

ANIMAL SIDEKICKS



CONTENTS

CREDITS	2
INTRODUCTION	3
Allosaurus	4
Awakened plant	5
Badger	6
Bear	7
Blink dog	8
Boar	9
Cat	10
Constrictor snake	11
Crag cat	12
Cranium rat swarm	13
Crocodile	14
Death dog	15
Displacer beast	16
Dragon wyrmling	17
Flying monkey	18
Flying snake	19
Giant goat	20
Giant owl	21
Goat	22
Goose	23
Griffon	24
Hollyphant	25
Horse	26
Leucrotta	27
Mastiff	28
Myconid	29
Octopus	30
Owl	31
Owlbear	32
Panther	33
Phase spider	34
Pony	35
Pseudodragon	36
Rat	37
Raven	38
Sea horse	39
Steeder	40
Tiger	41
Tressym	42
Wolf	43

CREDITS

WRITERS

Jackson Adams (@JacksonInACup)
Erik Arthur (@TheErikArthur)
Kayla Bayens (@JustThinkingKay)
BornToDoStuff (@BornToDoStuff)
Cindy Butor (@babble_drabble)
Lauren Campbell (@GrammarForHire)
Kristy Dalangini (@glassflippers)
Orla ní Dhúill (@NaturallyOrla)
Fernando A. Dolande (@Dