.

If your GM feels you would be able to find the creature without searching, you may instead come across it naturally without making an ability check.

Forming the Bond

Now that you have a vague understanding of this creature, you can begin to form a bond with it. To do this, you can spend 1 hour per day to make a Wisdom (Animal Handling) check.. On a success, you provide food, tools, or information, proving that you are an ally. If you fail this check three times, the creature sees your actions as threats, and is unable to become your companion.

The DC of these checks, as well as the number of days you spend interacting with the creature, is based on the table below. Once you've met the creature's requirements, it becomes your companion and joins you on your adventures.

Taming Difficulty	Interaction Requirements	Animal Handling Check DC
Very Easy	1 Success	DC 8
Easy	2 Successes	DC 12
Average	3 Successes	DC 16
Hard	4 Successes	DC 20
Very Hard	5 Successes	DC 25

Familiars as Companions

Familiars are arguably the most common type of "companion" wizards, warlocks, and other casters seek out as company. This naturally raises the question: how do familiars fit in with Stibbles' codex? Many of the restrictions that apply to summoned spirits directly conflict with abilities, bond boons, and items that Stibbles provides.

If you want to use the additional mechanics with a magical familiar, the following alterations should apply to your bond.

Bond Strength with Familiar Companions

Your familiar is spiritually bound to you and your arcane ability, and thus has no intention of leaving or betraying you. Your Bond Strength with your familiar starts at 8, and can never drop below 8. Any time spent in its pocket dimension or replaced with a different form has no negative effect on its Bond Strength. However, as it is an extension of yourself, it cannot save you from death with its own vitality. You do not benefit from the *Friends Till the End* feature at Bond Strength 20.

Combat with Familiar Companions

Your familiar does not gain the ability to take attack actions on its turn from your bond. If your familiar is a creature that can cast spells that you do not know or have slots for, it does not benefit from its spellcasting. It can, however, benefit from the attack action described in the *Pact of the Chain* warlock feature. The player feat *Greater Magical Bond* also grants it combat ability.

Familiar Companions with Different Forms

When you use the spell to have your familiar adopt a new form, that form is treated as a creature entirely unique from your previous familiar's form. It does not benefit from your previous Bond Strength, skill training, or other features granted to a different form. However, if you choose to have a familiar take a previous form, it regains all features it had in that form.

For example, a player has an owl familiar with a Bond Strength of 18 and its Dexterity score is trained to grant it a +4. The player chooses to change their familiar to a weasel. The Bond Strength with this weasel form is 8, and it has no ability score bonuses. The player can increase their Bond Strength with the weasel to 14, and then revert back to the owl form. This owl form retains its Bond Strength of 18 and its trained +4 Dexterity score.

Multiple Companions and Familiars

Your familiar still counts as a companion, as described in the Bond Strength section. As a result, you can only have two non-familiar companions as long as you know the spell *Find Familiar*, unless your GM rules otherwise.



Bonding With Your Companions

Bond Strength

As you take the time to become closer with your companion, the bond between you becomes stronger. You'll find your companion not only grows in power, but also gains unique abilities that will help you on your adventures.

This section details how you can strengthen your bond, the benefits of Bond Strength, and the dangers of losing your bond.

Note that your maximum Bond Strength is limited by your level, shown on the table below. Your Bond Strength cannot be reduced to 0 in any circumstance not noted in the "Losing Bond Strength" segment, unless the GM decides otherwise. For example, a companion with a starting Bond Strength of 2 that has the *Aggressive* personality has a starting Bond Strength of 1, even though the *Aggressive* personality imposes a -2 penalty to Bond Strength.

Having Multiple Companions

You might find yourself wanting more than one little buddy to take care of. This is possible, but it becomes much more difficult to manage and leads to weaker bonds.

You can only have up to 3 companions at a time. With 2 companions, your Bond Strength with each cannot exceed 15. If you have 3 companions, your Bond Strength with each of them is limited to 12.

Playing with Your Companion

Every companion enjoys playing in its own way. Some enjoy a game of catch, others enjoy hide-and-seek, and the more intelligent companions even enjoy card games. Whatever mode of play they choose, it's important to keep them entertained.

During a short rest, work with the GM to describe the type of game you and your companion play together. Once you've done this 3 times, your Bond Strength increases by 1.

Studying Your Companion

Your companion is just as committed to teaching you as you are to it. If a companion is unhappy with a course of action, your behavior, or its diet, it will subtly communicate these things.

If your companion seems unhappy or concerned, you can spend 10 minutes and make a Wisdom (Insight) check to study them. The DC of this check is equal to 12 - your companion's Intelligence modifier. On a success, you get a good understanding of what worries them. If you are able to rectify the problem, your Bond Strength increases by 1.

Gifts and Treats

Just as you enjoy being rewarded after a long quest, your companion greatly appreciates rewards for good deeds. When a companion does something that would normally earn a player Inspiration, you can reward them with an item worth at least 10gp. Once the companion has either eaten the reward, or possessed it for longer than 8 hours, your Bond Strength increases by 1.

Grooming and Cleaning

Most companions, after a handful of days in the adventuring lifestyle or on their own, get dirty. Some handle this problem on their own, while others are either unaffected or unable to gather filth. But the many that struggle to groom themselves, or don't care enough, need you as their ally to help.

If your companion does not normally groom itself, and is not undead, you must spend 1 hour a week cleaning them. To do this, you must have at least 1 square foot of water and 1gp worth of cleaning supplies. The first time you clean your companion each week, your Bond Strength increases by 1. Neglecting to do so for a full week decreases your Bond Strength by 1.

Dueling

Another great way to strengthen your bond with your companion is winning a duel against another companion. Every victory brings you closer together, and every failure shows that you have room to improve. The mechanics for dueling other companions are detailed in the Dueling section on page 137.

The Bond Strength Table

Bond Strength	Features	Player Level Requirement
1	Fragile Friendship	1
2		1
3		1
4	On the Lookout	1
5		1
6	Sharing is Caring	1
7		1
8	Interesting Alliance	1
9		1
10	Small Sentinel	1
11	Bonus Hit Die	1
12	Bonus Hit Die, Bond Boon	2
13	Helping Hand	2
14	Bonus Hit Die	3
15	Bond Boon	3
16		4
17	Bonus Hit Die	4
18	A Neat Trick	5
19	Bond Boon	5
20	Bonus Hit Die, Friends Till the End	6

Fragile Friendship

With a Bond Strength of 1, your companion is estranged from you. They will only take actions to defend themselves in combat, and will not use their abilities when you command. During each long rest, there is a 5% chance your companion will leave your party. This chance increases every night by an additional 5%. Your companion loses this feature when your Bond Strength is 2 or higher.

On the Lookout

With a Bond Strength of 4 or higher, your companion is comfortable sharing information about what it notices. While within 5 feet of your companion, you can replace your Wisdom modifier with theirs when making Perception checks.

Sharing is Caring

With a Bond Strength of 6 or higher, your companion is comfortable sharing some food it finds with you. Every 1d6 days, your companion can find food and fresh water for themself and one other creature, provided that the land offers berries, small game, water, and so forth.

Interesting Alliance

With a Bond Strength of 8 or higher, your companion is willing to back you up in social situations. While within 10 feet of your companion, you gain a +1 bonus on Charisma (Persuasion) checks made against creatures with the same alignment as the companion.

Small Sentinel

With a Bond Strength of 10 or higher your companion is happy to take up a night shift. When taking a long rest, your companion can take one shift to keep watch for trouble. During this time, double their Ability modifier on Wisdom (Perception) checks.

Bonus Hit Die

Starting at Bond Strength 11, and again at Bond Strength 12, 14, 17, and 20, your companion's hitpoint maximum increases. To do so, roll a single hit die equal to one of your companion's hit dice and add its constitution modifier to the result. Your companion's hitpoint maximum increases by the total.

Bond Boon

At Bond Strength 12, 15, and 19 you choose a unique benefit from the list in the Bond Boons section below.

Helping Hand

With a Bond Strength of 13 or higher, Your companion cares enough about you to help in troubling times. Once per short or long rest, they can use a bonus action to grant you an additional 1d6 on an attack roll or ability check.

A Neat Trick

With a Bond Strength of 18 or higher, you've spent enough time with your companion to teach them a combat trick. As a bonus action, your companion can perform one of the following actions: Dash, Disengage, or Dodge.

Friends Till the End

At Bond Strength 20, your bond with your companion is as strong as it gets. They feel as though you are a part of them, and would do anything within their power to protect you.

When you are about to take lethal damage, and you are within range of your companion's movement speed, it will instantly dash to you and become the target of the attack. If the attack targets an area rather than an individual, you both take half of the damage instead.

Losing Bond Strength

Certain conditions can weaken the bond between you and your companion. Other situations that can damage your friendship are detailed in their own sections, like inconsistent grooming or too much training.

When your Bond Strength decreases, you lose any feature your strength no longer reaches other than Bonus Hit Die.

The most common ways to lose Bond Strength are detailed in the section below. In addition, your GM can deem situations worthy of damaging your bond.

Spending Time Apart

The passage of time affects all friendships, and time shared together is always valuable. But time spent apart will inevitably lead you to grow apart. Every week you spend without interacting with your companion causes your Bond Strength to decrease by 1.

Starving

One of the worst things you can do to a living companion is starve them. If a companion goes more than 3 days without eating food from its diet, your Bond Strength decreases by 2.

Falling in Battle

If a companion is reduced to 0 hit points, and your party fails to heal them within 1 hour, your Bond Strength decreases by 1.

Breaking the Bond

Sometimes companionships reach their natural end. If you and your companion don't get along, they feel neglected, or one of you finds a better life, the bond will break. At any point your Bond Strength Score falls below 1, you irreversibly lose your bond with that companion.

In most cases, companions or adventurers simply leave the other behind when the Bond Strength drops below 1. Certain companions who were starved, or are inherently aggressive, are likely to turn on the players and attack at an opportune time.

For companions with an Intelligence score of 10 or higher will likely attempt a dialogue with the player before leaving. However, some sentient evil companions will plot to see the parties demise if they felt neglected or abused.

Second Chances (variant rule)

At the GM's discretion, you can be given a second chance to repair the friendship, and reset Bond Strength to 1 with a lost companion.

To do this, you must spend 1 hour with the companion and make a Wisdom (Animal Handling) check with disadvantage. The DC of this check is the same as the companion's Taming Difficulty DC.

Bond Boons

A strong friendship can inspire your companion to unlock or learn new abilities. With enough motivation, companions can accomplish feats previously thought impossible.

At Bond Strength 12, 15, and 19 you choose a unique benefit from the list below. As long as your bond does not drop below the required strength, your companion benefits from each boon you choose. If your companion no longer possesses the required prerequisite for a Bond Boon after acquiring it, it may not use any of the boon's features until it has regained the prerequisite.

Alien Armor

Prerequisite: Must be an aberration
Your bond with your companion has unlocked faint, reality-warping abilities that naturally protect it from this world. As a reaction when it is hit by an attack, it can phase out of reality for a moment, causing the attack to miss. Your companion can use this ability once per short or long rest.

Ancient Attunement

Prerequisite: Must be a dragon
Your bond with your companion has expanded its attunement to the world, allowing it even greater defense against the elements. Choose an element: acid, fire, lightning, cold, or poison. Your companion gains resistance to that element. In addition, it gains a +1 to its armor class.

Blink Jump

Your companion learns how to shift its position using an innate magic called "*Blink*". Once per short or long rest, your companion can instantly teleport up to 30 feet into an unoccupied space it can see.

Bulked up Beastie

Prerequisite: Strength 18 or higher
Your companion's training has paid off, and the strength of your bond grants it the following benefits:

- Your companion gains a +1 to attack and damage rolls that rely on Strength.
- Your companion's carrying capacity is doubled.
- Your companion has advantage on Strength checks and saving throws.

Companion Combat Training

Your companion has observed your fighting tactics, and over time has learned how to handle a weapon of its own. It gains proficiency with one simple weapon, granted it has at least one appendage that can hold the weapon.

Deadly Duelist

Your companion has spent much of its time fighting in one-on-one duels, and has become a dangerous creature to challenge. It has advantage on Dexterity rolls made to determine initiative in duels, and has a +1 to attack and damage rolls during duels.

Doubled Durability

Prerequisite: Constitution 18 or higher
Your companion's training has paid off, and the strength of your bond grants it the following benefits:

- Your companion's hit die count is doubled.
- Your companion has advantage on Constitution saving throws.

Earthen Awareness

Prerequisite: Wisdom 18 or higher
Your companion's training has paid off, and the strength of your bond grants it the following benefits:

- Your companion gains tremorsense out to 60 feet. If your companion already has tremorsense, its range is doubled.
- Your companion cannot be surprised as long as it isn't incapacitated.

Elemental Expansion

Prerequisite: Must be an elemental
Your companion has strengthened its ties to this world, and has become strong enough to summon other elemental spirits



to aid itself. Once per long rest, your companion can use an action to create 1d4 additional elementals. These elementals have the same statistics as your companion, and disappear after being reduced to 0 hit points or after 1 hour has passed.

Faerie Tricks

Prerequisite: Must be a fey
Your fey companion unlocks inherent magic that grants it power over how others perceive it. Once per day, it can cast *disguise self*. The effects of this spell instead last for 8 hours, and the ability resets at midnight.

Fancy Footwork

Prerequisite: Dexterity 16 or higher
When your companion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Focused Senses

Prerequisite: Must be a beast
Your companion's bestial instincts have further developed, allowing it to hone its skills for a short time. Once per long rest, as an action, your companion can double its movement speed for 1 minute. During this time, it gains advantage on perception checks.

Getting Angry

Your companion learns how to fuel its attacks with the rage that follows being injured. As an action, it can open itself up to an attack, granting the next enemy advantage on an attack roll made against it.

If the attack hits, your companion can use its reaction to make one melee attack with advantage. If this attack hits, it deals an additional 1d4 damage.

Holy Healing Burst

Prerequisite: Must be a celestial
Your celestial companion gains authority over divine healing energy, and is able to share it with others in small bursts. Once per long rest, your companion can use an action to restore 2d6 hit points to all friendly creatures within 10 feet of it.

I Go, I Stay

Prerequisite: Must be a construct
Your companion's arcane presence and dedication has overcome its mechanical body. If it is killed in a way that its body isn't outright destroyed or irreparably damaged, it can reassemble itself over the course of 1d4 days. During this time, any separate body parts gain a movement speed of 5 feet and can only use their actions to move towards the rest of the construct. Once fully assembled, the construct gains 1 hit point and regains consciousness.

Inspiring Attitude

Prerequisite: Charisma 18 or higher
Your companion's personality has become so magnetic that it gains the ability to encourage those around it. As a bonus action, the companion can choose one creature other than itself within 60 feet of it that it can see. For the next 10 minutes, the creature can roll a d10 and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can add this die to a roll after the d20 is rolled, but before success is determined. Your companion can use this ability once per short or long rest.

It Can Talk?

Prerequisite: Intelligence 16 or higher
Your companion has learned more than you thought possible after spending so much time with you, and is now capable of mimicking speech patterns. It gains the ability to speak one language of your choice, provided you are also able to speak that language.

Lucky Brawler

Your companion's combat intuition has become more focused as your bond has grown. When your companion makes an attack roll, they can use this ability to reroll the die before the outcome is determined. They can use this ability once per short or long rest.

Magically Inspired

Through truly fantastical means, your companion gains a modicum of control over the arcane. They learn one cantrip from the wizard spell list.

Monstrous Mutation

Prerequisite: Must be a monstrosity
Your bond with your monstrous companion has inspired its unnatural body to use its full potential. Once per short or long rest, they can innately cast *alter self*. The effects of this spell instead last for 8 hours.

Natural Nutrition

Prerequisite: Must be a plant
The strength of your bond with your botanical companion has inspired its body to produce berries for you. Over the course of each day, your companion creates 1d4 + 1 berries. As an action, a creature can eat one of the berries to restore 1 hit point. Each berry also provides enough nourishment to sustain a creature for one day.

Playing Dirty

Your companion doesn't shy away from dirty tactics to win fights. As a bonus action after one of its attacks hit, it can spray dirt or a similar substance into the eyes of an enemy. The enemy suffers disadvantage on its next weapon attack. Your companion can use this ability once per short or long rest.

Ranged Professional

Your companion's ranged abilities have honed to deadly precision. It gains a +2 bonus to ranged attack rolls.

Return Fire

Prerequisite: Must be a fiend
Your fiendish companion gains protection from the flames of the underworlds. Once every long rest, your companion can cast *hellish rebuke* at 1st level (Save DC 14).

Root Surge

Prerequisite: Must be a plant
Your botanical companion learns how to exert force over its roots, causing a wide-scale surge. Once per long rest, they can cast *entangle* (Save DC 14).

Spiritual Fortitude

Your bond with your companion has inspired their spirit to persist with a death-defying strength. When your companion takes damage that would reduce it to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, your companion drops to 1 hit point instead.
Your companion can use this ability once per short or long rest.

Sticky Mitosis

Prerequisite: Must be an ooze
Your strange companionship with an ooze has unlocked an ability hidden deep within its biology. Over the course of 8 hours, your companion can clone itself, creating an additional ooze of the same type. It can use this ability once every 1d4 + 1 weeks. If you have less than three companions, this new ooze is born with a Bond Strength of 6. Otherwise it is indifferent to you and your party.

Still Not Dead

Prerequisite: Must be an undead
Your undead companion has grown so attached to you that its dedication is stronger than its body. If your companion is killed, as long as its body is not completely destroyed, it can take actions for 1 minute before dying.

Strong-Willed

Your companions' will to live has been strengthened by your bond. The companion cannot be killed by massive damage unless it equals 3 times their maximum hit points. In addition, when knocked unconscious after being dealt damage, it regains 1 hit point after a minute has passed.

Swift Stride

Your bond with your companion has swiftened its stride, increasing its maximum walking speed by 10 feet.

Swift Strike

Your companion's combat prowess has strengthened over time. It can make one additional attack when it takes the attack action.

Toughened Hide

Your companion's body has grown more resistant to attacks over time. It gains a +2 bonus to its armor class.

Trained Durability

In addition to your bond, your companion's resolve when facing damage has become stronger.
Choose one type of damage that your companion isn't vulnerable to. It gains resistance to that damage type.

Dealing With Death

The death of a companion can be one of the most devastating moments for your party, especially one whose bond has grown strong over time. The codex provides many ways to guard against this, granting you a plethora of items and abilities to bolster them to an almost ridiculous level.

But no matter how many defenses you build, few companions are immortal. As NPCs, your GM can choose whether or not a companion who has been knocked unconscious can make death saving throws. This rule may vary from table to table, and should fit the theme of your campaigns. If you're traveling a grim world littered with tragedy, the fear of losing close friends should be forever present. But in epic fantasies or more whimsical worlds, companions should be treated as members of the party.

As an alternative, you can instead have certain companions return in unique ways. Aberrations, celestials, fiends, and certain elementals can return to their home worlds upon death. Some are able to find their own ways back to their friends, but others must be retrieved. Other creatures like beasts and monstrosities can instead persist as undead. The renine and the silhouette are perfectly reasonable paths for companions who choose to live beyond death.



Part 3
New Ways to Play

Chapter 4

Companion Personalities

Common Personalities

1d20	Personality	Example Companions
1	Brave	Pangol, Shingle
2	Chatty	Balderdash, Fey Spirit
3	Childish	Dreparous, Piglet
4	Clever	Dog, Raccoon
5	Cowardly	Basan, Moon Singer
6	Creative	Otter, Skinti
7	Energetic	Druk, Woar
8	Friendly	Biote, Blessling
9	Generous	Chamrosh, Turf
10	Grumpy	Equtaras, Hydra Puck
11	Hardy	Armordillo, Exhoul
12	Impulsive	Cat, Tulu
13	Lazy	Capybara, Koala
14	Moody	Burnling, Rabbit
15	Nervous	Basan, Lobster
16	Proud	Eagle, Grimalkinn
17	Quiet	Silhouette, Soth
18	Relaxed	Bloom Crawler, Manta Ray
19	Stupid	Duck, Wyrmlet
20	Wise	Bai Ze, Vishap

Brave

Brave companions are known to be heroes in their own right, able and ready to defend other creatures. Never turning down an adventure, they're often found in the company of traveling parties. However, their bravery can lead to some stupid choices… like standing inside a fireball thinking they'll "be fine."

Brave companions gain the following features:

- Their Constitution score increases by 1, to a maximum of 20.
- They have advantage on saving throws against being frightened.
- They have disadvantage on Dexterity saving throws.
- Their Intelligence score decreases by 1, to a minimum of 2.

Chatty

Chatty companions are known to be vibrant conversationalists, always ready and willing to speak their mind. Finding perfect companionship among bards, and testing the patience of monks, they're likely to sing a song at any moment, whether you want one or not. This issue is made very apparent during adventures that require stealth… something chatty companions aren't familiar with.

Chatty companions gain the following features:

- Their Charisma score increases by 1, to a maximum of 20.
- They gain the ability to taunt an enemy. Once per short or long rest, as an action, they can force a hostile creature to make a DC 10 Charisma saving throw or have disadvantage on attack rolls until the start of the creature's next turn.
- They take a -2 penalty on Dexterity (Stealth) checks.
- Their Dexterity score decreases by 1, to a minimum of 2.

Childish

Childish companions are known for their endearing lack of maturity. No matter how old these creatures are, they always act with an adorable and naive nature. However, their persistent sense of wonder makes them ineffective during combat… and easy to trick.

Childish companions gain the following features:

- Their Charisma score increases by 1, to a maximum of 20.
- They gain a +1 bonus to their Armor Class.
- They take a -1 penalty on attack rolls.
- They have disadvantage on saving throws against being charmed.

Clever

Clever companions are always looking to learn, and greatly enjoy the company of wizards. Quick studies, these companions can be taught skills and knowledge that others wouldn't be able to handle. However, their passion for learning leads to them neglecting their physique, and many clever creatures are weaker than others.

Clever companions gain the following features:

- Their Intelligence score increases by 1, to a maximum of 20.
- They gain a +1 bonus to one of the following **skills:** Arcana, Insight, Nature, Perception, Survival, or Stealth.
- They have disadvantage on Constitution saving throws.
- Their Strength score decreases by 1, to a minimum of 2.

Cowardly

Cowardly companions spend all their time carefully avoiding confrontation, and are usually difficult to tame. Their practiced ability to run from a fight gives them a strong advantage over their pursuers. However, their close relationship to fear makes them easily startled by the simplest of things.

Cowardly companions gain the following features:

- Their Dexterity score increases by 1, to a maximum of 20.
- After being frightened or taking damage, they gain a +15 movement speed bonus until the end of their next turn.
- They have disadvantage on saving throws against being frightened.
- Their Strength score decreases by 1, to a minimum of 2.

Creative

Creative companions are artists at heart, always crafting new tools or decorating their territories. An adventurer might find small stones hanging from carved trees when passing through a creative creature's domain. However, being lost in thought or crafting takes a toll on their alertness.

Creative companions gain the following features:

- Their Intelligence score increases by 1, to a maximum of 20.
- During a short or long rest, they can create a trinket or bauble made of random materials. This trinket must fit within a ½ ft.-square cube, and the purpose or design is up to the GM. The item created must also be less than 3 gp in value.
- They take a -2 penalty on Wisdom (Perception) checks.
- Their Constitution score decreases by 1, to a minimum of 2.

Energetic

Energetic companions are non-stop powerhouses of pure excitement. Always on the move, these creatures are often the first to strike in a fight. However, their constant self-exertion can lead to exhaustion pretty quickly, and their attention spans suffer. After all, stopping to smell the flowers is a waste of precious time!

Energetic companions gain the following features:

- Their Dexterity score increases by 1, to a maximum of 20.
- They gain a +2 bonus on dexterity ability checks to determine initiative order.
- They take a -2 penalty on Wisdom (Perception) checks.
- Their Constitution score decreases by 1, to a minimum of 2.

Friendly

Friendly companions live their lives for the sake of others, and are always looking for some way to improve their friends' moods. Every creature with this personality is always on the lookout for new companions, and is much easier to befriend than others. However, their social nature makes them prone to being charmed by others' magic.

Friendly companions gain the following features:

- Their starting bond strength gains a +2 bonus.
- They gain a +2 bonus on Charisma (Persuasion) checks.
- They have disadvantage on saving throws against being charmed.
- Their Wisdom score decreases by 1, to a minimum of 2.

Generous

Generous companions express themselves through gifts. Bright, cheery, and caring, they have a sentimental attachment to every trinket they collect. Oftentimes, these gifts symbolize how they feel about the current state of their friendship. However, collecting trinkets for friends makes it difficult for them to carry anything else.

Generous companions gain the following features:

- Their Charisma score increases by 1, to a maximum of 20.
- They will occasionally bring gifts to characters they like, up to once a day. These gifts are determined by the GM, but can take the form of objects like sticks, coins, jewelry, dead prey, tools, and so on. The gift should be worth no more than 5 gp in value.
- Their carrying capacity is reduced by 5 lbs.
- Their Intelligence score decreases by 1, to a minimum of 2.

Grumpy

Grumpy companions always find a reason to complain. Rarely happy for long, their upset disposition makes them difficult to charm or trick. However, few adventurers even consider putting up with the constant complaints and demands made by grumpy creatures. Those who do find an oddly wise perspective hidden under a rough exterior.

Grumpy companions gain the following features:

- Their Wisdom score increases by 1, to a maximum of 20.
- They have advantage on saving throws against being charmed.
- They take a -2 penalty on Charisma (Persuasion) checks.
- Their Charisma score decreases by 1, to a minimum of 2.

Hardy

Built to survive, hardy companions have a reputation for endurance. They train their bellies with large meals, which usually causes them to weigh a bit more than others. But their resistance to toxic foods and sickness is an advantage that helps many of them endure harsher environments.

Hardy companions gain the following features:

- Their Constitution score increases by 1, to a maximum of 20.
- They gain immunity to the Poisoned condition.
- They require twice as much food and water as normal. For creatures that don't eat, they instead require 10 more minutes of rest during a short rest.
- Their Dexterity score decreases by 1, to a minimum of 2.

Impulsive

Impulsive companions are known to be spontaneous and unpredictable, almost acting with a bit of insanity. However, their strange mannerisms give them an advantage when evading attackers. Their random impulses make them tough to train, but gnomes and other mischievous allies greatly enjoy their company.

Impulsive companions gain the following features:

- They gain a +1 bonus to their Armor Class.
- They have advantage on Dexterity saving throws.
- They will occasionally take their own actions during combat, up to once per combat at the GMs discretion. Actions they may take include random movement, attacks, chasing bugs, and so on. The action they take will never intentionally put them in harm's way.
- Their Wisdom score decreases by 1, to a minimum of 2.

Lazy

Lazy companions enjoy nothing more than lounging, eating, and pooping. Frequent naps and occasional snacking are much more appealing to them than winning a fight, which some of their allies actually prefer. Having a small creature asleep on your shoulder is much more enjoyable than picking fights with everything that moves. However, if they end up in a fight, they might simply prefer to lose and get back to that nap.

Lazy companions gain the following features:

- Their Constitution score increases by 1, to a maximum of 20.
- Magic cannot put them to sleep.
- They take a -2 penalty on Dexterity checks to determine initiative order.
- Their Dexterity score decreases by 1, to a minimum of 2.

Moody

Moody companions are known for their shifting attitudes. Their experience with strong, random mood swings can lead to very convincing performances… and temper tantrums. However, many casters take advantage of their weakness to charming magic during these fits. Those who enjoy the company of moody creatures tend to have personalities that mesh well with their strong passions.

Moody companions gain the following features:

- Their Charisma score increases by 1, to a maximum of 20.
- They gain a +2 bonus on Charisma (Performance) checks.
- They have disadvantage on saving throws against being charmed.
- Their Wisdom score decreases by 1, to a minimum of 2.

Nervous

Nervous companions always assume trouble is right around the corner. They spend most of their time worrying about what might happen next, and staying more alert than others. However, this ever attentive attitude can take its toll, and these creatures often end up exhausting themselves.

Nervous companions gain the following features:

- They gain a +2 bonus on Wisdom (Perception) checks.
- They gain a +2 bonus on Dexterity checks to determine initiative order.
- They have disadvantage on saving throws against exhaustion.
- Their Constitution score decreases by 1, to a minimum of 2.

Proud

Proud companions live for the attention of others, and aren't shy when it comes to asking for it. Pampering is more valuable than gold to them, and they savor every second of being treated like royalty. However, their unrivaled self-worth means they won't put up with doing more than the minimum.

Proud companions gain the following features:

- Their Charisma score increases by 1, to a maximum of 20.
- They gain a +2 bonus on Charisma (Performance) checks.
- Their carrying capacity is reduced by 10 lbs.
- Their Strength score decreases by 1, to a minimum of 2.

Quiet

Quiet companions are reserved, attentive, and often lithe. Predators most often have this nature, choosing to silently pounce on prey and end a hunt with a single attack. However, these creatures are weaker than others, and face difficulty during longer battles. Rogues value their abilities, and train them to sneak through small spaces.

Quiet companions gain the following features:

- Their Dexterity score increases by 1, to a maximum of 20.
- They gain a +2 bonus on Dexterity (Stealth) checks.
- They take a -2 penalty on Strength (Athletics) checks.
- Their Strength score decreases by 1, to a minimum of 2.

Relaxed

Relaxed companions are always comfortable, even in life-threatening situations. Most adventurers value their disposition, as traveling with a calm creature helps them de-stress.

However, when in real danger, relaxed creatures have difficulty grasping how important it is to run away.

Relaxed companions gain the following features:

- They gain a +1 bonus to their Armor Class.
- They have advantage on saving throws against being frightened.
- Their movement speed is reduced by 5 ft.
- Their Dexterity score decreases by 1, to a minimum of 2.

Stupid

Stupid companions are simpleminded beasts, relying on base instincts more than common sense. With very little capacity for learning, these creatures' lack of intelligence makes for difficult training. However, their durability and lack of thought makes them stronger than others.

Stupid companions gain the following features:

- Their Constitution score increases by 1, to a maximum of 20.
- They have advantage on Wisdom saving throws.
- They have disadvantage on Intelligence saving throws.
- Their Intelligence score decreases by 1, to a minimum of 2.

Wise

Wise companions are known for their experience and age. Well versed in surviving the environment and observing others, they've achieved this age with great patience and caution. However, their age has withered their bodies, which causes most fights to become exceptionally dangerous for them.

Wise companions gain the following features:

- Their Wisdom score increases by 1, to a maximum of 20.
- They gain a +1 bonus on Wisdom (Insight and Survival) checks.

Evil Personalities

1d6	Personality	Example Companions
1	Aggressive	Blood Acher, Woar
2	Devious	Puca, Thisschord
3	Cruel	Chorden, Moon Doppler
4	Greedy	Kur, Mimcat
5	Nasty	Dog
6	Stinky	Cat

- They have disadvantage on Strength saving throws.
- Their Strength score decreases by 1, to a minimum of 2.

Aggressive

Aggressive companions are fighters at heart, and are always looking for something to attack. They've learned how to gain the upper hand against their enemies, and experience has made them strong. However, their aggressive disposition makes them difficult to train, and few handlers are comfortable dealing with their fighting spirits.

Aggressive companions gain the following features:

- Their Strength score increases by 1, to a maximum of 20.
- They gain a +1 bonus on attack rolls.
- Their starting bond strength takes a -2 penalty.
- Their Charisma score decreases by 1, to a minimum of 2.

Devious

Devious companions are always out for their personal gain, and use deplorable methods to get what they want. A common trait found in fey, a devious creature is always looking for some way to stir up trouble… sometimes just for fun. These pranksters have keen eyes and silver tongues, two tools they use every chance they get.

Devious companions gain the following features:

- They gain a +2 bonus on Charisma (Deception) checks.
- They gain a +2 bonus on Wisdom (Perception) checks.
- They will occasionally pull pranks on the party at the GM's discretion. These pranks can occur up to twice a day, and take the form of tied shoelaces, switching party items, markings or refuse left on sleeping creatures, and so on.
- Their Charisma score decreases by 1, to a minimum of 2.

Cruel

Cruel companions are known to be savage, brutal, and hateful down to their core. Difficult to deal with, and even more difficult to actually befriend, cruel creatures prefer to always be in charge. However, if an adventurer has the patience to befriend one, they'll find an ally more powerful than others.

Cruel companions gain the following features:

- Their Strength score increases by 1, to a maximum of 20.
- They gain a +1 bonus to damage rolls.
- Their starting Bond Strength takes a -2 penalty.
- Their Charisma score decreases by 1, to a minimum of 2.

Greedy

Greedy companions are essentially the inverse of generous allies. They'll grab anything they can eat, use, or store for later, no matter who it belongs to. Eating others' belongings has led to their bellies being much stronger than others. Rogues who keep track of these creatures' hoards can actually benefit from their greedy nature.

Greedy companions gain the following features:

- Their carrying capacity is increased by 10 lbs.
- They have advantage on Constitution saving throws.
- During a short or long rest the creature will steal 1d6 coins, gems, or other small valuables and hide them. Certain creatures will simply eat them instead, making retrieval… more difficult.
- Their Intelligence score decreases by 1, to a minimum of 2.

Nasty

Nasty companions are known for their whining, food stealing, and excessive bodily fluids. Always begging for food and attention, only the most loving caretakers have the patience to deal with them. Stealing food has honed these creatures' thieving talents… but not the strength of their guts.

Nasty companions gain the following features:

- Their Dexterity score increases by 1, to a maximum of 20.
- They gain a +2 bonus on Dexterity (Sleight of Hand) checks.
- They have disadvantage on Constitution saving throws.
- Their Wisdom score decreases by 1, to a minimum of 2.

Stinky

Stinky companions combine all the worst personalities into one, and add a bad stench. They're greedy thieves that demand attention, rarely pamper themselves, and are mischievous for seemingly no reason. Most house pets slowly fall into this personality, and their keepers learn to simply endure their behavior… hoping they'll grow out of it.

Stinky companions gain the following features:

- Their Constitution score increases by 1, to a maximum of 20.
- They gain a +2 bonus on Dexterity (Acrobatics) checks.
- They take a -2 penalty on Charisma (Persuasion) checks.
- Their Charisma score decreases by 1, to a minimum of 2.



Dueling Other Companions

Dueling

Companion dueling is a world-renowned pastime for adventurers who enjoy bonding with their companions, and is to be an exciting sport considered in several cultures. Some competitors see a duel as a chance to test the strength of their bond and their companion, while others use it as a method of settling disputes.

Whatever the reason for you to duel with an opponent or a friend, the mechanics below will guide you through the process of setting up and running a duel. In most worlds, there is a standard rule set for each duel, as well as several arenas that serve as safe zones for companions who fight in them. You and your GM can either use the basic guidelines below or apply any variants to each duel you take part in.

Setting Up a Duel

Setting up a duel requires some level of cooperation with both parties involved. Terms must be agreed upon before the fight begins, and precautions may be taken to keep companions from dying in these fights. The standard terms for a basic duel are as follows:

- The duel consists of one companion that represents each party, each spaced 30 feet from each other at the start of the duel.
- The duel ends when one companion falls unconscious.
- No outside party is allowed to be involved in or interrupt the duel until it is finished.
- No held weapons, items, or armor may be used by either companion, and no spells can be cast on a companion before the duel begins.
- The loser of a duel must pay the winner 10 gp.

The standard terms are used for most competitive dueling tournaments, but any alteration can be added if both parties agree on it before the duel begins.

Multiple Companions

If both parties agree to involve more than one companion in a duel, the following rules apply:

- Both parties can involve up to 3 companions in a duel, and both parties must use the same number of companions.
- Only one companion can fight at a time. When a companion falls unconscious, its ally uses their reaction to send in the next companion. Each companion rolls initiative once the previous fighter falls unconscious.

The Duel

Once the rules and terms are set, and the companions are positioned, the duel can begin. Each character involved rolls initiative, adding their initiative modifier to their companion's initiative modifier.

On each turn, the player uses their action to direct their companion's next move. The companion then takes its turn, and attempts to follow the direction to the best of its abilities. In addition, each character can use their reaction to give their companion a +1 bonus to either its next attack roll, its next saving throw, or to its AC against the enemy's next attack.

Finishing a Duel

Once the duel is finished, the companion knocked unconscious becomes incapacitated for 1 hour. This causes it to take a -1 penalty to its Bond Strength, as noted in the Bonding Mechanics section under "Falling in Battle." The winner of the duel gains a +1 to their Bond Strength, and the winning companion can add 1d4 to any ability checks it makes for the next minute.

Arenas

In worlds where dueling is a sport, arenas are crafted and enchanted with a protective magic. These arenas are on average 60 feet long and 30 feet wide, but each arena can be crafted to incorporate pillars, traps, walls, platforms, and nets or cages for flying creatures. Each arena is fitted with an enchanted bell that, when rung, prevents all damage dealt inside the arena from being fatal. This effect lasts until the bell is rung again, or dispelled as a 6th-level spell.

Arena Traps

Most dueling arenas have built in traps to give duels higher stakes, and excite the audience. The GM can choose to have 2, 4, 6, or 8 individual traps in an arena, and can pick where they are placed. In addition, they can also choose to have the traps be magically hidden until they are activated. Arena traps can only activate one at a time, triggering at the start of each round. Listed below are a number of example traps.

Electric Panels

A 10-foot-square panel fills with an electric current. Each companion on the panel must succeed on a DC 12 Constitution saving throw or take 1d6 lightning damage and become paralyzed until the end of their next turn.

Ethereal Platforms

One of the platforms above the arena briefly enters the ethereal plane, causing any companion on it to fall. The platform reappears at the start of the next round.

Flame Throwers

1d6 holes in the side of the arena shoot fire out in a 10-foot line. Each companion in the area must succeed on a DC 12 Dexterity saving throw or take 1d4 fire damage.

Fog Burst

An explosion of thick fog fills a 20-foot-square area and remains for 1d4 rounds. While the fog persists, any companion inside of it is considered heavily obscured.

Grasping Ice

A small pool of 4 inch deep water covers a 10-foot-square platform, and then instantly freezes over. Each companion in the area must succeed on a DC 12 Dexterity saving throw or take 1d6 cold damage and become restrained until the end of its next turn.

Lava Panels

A 10-foot-square panel drops into a bed of lava 5 feet below. Each companion on the panel must succeed on a DC 12 Dexterity saving throw or take 1d6 fire damage. The panel resurfaces at the start of the next round, but deals 1 fire damage to any companion that steps on it for the duration of that round.

Levitating Panels

One of the platforms above the arena moves up to 30 feet in a random direction to another space inside the arena.

Pincer Walls

Two 10-square-foot walls appear and begin closing in on a 10x20 foot area. Each companion inside the area must succeed on a DC 12 Strength check or take 2d6 bludgeoning damage. The walls then crumble to dust.

Pitfalls

A 10-foot-square section of the arena floor becomes an illusion, hiding a 20-foot deep pit below it. Any companion attempting to cross it must succeed on a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage and fall prone. At the start of the next round, the bottom of the pit rises up to replace the missing segment of the floor.

Spikes

Groups of spikes rise out of the ground in 4 separate areas in the arena, each 5 feet wide. Any companion standing above the spikes must succeed on a DC 12 Dexterity saving throw or take 1d6 piercing damage.

Spinning Platforms

One of the platforms above the arena begins to spin. Any companion not in the center of the platform must succeed on a DC 12 Dexterity saving throw or be flung off of the platform.

Springboard

2 (1d4) 5-foot-square panels suddenly spring upward. Each companion standing on one of these panels must succeed on a DC 12 Dexterity saving throw or be launched 20 feet into the air.

Toxic Gas

Small holes on the surface of a 10-foot-square platform expel toxic gas that fills up a 5 foot area above them. Each companion in that area must succeed on a DC 12 Constitution saving throw or take 1d8 poison damage.

Weapon Flurry

An assortment of light weapons such as daggers or handaxes fly out of an open panel, targeting any companion within a 15 foot line. Companions targeted by this trap must succeed on a DC 12 Dexterity saving throw or take 2d4 slashing damage. The weapons can be retrieved and used for the rest of the duel.


Chapter
6
Ability Training

Ability Training

When traveling with companions, you may find them struggling to do things you'd like them to be better at. Maybe you'd like your Woar to carry a few more arrows in its pack, or perhaps you'd like your Moon Singer to be more confident in its abilities.

To solve this issue, you can take the time to train your companion's abilities. This section lays out how you can train your companion to improve each ability, as well as the difficulties you may face during the process.

Companion Restrictions

Before you start training your companion, you need to understand its limits. The following restrictions apply to training:

- The companion cannot receive more than 10 total ability score increases through training.
- The companion cannot receive a cumulative bonus to a single ability higher than your Proficiency score.
- The companion cannot improve an ability score above 22.
- You cannot train more than one physical and one mental ability score at a time.
- Taking breaks from training does not affect your progress, so you can train your companion over any length of time.

Untrainable Companions

Some companions can't reasonably learn or improve some of their abilities. A Holo can't become more dexterous because it can't move, and a Dreparous can't become stronger because it has no physical body. Your GM can decide whether or not a companion can reasonably improve the desired ability.

Strength Training

In order to strengthen your companions, you put their physical bodies under a refining strain. To do this, the companion must carry at least its maximum carrying capacity for a number of weeks equal to its Strength Modifier (with a minimum of one week).

At the end of this period, the companion's Strength is increased by 1, and it suffers one level of exhaustion for 3 (1d6) days. While exhausted this way, a companion cannot continue its physical training.

Dexterity Training

In order to boost your companion's agility, you must play catch with your companion for one hour a day. Each time you do this, the companion must make a Dexterity saving throw against its own Dexterity Score.

After succeeding on this check 10 times, its Dexterity score increases by 1.

If the companion fails this check 3 times, it has disadvantage on all Dexterity training checks until its score increases.

Constitution Training

In order to toughen up your companion, you must push it to its physical limit. This type of training is very difficult to encourage, and can lead to relationship issues with your companion. To do this, the companion must be given half as much food and water as it would normally need, or be forced to sleep during only half of a long rest. After a number of weeks equal to its Constitution Modifier (with a minimum of one week), its Constitution Score is increased by 1.

During this training, if the companion reaches an Exhaustion Level of 4, the training fails and you lose 2 Bond Points with your companion.

Intelligence Training

In order to educate your companion, you must improve its ability to associate causes with effects. For at least one hour a day, you attempt to teach your companion using classical conditioning. These lessons can teach communication, danger signs (for example, traps or a bear's growl), and simple reasoning. This training is based on your intelligence, and how capable you are of teaching these lessons.

The companion must make an Intelligence saving throw equal to 16 - Your Intelligence Modifier. After succeeding on this check 10 times, the companion's Intelligence score improves by 1.

Wisdom Training

In order to heighten your companion's senses, you must repeatedly test their sensory limits. To do this, you must spend an hour a day restricting all but one of your companion's senses (hearing, sight, smell, or touch if possible) with tools such as fabric or magic. As a part of this process, you must place a reward within 60 feet of them.

The companion must then make a Wisdom (Survival) check to locate the reward. The DC of this save is equal to its Wisdom Score. After succeeding on this check 10 times, the companion's Wisdom score improves by 1.

Charisma Training

In order to boost your companion's Charisma, you must reinforce its confidence. To do this, you must spend an hour and 10 gp a day to pamper your companion. You must then make a Charisma (Persuasion) check contested by your companion's Charisma (Intimidation) to keep its ego in check.

If you fail this contest 3 times in a row, the GM can choose to replace your companion's personality with greedy or proud. After succeeding on this check 10 times, your companion's Charisma score improves by 1.

Chapter 7

Eggs

Incubating Monster Eggs

In many cities, there exist underground markets where cloaked individuals peddle mysterious eggs belonging to wondrous creatures. In other cases, adventurers might find the eggs left behind by defeated monsters. Whatever the source, many people find themselves in the possession of an unusual egg with the potential to hatch.

The next question that many find themselves asking is… just how do you hatch an egg? The process is quite simple, and the fundamental rules below should help guide any new keeper to hatching their own monsters.

Keeping the Egg Warm

No egg can survive in the cold, and the nutrients inside each one needs the energy of heat to keep it alive. An egg left without a source of heat for 1 week will die, and any egg that touches fire for longer than a minute suffers the same fate.

Incubation kits can be sold at shops that carry related equipment like saddles or feed, with a base price of 25 gp. Eggs can also be kept warm by spells like *Prestidigitation*, by a fire burning 5 feet away from them, in loosely packed bedrolls, or by being sat on.

An egg needs 1 hour of warmth each day, and any day it fails to receive warmth does not count toward its incubation period.

Maintaining Moisture

In addition to warmth, all eggs need access to moisture to some degree. Without it, the shell will quickly dry and fail to hydrate the beast inside. An egg needs some level of moisture for at least 8 hours a day, and any day it lacks moisture does not count toward its incubation period.

To keep an egg moisturized, you will need either damp straw, mud, a warm pool of water, or damp cloth. The egg needs 1 pint of water per week of incubation.

Incubation Period

The incubation period of an egg varies with the type of egg, and generally, the power of the creature the egg contains. Some creatures have naturally amplified processes, such as monstrosities and aberrations. The general amount of time it takes for an egg to hatch is listed under its type.

Types of Eggs

Aberration Eggs
AC: 10
HP: 4
Damage Resistances: Poison, Psychic
Damage Vulnerabilities: Fire, Piercing, Slashing
Incubation Period: 1-4 days

Beast Eggs
AC: 8
HP: 2
Damage Resistances: Fire
Damage Vulnerabilities: Bludgeoning, Thunder, Slashing
Incubation Period: 20-30 days

Dragon Eggs
AC: 16
HP: 8
Damage Resistances: Acid, Bludgeoning, Cold, Fire, Lightning, Thunder
Incubation Period: 90-120 days

Fey Eggs
AC: 12
HP: 3
Damage Resistances: Fire, Cold
Damage Vulnerabilities: Necrotic
Incubation Period: 14-20 days

Monstrosity Eggs
AC: 12
HP: 4
Damage Resistances: Fire
Damage Vulnerabilities: Bludgeoning, Slashing
Incubation Period: 9-14 days

Part 4
Player Tools and Extras





Player Options and Items

Player Feats

Arcane Conduit

Prerequisite: The ability to cast at least one spell

You have developed a synaptic link between yourself and your companion, working in tandem to achieve arcane mastery. You gain the following benefit:

- On your turn, as a bonus action you can create a link between yourself and a bonded companion within 100 feet. Until the end of your next turn, the next spell you would cast is cast by your companion instead. Use your companion's location to determine range and visibility of targets. Your companion automatically provides all verbal, somatic and material components without a gold cost. If the spell uses an attack roll, spell saving throw, or similar requirement, it uses your modifiers.

Cornered Combatant

You've gained an almost animalistic wrath when you're pushed to your limits. In tough circumstances, your adrenaline bolsters your strength so you can live to see another day.

- Your Strength score increases by 1, to a maximum of 20.
- You have a +1 to damage rolls made while you have less than half of your maximum hit points.

Deep Diver

You've spent more than a natural amount of time underwater, and your lungs have grown to hold more air. In addition, you've become more adept at handling your movements while swimming.

- The amount of time you can hold your breath is tripled.
- You gain a swimming speed equal to half of your base movement speed.

Exotic Rider

Your boldness truly knows no bounds, and you've taken interest in riding more than just horses and ponies. If it's bigger than you, and you can hold on tight, why not try to ride it?

- You can ride any beast, provided it is at least one size category larger than you.
- You have advantage on Animal Handling (Wisdom) checks made to calm your mount or attempt risky maneuvers.

Greater Magical Bond

Prerequisite: Magical Bond Feat, character level 5

Adventurers who spend enough time with their familiars as companions find certain loopholes in the *find familiar* spell's function, allowing their companion even greater strength.

- Your familiar can take the attack action on its turn.
- You can dismiss or summon your familiar as a bonus action.

Lord of the Herd

You've discovered how to perfectly manage your relationship with a network of companions, and are even able to take on another.

- Your Wisdom score increases by 1, to a maximum of 20.
- You can have up to four companions, and your Bond Strength with each of them is instead limited to 14.

Magical Bond

The bond between you and your companion transcends material limits, and takes on a magical strength.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn the *find familiar* spell if you don't already know it.
- Instead of choosing a creature from the *find familiar* spell's list, you can instead choose a willing companion whose Bond Strength with you is 12 or higher. The creature retains the statistics, type, and appearance it had before the spell was cast. If you cast the spell on another creature, or change its form, the companion instead loses the benefits from the spell. If it is in a demiplane when you do this, it appears in an unoccupied space within 30 feet of you.
- Your familiar's maximum hit points are increased by a number equal to your caster level.

Master Trainer

You've become a master of expanding your companion's abilities, and have learned more effective ways to teach it.

- You and your companions have advantage on ability checks and saving throws made during ability training.
- Your companion with the highest Bond Strength can improve its ability scores by a total equal to 14 instead of 10.

Trail Expert

You've learned the complex truth that there are no living things that can't be tracked. Once you've caught the scent of a trail, your quarry is as good as found.

- Your Wisdom score increases by 1, to a maximum of 20.
- You have advantage on all Wisdom (Survival) checks made to track a creature.
- While navigating, you instantly know the moment you are lost.

Spells

Acid Bubble

1st-level evocation
Casting Time: 1 action
Range: 10 ft.
Components: V, S, M (a small iron ring dipped in perfume)
Duration: 1 minute
Available to: Bard, Druid, Sorcerer, Warlock, Wizard

Choose a 5 ft area within range. You create a floating bubble of acid that fills the area, and begins to slowly float away. At the beginning of each turn, until the bubble touches a target, it drifts 10 feet in a direction you choose. When the bubble touches a target, they must make a Dexterity saving throw. On a fail, the target takes 3d6 acid damage, or half as much on a failure.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you create an additional bubble that does 1d6 acid damage. You can choose to have each bubble float in different directions.

Arena of Trust

2nd-level abjuration (ritual)
Casting Time: 1 Minute
Range: 30 ft. (60 ft. radius sphere)
Components: V, S, M (a bit of parchment and a drop of blood)
Duration: 8 hours
Available to: Cleric, Paladin, Wizard

As part of casting the spell, choose up to 6 willing creatures within range. For the duration of the spell, all creatures cannot be killed by each other while inside the arena. Instead, when a creature takes fatal damage from another affected creature, it is reduced to 0 hit points and is unconscious for the next hour. After an hour has passed, the creature regains consciousness and all hit points lost while under the duration of the spell.

Barrage Shelter

2nd-level abjuration
Casting Time: 1 action
Range: 90ft (10 ft. radius)
Components: V, S, M (a buckler, and a wooden arrow which is consumed upon casting)
Duration: Concentration, up to 1 minute
Available to: Cleric, Paladin, Ranger, Wizard

An area within range that you choose becomes covered by a sudden barrier of force. For the duration every creature in a 10 foot radius benefits from half cover when targeted by magical ranged attacks, and cannot be targeted by nonmagical ranged attacks.

Bolster Familiar

1st-level abjuration
Casting Time: 1 Action
Range: 30 ft.
Components: V, S, M (a small figurine resembling your familiar)
Duration: Concentration, up 1 minute
Available to: Wizard

Your spell empowers one familiar in range with toughness and cunning. For the duration, the familiar's hit point maximum and current hit points increase by 3d6 and its AC increases by 2.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level level or higher, the target's hit points increase by an additional 2d8 for each slot level above 2nd-level.

Bond Jump

3rd-level conjuration
Casting Time: 1 minute
Range: 1 mile
Components: V, S, M (A blade of hair or similar item, belonging to the target creature)
Duration: Instantaneous
Available to: Druid, Warlock, Wizard

You use the power of your bond with an ally to instantly teleport to them. While casting the spell, choose one willing creature within range. Once you finish casting, you and any equipment you are wearing or carrying instantly teleport to an open space within 15 feet of the target. If the creature is not willing, or there is no open space nearby, the spell fails.

Circle of Summoning

5th-level conjuration
Casting Time: 1 hour
Range: 10 ft.
Components: V, S, M (Magic chalk worth 50gp)
Duration: 24 hours
Available to: Druid, Sorcerer, Warlock, Wizard

You draw a 10-foot-diameter circle on the ground inscribing it with symbols and runes that amplify the presence of outsiders. As a part of casting the spell, choose one type of outsider; aberration, celestial, elemental, fey, fiend or undead. When a spell is cast that summons creatures of the chosen type into the area of the circle, you can use your reaction to extend the duration of the spell by up to 8 hours.

You can create a permanent circle of summoning by casting this spell in the same location every day for one year. You need not use the circle of summoning when you cast the spell in this way.

Convey Intention

Enchantment cantrip
Casting Time: 1 Minute
Range: 30 ft.
Components: V, S
Duration: Instantaneous
Available to: Bard, Druid, Ranger, Sorcerer, Warlock

You use enchanting magic to bolster the strength of your communication. Choose one creature within 30 feet of you that you can see, and one simple idea, emotion or image. The creature instantly understands the idea, provided it is capable of doing so.

Egg

2nd-level conjuration
Casting Time: 1 Eggtion
Range: Self
Components: V, M (One egg)
Duration: Instantaneous
Available to: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

When you cast egg, roll a D6.
1. You summon 12 eggs in an unoccupied space within 5 feet of you. These eggs may manifest as regular chicken, duck or goose eggs.

2. You summon 4 eggs that shoot out from your space. Each flies in 60 foot lines, going north, south, east and west. Any creature in that line must succeed on a Dexterity saving throw or take 1d8 bludgeoning damage.

3. The egg you use to cast the spell hatches into 2d8 chickens. The chickens are friendly to you and your party, but may not be given commands. However, If the number of chickens summoned is greater than 9, they are instead hostile to you.

4. You summon 2d6 hard boiled eggs. You can use an action to consume one egg and restore 2 hp. These eggs disappear after 1 hour.

5. You summon one large egg, roll a d6. The egg hatches a friendly beast. This beast disappears after it is reduced to 0 hit points, or after an hour has passed.

1. 2 Eagles
2. 1 Giant Owl
3. 1 Crocodile
4. 1 Spider Swarm
5. 2 Flying Snakes
6. 1 Giant Chicken (the giant chicken has the same stats as a giant eagle)

6. Roll twice, ignoring another 6. The effects you roll are instead doubled.

Evolve Beast

5th-level transmutation
Casting Time: 8 Hours
Range: Touch
Components: V, S, M (Dragon's feathers, the feet of a quipper, and a gem worth 1,000gp which the spell consumes)
Duration: Until Dispelled
Available to: Bard, Sorcerer, Warlock, Wizard

Choose a beast that has a CR of no more than 1. That beast gains the following benefits:

- It has a +4 to attack and damage rolls
- It gains +2 to its armor Available to
- It can breathe both water and air
- It gains a flying speed of 30 ft.
- Its maximum hit points are increased by your caster level + your spellcasting modifier.

Beasts cannot be affected by this spell more than once, even if it has been dispelled.

Fanfare

1st-level illusion
Casting Time: 1 action
Range: 60 ft.
Components: V
Duration: Concentration, up to 1 minute
Available to: Bard, Cleric, Sorcerer

You target one creature that you can see within range. It becomes showered in a magical display of confetti and fireworks, regains 1 hit point, and has advantage on saving throws against being feared or charmed. The visual illusion fills a 5 foot radius around the target, and produces loud victory music that can be heard out to 120 feet.

If you target a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell. On a failure, the music becomes mocking and the confetti obscures their vision. They have disadvantage on perception checks made to see or hear other creatures. As an action, they can reroll the save, ending the effect on a success.

Gather Animals

2nd-level enchantment (ritual)
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a bell or whistle)
Duration: Instantaneous
Available to: Bard, Druid, Ranger

You call upon the local creatures and command them to heed your call. Name one beast with a CR of 1/2 or less. Once the spell casting ends all beasts of that type within 1/2 mile travel to convene at your location. They act as they normally would, and may choose to leave after 2d4+2 rounds.

Incubate

2nd-level transmutation
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a candle worth 10gp that is consumed on casting, and an egg you wish to hatch)
Duration: Instantaneous
Available to: Druid, Ranger

Your spell rapidly catalyzes the process of egg growth, causing the creature to fully form inside the egg faster than normal. Choose one undamaged egg at the beginning of casting. This egg does not need to be fertile. Once the spell ends, the creature inside that egg fully grows to a hatchling state and emerges. The creature is then charmed by the caster for 1 hour, or until it takes damage.

Screeching Sense

1st-level divination
Casting Time: 1 bonus action
Range: 120 feet
Components: V
Duration: Instantaneous
Available to: Bard, Druid, Ranger, Sorcerer, Warlock

You emit a high pitched screech that travels out 120 ft. At the beginning of your next turn, the sound you released returns in a black and white image of the local layout. This image does not show information behind walls, and is blurred around corners beyond 10ft. Your passive perception for this image is 10 + your spell casting modifier.

Surrogate

4th-level transmutation (ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a morsel of food and two small metal rods worth 50gp each)
Duration: Concentration, up to 8 hours
Available to: Druid, Ranger, Sorcerer, Warlock, Wizard

Choose a creature within range that has an Intelligence Score of 3 or less. If the creature is unwilling, it must succeed on a Wisdom saving throw. On a failure, or if the creature is willing, it becomes incapacitated for the duration. You then lose control of your body and gain control of the creature, but don't deprive the creature of awareness. You also retain your alignment, Intelligence, Wisdom, Charisma scores. For the duration, you possess the target's statistics but don't gain access to it's knowledge, Available to features or proficiencies.

The spell ends if the creature drops to 0 hit points, if your body takes damage, or if you end the spell as a bonus action.

Tone of The Shepherd

3rd-level illusion
Casting Time: 1 action
Range: 15 ft. radius
Components: V
Duration: Concentration, up to 1 minute
Available to: Bard, Druid, Ranger

You create an auditory illusion that fills the air in a 15 foot radius around yourself. Each creature that can hear the tune must make a Wisdom saving throw. On a failure, any creature affected takes 1d10 psychic damage. At the beginning of affected creatures' turns, they must reroll the saving throw, taking an additional 1d10 damage on a failure or overcoming the effect on a success.

Word of Mercy

1st-level conjuration
Casting Time: 1 reaction
Range: 30 ft.
Components: V
Duration: Instantaneous
Available to: Bard, Cleric, Druid, Paladin

As a reaction when you see a friendly creature take damage, you shout a verbal command, causing purple mist to briefly surround the target of an attack within range that you can see. If the target's current hit points are more than the damage of the attack, the spell fails. Otherwise, the attack misses and the target takes no damage. At the start of your next turn, the purple mist surrounds you, dealing the damage of the initial attack.

Magic Items

Collar of Translation

Armor (Necklace), rare (requires attunement by a companion)

This collar is lined with letters and symbols from various languages, and bears the symbol of a mouth at its clasp. While an attuned creature wears the collar, it gains the ability to communicate with a magical voice. When it speaks, any creature that knows at least one language and can hear it understands what it says. The complexity of what it is able to say is based on its Intelligence Score.

1-3: It can speak in single words, such as an emotion it is feeling or an object it is interested in.

4-6: It can speak in short sentences to ask questions, relay what it has seen, or say what it wants.

8-9: It can carry a conversation, and gains the ability to understand one language it has heard before.

10-14: It is able to carry on a conversation and speak fluently, and can be taught to understand up to 2 languages.

15-20: It is able to speak fluently and understand all spoken languages it hears.







Beast Snatcher

Wonderous Item, uncommon (requires attunement)



This small crystal orb uses long-lost magic that converts matter into compacted wavelengths of light. It is a smooth, crystalline ball with a steel ring wrapped around it, and a stone valve that can be pressed to capture or release a creature. The orb weighs 1 pound.

As an action, you can make a ranged attack to throw the orb at a creature within 20 feet of you. If the creature is CR 1/2 or lower, it must succeed on a DC 12 Dexterity or Strength saving throw (whichever score is higher), or be consumed by the orb.

The beast snatcher can be used to attempt to capture a new beast once per day, and resets at dawn. Creatures summoned by other creatures, such as elementals or undead, have advantage on the save. Humanoids are unaffected by the orb, and it can only contain one creature at a time. To release a creature from the orb, the user must unattune to it, at which point the creature automatically reappears within 5 feet of the item.

Once a creature is trapped inside, time ceases to flow for it and it doesn't grow older. If you throw the orb when it contains a creature, the creature reappears in an unoccupied space within 5 feet of the ball. The creature then acts as it normally would, as if it had been teleported from where it was first captured.

If a creature has been inside the ball for a cumulative 2d10 days after its initial capture, it gains +4 Bond Strength. If a creature is reduced to 0 hit points outside the ball, it must make a DC 10 (or half of the damage taken, whichever is higher) Constitution saving throw. On a success, it is transported back into the crystal with 1 hit point. On a failure, it dies.

At higher rarities:

Rare: The creature can be CR 1 or lower, and the save to avoid capture becomes 14.

Very rare: The creature can be CR 4 or lower, and the save to avoid capture becomes 16.

Legendary: The creature can be CR 10 or lower, and the save to avoid capture becomes 18.

Artifact: The creature can be any CR, and the save to avoid capture becomes 22.

Companion Cookies

Wonderous Item (Consumable), common

These baked goods are mass produced by the mysterious Ladro Corp, and come in a wide variety of forms to accommodate nearly any companion's diet. As an action, you can feed a cookie to any companion you have a Bond Strength of 8 or higher with. For the next 8 hours, your companion gains 10 temporary hit points and has advantage on Constitution checks and saving throws. The first time you feed a companion this cookie, your Bond Strength increases by 1.



Faericites

Wonderous Item (Wings), rare (requires attunement)

Faericites are insect-like creatures that travel in pairs, and drain the vitality from their hosts. In return for this energy, they grant their host several benefits. They attach to the shoulders and lower back of humanoid creatures, and grant them the ability to fly using their massive wings. While wearing faericites, you gain the following features:

- Your hit point maximum is reduced by 10.
- If you are Large or smaller, you gain a flying speed of 40 ft.

In addition, the faericites have 3 charges, and any expended charges are regained after a long rest. As an action, you can expend 1 charge to instantly dash 60 ft. in any direction and make one attack.



Gauntlet of Aerial Command

Wonderous Item, very rare (requires attunement)

The gauntlet of aerial command is a large, leathery glove engraved with wing-like patterns. While wearing the gauntlet you gain a +1 bonus to AC. This gauntlet has 4 charges, and regains 1d4 expended charges at dawn.

As an action while attuned to the gauntlet, you can expend one charge to target one creature within 120 feet of you that has a flying speed. It must succeed on a DC 15 Wisdom saving throw or become charmed by you for 1 minute. Until this effect ends, you can use a bonus action to designate a direction. The target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving this way, it can make another Wisdom saving throw to try to end the effect.





Ladro's Pet Pack

Wonderous Item, uncommon

These bags are made in several varieties, taking the form of tiny backpacks or small saddlebags. They can be worn by Small or Medium-sized creatures, and have two interdimensional pockets inside them. Both pockets can hold up to 100 pounds, not exceeding a volume of 20 cubic feet in either pocket. The pet pack weighs 5 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If either of the pockets are overloaded, pierced, or torn, they rupture and are destroyed, and their contents spill forth, unharmed, in an unoccupied space within 5 feet of the wearer. Living creatures and other extradimensional objects cannot be placed inside of the pockets, as a magical barrier prevents the interaction.



Pandora's Cat Carrier

Wonderous Item, Legendary

This small metal cage has a barred door that shows only magical darkness and piercing eyes inside. It weighs 5 pounds. As an action, you can open the door to release swarms of felines over the course of four rounds. The moment you open the door, 1d8 + 4 panthers pour out and appear within 60 feet of the carrier. At the start of the next round 1d6 + 2 lions pour out and appear within 60 feet of the carrier.

At the start of the third round, 1d6 + 2 tigers pour out and appear within 60 feet of the carrier. On the fourth round, 1d4 + 2 saber-toothed tigers pour out and appear within 60 feet of the carrier.

These felines act at the end of each round, and attack the nearest creature to them. Once reduced to 0 hit points, or after an hour passes, all cats return to the carrier and the door magically shuts. After being shut again, the carrier cannot be opened for 7 days.



Pendant of Safe Haven

Wonderous Item, uncommon (requires attunement by a companion)

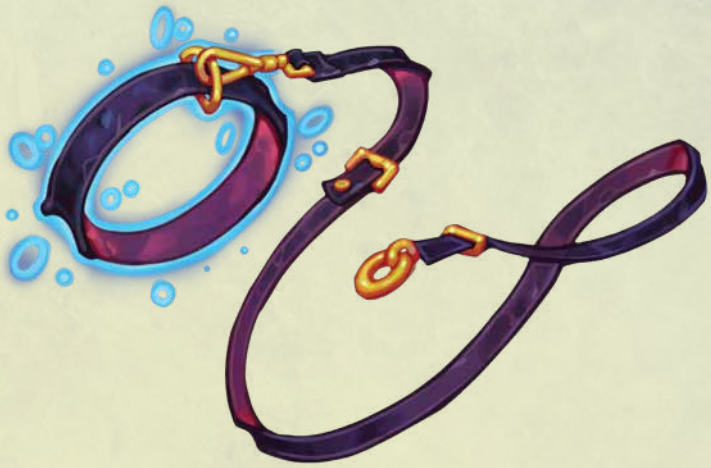
This pendant has three charges. It regains 1 expended charge every 1d4 days. If you expend the pendant's last charge, roll a d20. On a 1, the pendant crumbles into ashes and is destroyed.

When a companion fails a saving throw and takes an amount of damage that would kill it, and is within 30 feet of you, you can use your reaction to expend one charge to teleport your companion into the pendant. A companion teleported this way must remain in the pendant for at least one hour. After the time has passed, you can summon your companion within 5 feet of the pendant as an action.

Planar Leash

Wonderous Item, rare

You can use an action to attach this leash to a willing creature. The collar of the leash then adjusts to fit a creature of Small to Large size. While a creature is holding the leash, it and the wearer will always be on the same plane. If the wearer uses an ability or spell to travel to a different plane of existence, the creature holding the leash is also transported to that plane, and vice versa.



Pseudo Talons

Weapon (Claw), uncommon

These small, metallic accessories can be given to certain companions to strengthen their offensive abilities. With one or more pseudo talons equipped, a creature gains a melee attack action if it did not already have one. This attack has a bonus to hit of (Creature's Dexterity modifier + 1), a 5-ft. reach, and deals 1d4 + 1 slashing damage. If the creature already has an attack, it instead gains a +1 bonus to attack and damage rolls.

In order to benefit from this item's properties, the creature must be Medium or smaller, and have at least one appendage that can hold a talon.



Staff of Chucking

Staff, rare (requires attunement)

This +1 staff is oddly curved and made of a flexible, dark wood. Resting at the tip of the staff is a fuzzy, lime green orb.

Fetch. As an action, you can swing the staff to launch the orb, and make a ranged attack. Pick a target within 120 feet. On a hit the target takes 2d6 magic bludgeoning damage, and must succeed on a DC 12 Dexterity saving throw or fall prone.

If you have a companion, using this ability doubles their movement speed until the start of your next turn, and they must use movement to pursue the orb's target. At the start of your next turn, the orb reappears in the staff. After you use this ability three times, the orb does not reappear until the next dawn.

Friend of Prowlers. While holding this staff, any unaligned beast with CR 1/2 or lower doesn't regard you as hostile unless you attack them. However, some are likely to follow you until you use the fetch ability.



Ultimate Disc



Weapon (Chakram), legendary (requires attunement by a creature with at least one companion, and a Bond Strength of 10 or higher)

This sharp, circular throwing weapon has an unknown origin. Aside from the immaculate carvings that run along its blade, the only information it offers is the word "Slam-O" ingrained on the inside of the blade.

The blade has etchings engraved around its circular body, depicting various adventurers tossing the Ultimate Disc at enemies and companions alike, leaving the enemies dead but the companions unharmed. The handle that runs along the inside of the Ultimate Disc is etched with glowing runes.

You gain a +3 bonus to attack and damage rolls made with this weapon. The Ultimate Disc is a martial, one-handed melee weapon. It has a thrown range of 60/120, and returns to the user after each ranged attack. On a hit, the weapon deals 1d10 magic slashing damage.

If your companion is within 10 feet of the Ultimate Disc's attack path, you can use a bonus action to draw them to the disc and have them catch it. The companion can then use the disc to attack an enemy within 5 feet of where it caught the disc.

The Ultimate Disc has 10 charges. You can expend them and gain various benefits:

- If a companion has the disc, you can use an action to instantly trade places with them and grab the disc. (2 charges)
- You add an extra 2d8 force damage to your next attack. (1 charge, does not stack)
- You give the Ultimate Disc the properties of a dancing sword for 1 minute. (3 charges)
- You accelerate the Ultimate Disc, and work with your companion to send it flying around the battlefield. For each attack you make during your turn with the Ultimate Disc, your companion is able to catch it and make an additional attack. For the duration, your companion gains proficiency with the disc. (4 charges)

Proficiency with a Chakram allows you to add your proficiency bonus to the attack roll for any attack you make with the Ultimate Disc.

Vitabandana

Wonderous Item (necklace), common

This small, red band is deeply infused with vital energy. It can be worn as a necklace, bracelet, or simply held by the user in some manner. While a creature of CR 1/2 or less is wearing or carrying this band, its maximum hit points are increased by 5. Often owned by shepherds, dog owners, or other menagerists, these are considered a necessity for the longevity of their companions.



Whistle of Ultra Calling

Wonderous Item (Whistle), very rare (requires attunement)

This silver, gold-trimmed whistle bears the symbol of a running canine on either side. As an action, you can blow into the whistle. Every creature within 60 feet must make a DC 18 Constitution saving throw, taking 4d8 thunder damage on a failure or half as much on a success.

At the start of the next round, 1d4 nature spirits come to your aid. They take the form of Huge wolves, and use the statistics of giant crocodiles, but instead have a movement speed of 60 and no swim speed. They flee into the wild after one hour, or vanish if they drop to 0 hit points. Once you use this whistle, you cannot use it again until the next dawn.





Extras

Arctic

Name	Rarity	Tracking DC	Whose Around?
Nobody	Very Common	8	1-50
Windole	Common	12	51-71
Shingle	Uncommon	15	72-76
Woar	Uncommon	15	77-80
Wyrmlet	Uncommon	15	81-84
Odeye	Rare	18	85-88
Pygmy Owlbear	Rare	18	89-91
Tiki Spirit	Rare	18	92-94
Bio #133	Very Rare	20	95-96
Chorden	Very Rare	20	97-98
Mimcat	Very Rare	20	99-100

Coastal

Name	Rarity	Tracking DC	Whose Around?
Butterfly	Very Common	8	1-7
Dog	Very Common	8	8-14
Duck	Very Common	8	15-21
Lobster	Very Common	8	22-28
Rabbit	Very Common	8	29-35
Squirrel	Very Common	8	36-42
Tree Frog	Very Common	8	43-49
Aquilops	Common	12	50-54
Compsognathus	Common	12	55-58
Knucker	Common	12	59-62
Koala	Common	12	63-66
Otter	Common	12	67-70
Bennu	Uncommon	15	71-73
Capybara	Uncommon	15	74-76
Coconut Crab	Uncommon	15	77-79
Octopus	Uncommon	15	80-82
Shingle	Uncommon	15	83-85
Axolotl	Rare	18	87-88
Blessling	Rare	18	89-90
Dreparous	Rare	18	91-92
Pygmy Owlbear	Rare	18	93-94
Skinti	Rare	18	95-96
Bio #133	Very Rare	20	97

Mimcat	Very Rare	20	98
Tulu	Very Rare	20	99-100

Desert

Name	Rarity	Tracking DC	Whose Around?
Rabbit	Very Common	8	1-25
Squirrel	Very Common	8	26-50
Armordillo	Common	12	51-52
Bennu	Common	12	53-54
Compsognathus	Common	12	55-56
Eagle	Common	12	57-58
Golden Torch Cactal Folk	Common	12	59-60
Grimalkinn	Common	12	61-62
Hawk	Common	12	63-64
Prickly Pear Cactal Folk	Common	12	65-66
Savanna Tatzelwurm	Common	12	67-68
Sovereign Scorpion	Common	12	69-70
Windole	Common	12	71-72
Wyrmlet	Uncommon	15	73-77
Blessling	Uncommon	15	78-82
Odeye	Uncommon	15	83-86
Bio #133	Rare	18	87-88
Exhoul	Rare	18	89-91
Pangol	Rare	18	92-94
Mimcat	Very Rare	20	95-96
Pearl Python	Very Rare	20	97-98
Strix	Very Rare	20	99-100

Forest

Name	Rarity	Tracking DC	Whose Around?
Bat	Very Common	8	1-5
Butterfly	Very Common	8	6-9
Cat	Very Common	8	10-14
Duck	Very Common	8	15-18
Fungal Folk	Very Common	8	19-23
Psittacosaurus	Very Common	8	24-27
Rabbit	Very Common	8	28-32
Squirrel	Very Common	8	33-36
Toad	Very Common	8	37-41

Tree Frog	Very Common	8	42-45
Turf	Very Common	8	46-50
Albertonykus	Common	12	51
Aquilops	Common	12	52
Crabbit	Common	12	53-54
Hawk	Common	12	55-56
Koala	Common	12	57-58
Otter	Common	12	59
Piglet	Common	12	60-61
Raccoon	Common	12	62
Vine Snake	Common	12	63
Windole	Common	12	64
Armordillo	Uncommon	15	65
Bloom Crawler	Uncommon	15	66
Bonsai Treant	Uncommon	15	67
Capybara	Uncommon	15	68
Chamrosh	Uncommon	15	69
Eagle	Uncommon	15	70
Entomodrake	Uncommon	15	71
Flying Emperor Monkey	Uncommon	15	72
Hydra Puck	Uncommon	15	73
Opossum	Uncommon	15	74
Pearl Python	Uncommon	15	75
Woar	Uncommon	15	76
Bai Ze	Rare	18	77
Blessling	Rare	18	78
Burnling	Rare	18	79
Dreparous	Rare	18	80
Exhoul	Rare	18	81
Fey Spirit	Rare	18	82
M'aw	Rare	18	83
Pangol	Rare	18	84
Puca	Rare	18	85
Pygmy Owlbear	Rare	18	86
Renine	Rare	18	87
Silhouette	Rare	18	88
Tanuki	Rare	18	89
Thisschord	Rare	18	90
Tiki Spirit	Rare	18	91
Wolpertinger	Rare	18	92
Basan	Very Rare	20	93
Bio #133	Very Rare	20	94



Kitsune	Very Rare	20	95
Mimcat	Very Rare	20	96
Moon Doppler	Very Rare	20	97
Moon Singer	Very Rare	20	98
Strix	Very Rare	20	99-100

Grassland

Name	Rarity	Tracking DC	Whose Around?
Butterfly	Very Common	8	1-6
Dog	Very Common	8	7-12
Psittacosaurus	Very Common	8	13-18
Rabbit	Very Common	8	19-24
Squirrel	Very Common	8	25-30
Toad	Very Common	8	31-36
Tree Frog	Very Common	8	37-42
Turf	Very Common	8	43-48
Compsognathus	Common	12	49-52
Crabbit	Common	12	53-56
Hawk	Common	12	57-59
Piglet	Common	12	60-62
Raccoon	Common	12	63-65
Windole	Common	12	66-68
Bloom Crawler	Uncommon	15	69-70
Chamrosh	Uncommon	15	71-73
Druk	Uncommon	15	74-75
Eagle	Uncommon	15	76-78
Entomodrake	Uncommon	15	79-80
Grimalkinn	Uncommon	15	81-83
Savannah Tatzelwurm	Uncommon	15	84-85
Woar	Uncommon	15	86-87
Burnling	Rare	18	88
Bai Ze	Rare	18	89
Blessling	Rare	18	90
Pangol	Rare	18	91
Skinti	Rare	18	92
Tanuki	Rare	18	93
Wolpertinger	Rare	18	94
Bio #133	Very Rare	20	95
Flotus	Very Rare	20	96
Mimcat	Very Rare	20	97

Moon Singer	Very Rare	20	98
Moon Doppler	Very Rare	20	99
Shub	Very Rare	20	100

Lake

Name	Rarity	Tracking DC	Whose Around?
Duck	Very Common	8	1-50
Aquilops	Common	12	51-57
Knucker	Common	12	64-68
Otter	Common	12	69-71
Bennu	Uncommon	15	72-74
Capybara	Uncommon	15	75-77
Hydra Puck	Uncommon	15	78-80
River Ribbon	Uncommon	15	81-83
Shingle	Uncommon	15	84-86
Axolotl	Rare	18	87-89
Skinti	Rare	18	90
Vishap	Rare	18	91
Basan	Very Rare	20	92
Bio #133	Very Rare	20	93
Equtaras	Very Rare	20	94
Flotus	Very Rare	20	95
Kitsune	Very Rare	20	96
Moon Doppler	Very Rare	20	97
Moon Singer	Very Rare	20	98
Mimcat	Very Rare	20	99
Tulu	Very Rare	20	100

Mountain

Name	Rarity	Tracking DC	Whose Around?
Bat	Very Common	8	1-7
Butterfly	Very Common	8	8-14
Cat	Very Common	8	15-21
Psittacosaurus	Very Common	8	22-28
Rabbit	Very Common	8	29-35
Squirrel	Very Common	8	36-42
Turf	Very Common	8	43-49
Blood Ache	Common	12	50-57
Compsognathus	Common	12	58-64
Hawk	Common	12	65-71
Armordillo	Uncommon	15	72

Bonsai Treant	Uncommon	15	73
Chamrosh	Uncommon	15	74
Druk	Uncommon	15	75
Eagle	Uncommon	15	76
Entomodrake	Uncommon	15	77
Hydra Puck	Uncommon	15	78
Pearl Python	Uncommon	15	79
Sovereign Scorpion	Uncommon	15	80
Woar	Uncommon	15	81
Bai Ze	Rare	18	82
Blessling	Rare	18	83
Cerbus	Rare	18	84
Dreparous	Rare	18	85
Oboba	Rare	18	86
Odeye	Rare	18	87
Pygmy Owlbear	Rare	18	88
Tanuki	Rare	18	89
Vishap	Rare	18	90
Wolpertinger	Rare	18	91
Basan	Very Rare	20	92
Bio #133	Very Rare	20	93
Chorden	Very Rare	20	94
Equtaras	Very Rare	20	95
Kitsune	Very Rare	20	96
Mimcat	Very Rare	20	97
Moon Doppler	Very Rare	20	98
Moon Singer	Very Rare	20	99
Shub	Very Rare	20	100

River

Name	Rarity	Tracking DC	Whose Around?
Duck	Very Common	8	1-10
Rabbit	Very Common	8	11-20
Squirrel	Very Common	8	21-30
Toad	Very Common	8	31-40
Tree Frog	Very Common	8	41-50
Bennu	Common	12	51-54
Capybara	Common	12	55-58
Hydra Puck	Common	12	59-62
River Ribbon	Common	12	63-66
Shingle	Common	12	67-70

Aquilops	Uncommon	15	71-75
Knucker	Uncommon	15	76-80
Otter	Uncommon	15	81-85
Axolotl	Rare	18	86-90
Vishap	Rare	18	91-93
Basan	Very Rare	20	94
Bio #133	Very Rare	20	95
Flotus	Very Rare	20	96
Mimcat	Very Rare	20	97
Moon Doppler	Very Rare	20	98
Moon Singer	Very Rare	20	99
Pearl Python	Very Rare	20	100

Ruins

Name	Rarity	Tracking DC	Whose Around?
Bat	Very Common	8	1-6
Fungal Folk	Very Common	8	7-12
Psittacosaurus	Very Common	8	13-18
Rabbit	Very Common	8	19-24
Squirrel	Very Common	8	25-30
Toad	Very Common	8	31-36
Tree Frog	Very Common	8	37-42
Turf	Very Common	8	43-48
Albertonykus	Common	12	49-55
Crabbit	Common	12	56-62
Raccoon	Common	12	63-69
Balderdash	Uncommon	15	70-73
Flying Book	Uncommon	15	74-76
Grimalkinn	Uncommon	15	77-79
Animated Headwear	Rare	18	80
Clockwork Buddy	Rare	18	81
Dentacles	Rare	18	82
Dreparous	Rare	18	83
Exhoul	Rare	18	84
Kur	Rare	18	85
Renine	Rare	18	86
Tarnisher	Rare	18	87
Bio #133	Very Rare	20	88
Boule	Very Rare	20	89
Chorden	Very Rare	20	90
Flotus	Very Rare	20	91

GonBun	Very Rare	20	92
Hand Axe	Very Rare	20	93
Holo	Very Rare	20	94
Kitsune	Very Rare	20	95
Mimcat	Very Rare	20	96
Skull Tick	Very Rare	20	97
Strix	Very Rare	20	98
Tradex	Very Rare	20	99
Tulu	Very Rare	20	100

Space

Name	Rarity	Tracking DC	Whose Around?
Nobody	Very Common	8	1-50
Nobody	Common	12	51-71
Nobody	Uncommon	15	72-84
Biote	Rare	18	85-86
Skinti	Rare	18	87-88
Yetling	Rare	18	89-90
Bio #133	Very Rare	20	91
GonBun	Very Rare	20	92
Holo	Very Rare	20	93
Mimcat	Very Rare	20	94
Nyart	Very Rare	20	95
Shub	Very Rare	20	96
Skull Tick	Very Rare	20	97
Soth	Very Rare	20	98
Thoth Ball	Very Rare	20	99
Tulu	Very Rare	20	100

Swamp

Name	Rarity	Tracking DC	Whose Around?
Bat	Very Common	8	1-8
Fungal Folk	Very Common	8	9-16
Psittacosaurus	Very Common	8	17-24
Toad	Very Common	8	25-32
Tree Frog	Very Common	8	33-40
Turf	Very Common	8	41-48
Albertonykus	Common	12	49-54
Aquilops	Common	12	55-59
Knucker	Common	12	60-64
Vine-Snake	Common	12	65-69

Bloom Crawler	Uncommon	15	70-72
Bonsai Treant	Uncommon	15	73-74
Capybara	Uncommon	15	75-76
Flying Emperor Monkey	Uncommon	15	77-78
Hydra Puck	Uncommon	15	79-80
Pearl Python	Uncommon	15	81-82
Sovereign Scorpion	Uncommon	15	83-84
Axolotl	Rare	18	85-86
Bai Ze	Rare	18	87-88
Pygmy Owlbear	Rare	18	89-91
Tiki Spirit	Rare	18	92-94
Bio #133	Very Rare	20	95
Equtaras	Very Rare	20	96
Flotus	Very Rare	20	97
Mimcat	Very Rare	20	98
Strix	Very Rare	20	99
Tradex	Very Rare	20	100

Underground

Name	Rarity	Tracking DC	Whose Around?
Bat	Very Common	8	1-16
Fungal Folk	Very Common	8	17-32
Toad	Very Common	8	33-48
Blood Acher	Common	12	49-54
Gellump	Common	12	55-63
Windol	Common	12	64-68
Armordillo	Uncommon	15	69-70
Druk	Uncommon	15	71-72
Hydra Puck	Uncommon	15	73-74
Shingle	Uncommon	15	75-76
Sovereign Scorpion	Uncommon	15	77-78
Wyrmlet	Uncommon	15	79
Biote	Rare	18	80
Black Pudding Cup	Rare	18	81
Burnling	Rare	18	82
Cerbus	Rare	18	83
Dreparous	Rare	18	84
Exhoul	Rare	18	85
Gummybear Ooze	Rare	18	86
Kur	Rare	18 18	87
Oboba	Rare	18	88
Tarnisher	Rare	18	89

Teeniloth	Rare	18	90
Thisschord	Rare	18	91
Yetling	Rare	18	92
Bio #133	Rare	18	93
Boule	Very Rare	20	94
Chorden	Very Rare	20	95
Equtaras	Very Rare	20	96
Holo	Very Rare	20	97
Mimcat	Very Rare	20	98
Skull Tick	Very Rare	20	99
Thoth Ball	Very Rare	20	100

Underwater

Name	Rarity	Tracking DC	Whose Around?
Lobster	Very Common	8	1-50
Knucker	Common	12	51-60
Otter	Common	12	61-70
Hydra Puck	Uncommon	15	71-75
Manta Ray	Uncommon	15	76-80
Octopus	Uncommon	15	81-85
Nobody	Rare	18	86-94
Bio #133	Very Rare	20	95
GonBun	Very Rare	20	96
Mimcat	Very Rare	20	97
Thoth Ball	Very Rare	20	98
Tulu	Very Rare	20	99-100

Urban

Name	Rarity	Tracking DC	Whose Around?
Bat	Very Common	8	1-5
Butterfly	Very Common	8	6-10
Cat	Very Common	8	11-15
Dog	Very Common	8	16-20
Duck	Very Common	8	21-25
Rabbit	Very Common	8	26-30
Squirrel	Very Common	8	31-35
Crabbit	Common	12	36-38
Golden Torch Cactal Folk	Common	12	39-41
Piglet	Common	12	42-44
Prickly Pear Cactal Folk	Common	12	45-47
Raccoon	Common	12	48-50

Vine-Snake	Common	12	51-53
Armordillo	Uncommon	15	54-55
Awakened Mug	Uncommon	15	56-58
Balderdash	Uncommon	15	58-60
Bonsai Treant	Uncommon	15	61-62
Flying Book	Uncommon	15	63-64
Grimalkinn	Uncommon	15	65-66
Opossum	Uncommon	15	67-68
Animated Glove	Rare	18	69
Animated Headwear	Rare	18	70
Biote	Rare	18	71
Black Pudding Cup	Rare	18	72
Blessling	Rare	18	73
Burnling	Rare	18	74
Clockwork Buddy	Rare	18	75
Dentacles	Rare	18	76
Gummybear Ooze	Rare	18	77
M'aw	Rare	18	78
Odeye	Rare	18	79
Puca	Rare	18	80
Renine	Rare	18	81
Silhouette	Rare	18	82
Tanuki	Rare	18	83
Tarnisher	Rare	18	84
Teeniloth	Rare	18	85
Thisschord	Rare	18	86
Tiki Spirit	Rare	18	87
Bio #133	Very Rare	20	88
Chorden	Very Rare	20	89
Hand Axe	Very Rare	20	90
Holo	Very Rare	20	91
Mimcat	Very Rare	20	92
Moon Doppler	Very Rare	20	93
Moon Singer	Very Rare	20	94
Nyart	Very Rare	20	95
Skull Tick	Very Rare	20	96
Soth	Very Rare	20	97
Strix	Very Rare	20	98
Tradex	Very Rare	20	99
Wizard's Parasite	Very Rare	20	100

Index

A Neat Trick 125
Aberration Eggs 141
Ability Training 140
About Stibbles 167
Acid Bubble 144
Aggressive 135
Albertonykus 24
Alien Armor 126
Ancient Attunement 126
Animated Glove 52
Animated Headwear 53
Aquilops 25
Arcane Conduit 143
Arctic 153
Arena of Trust 144
Arena Traps 137-138
Arenas 137
Armordillo 73
Awakened Mug 54
Axolotl 17
Bai Ze 79
Balderdash 55
Barrage Shelter 144
Basan 62
Bat 18
Beast Eggs 141
Beast Snatcher 147
Bennu 74
Bio#133 96
Biote 6
Black Pudding Cup 104
Blessling 45
Blink Jump 126
Blood Acher 88
Bloom Crawler 109
Bolster Familiar 144
Bond Boons 124
Bond Jump 144
Bond Strength 124
Bond Strength Table 124
Bonsai Treant 108
Bonus Hit Die 125
Boule 56
Brave 131
Breaking the Bond 126
Bulked Up Beastie 126
Burnling 75
Butterfly 21
Cactal Folk 110-111
Capybara 41
Cat 22
Cerbus 89
Chamrosh 46
Charisma Training 140
Chatty 131
Childish 132
Chorden 90
Circle of Summoning 145
Cleaning (See "Grooming")
Clever 132
Clockwork Buddy 57-58
Coastal 153-154
Coconut Crab 23
Companion Personalities 131
Common Personalities 131
Companion Combat Training 126
Companion Cookies 148
Compsognathus 26
Constitution Training 140
Convey Intention 145
Cornered Combatant 143
Cowardly 132
Crabbit 97
Creative 132
Cruel 135
Deadly Duelist 126
Dealing with Death 129
Deep Diver 143
Dentacles 115
Desert 154
Devious 135
Dexterity Training 140
Dog 28
Doubled Durability 126
Dragon Eggs 141
Dreparous 63
Druk 64
Duck 29
Dueling Other Companions ... 137
Eagle 19
Earthen Awareness 127
Egg (For mechanics, see Eggs) 145
Eggs (For the Spell, see Egg) ... 141
Electric Panels 137
Elemental Expansion 127
Energetic 132
Entomodrake 65
Environment Tables 153-163
Equtaras 66
Ethereal Platforms 138
Evil Personalities 134
Evolve Beast 145
Exhoul 116
Exotic Rider 143
Faericites 148
Faerie Tricks 127
Falling in Battle 125
Familiar (See "Familiars as Companions")
Familiars as Companions 121-122
Fancy Footwork 127
Fanfare 146
Feluros 47
Fetchen 59
Fey Eggs 141
Find Familiar (See Familiars as Companions)
Finding a Companion (See "Locating a Companion")
Finishing a Duel 137
Flame Throwers (For the action, see "Clockwork Buddy") 138
Flitterbell 80
Flying Book 60
Flying Emperor Monkey 98
Focused Senses 127
Fog Burst 138
Forest 154-156
Forming the Bond 121
Fragile Friendship 125
Friendly 132
Friends Till the End 125
Fungal Folk 112
Gather Animals 146
Gauntlet of Aerial Command . 148
Gellump 105
Generous 133
Getting Angry 127
Gifts and Treats 124
Golden Torch Cactal Folk 111
GonBun 7
Grasping Ice 138
Grassland 156-157
Greater Magical Bond 143
Greedy 135
Grimalkinn 32
Grooming 124
Grumpy 133
Gummybear Ooze 106-107
Hand Axe 117
Hardy 133
Hawk 20
Helping Hand 125

Index

Holo 61
Holy Healing Burst 128
Hydra Puck 67
I Go, I Stay 128
Impulsive 133
Incubate (Spell) 146
Incubating Eggs 141
Inspiring Attitude 128
Intelligence Training 140
Interesting Alliance 125
It Can Talk? 128
Kitsune 81
Knucker 68
Koala 33
Kur 69
Ladro's Pet Pack 149
Lake 157
Lava Panels 138
Lazy 133
Levitating Panels 138
Lobster 34
Locating a Companion 121
Loftus 48
Lord of the Herd 143
Losing Bond Strength 125
Lucky Brawler 128
M'aw 8
Magical Bond 143
Magically Inspired 128
Manta Ray 35
Master Trainer 144
Mimcat 99
Monstrosity Eggs 141
Monstrous Mutation 128
Moody 133
Moon Doppler 82
Moon Singer 83
Mountain 157-158
Multiple Companions 124
Nasty 135
Natural Nutrition 128
Nervous 134
Nyart 9
Oboba 91
Octopus 36
Odeye 49
On the Lookout 125
Opossum 37
Otter 38
Pandora's Cat Carrier 149
Pangol 50
Personalities (See "Companion Personalities")
Personality Table (See "Common Personalities" or "Evil Personalities")
Pearl Python 76
Pendant of Safe Haven 149
Pincer Walls 138
Piglet 39
Pitfalls 138
Planar Leash 150
Playing Dirty 128
Playing with Your Companion 124
Prickly Pear Cactal Folk 110
Proud 134
Pseudo Talons 150
Psittacosaurus 27
Puca 84
Pygmy Owlbear 100
Quiet 134
Rabbit 42
Raccoon 40
Ranged Professional 128
Rarity Table 121
Relaxed 134
Renine 118
Return Fire 128
River 158-159
River Ribbon 70
Root Surge 128
Ruins 159-160
Savannah Tatzelwurm 101
Screeching Sense 146
Second Chances (Variant Rule) 126
Setting Up a Duel 137
Sharing is Caring 125
Shingle 77
Shub 10
Silhouette 119
Skinti 11
Skull Tick 12
Small Sentinel 125
Soth 13
Sovereign Scorpion 44
Space 160
Spending Time Apart 125
Spikes 138
Spinning Platforms 138
Spiritual Fortitude 129
Springboard 138
Squirrel 43
Staff of Chucking 150
Starving 125
Sticky Mitosis 129
Still Not Dead 129
Stinky 135
Strength Training 140
Strix 92
Strong-Willed 129
Studying Your Companion 124
Stupid 134
Surrogate 146
Swamp 160-161
Swift Stride 129
Swift Strike 129
Taming Difficulty Table 121
Tanuki 85
Tarnisher 102
Teeniloth 93
Thisschord 94
Thoth Ball 14
Tiki Spirit 86
Toad 30
Tone of the Shepherd 146
Toxic Gas 138
Toughened Hide 129
Tradex 103
Trail Expert 144
Trained Durability 129
Training Restrictions 140
Tree Frog 31
Tulu 15
Turf 113
Ultimate Disc 151
Underground 161-162
Underwater 162
Untrainable Companions (See "Training Restrictions")
Urban 162-163
Vine-Snake 114
Vishap 71
Vitabandana 151
Weapon Flurry 138
Whistle of Ultra Calling 151
Windole 78
Wisdom Training 140
Wise 134
Wizard's Parasite 95
Woar 51
Wolpertinger 87
Word of Mercy 147
Wyrmlet 72
Yetling 16



About Stibbles

Stibbles McScooples (Formerly MuckScoopers) was born in a pony stable to a family of honest farmhands. With 11 siblings and a cramped forest burrow, he learned how to expand the size of his home and became a burrower by trade. Stibbles made a name for himself as the most talented home designer in his gnome village, expanding their domain to cover nearly half the forest. At the age of 46, he dug a home for himself and his soon to be wife, finding a long-forgotten cache of 1,000 gold pieces. After a tragic honeymoon that cost him his future, he decided to leave his home and wander the great wilderness to the north.

Respecting the natural world as he wandered through it, simply picking berries and avoiding trouble, he soon caught the eye of a lone druid who guarded the area. After weeks of trailing, the druid spoke to Stibbles and offered him a place in the jungle as a new guardian. With nothing better to do, Stibbles agreed and quickly became adept at understanding and communicating with simpler creatures.

After the elder druid became one with the earth, Stibbles grew bored, and decided to try his hand at a life of adventuring. Joining the ranks of a rag-tag team, he went dungeon delving in a variety of ancient ruins. Over time arguments and greed tore the group apart forever, leaving Stibbles as one half of the remaining duo. But a quick bathroom break at a tavern during the discussion of a new contract put the gnome back on his own.

Years of solo traveling continued, involving drow captivity, a flaming tavern and a powerful undead, a fleeting romance turned rivalry, and an overwhelming number of bears. Stibbles began to reflect on his ventures, finding humanoids a tad unreliable when it came to companionship. At the ripe age of 236 (which is still rather young for a gnome), he decided to seek companionship with the strangest of creatures. Dealing with a plethora of new creatures as he ventured became taxing on his memory, and he decided to document their behavior. A mass of his writings did in fact, against Stibbles' arguments, come from the mouth of a bai ze.



Thank you Backers!

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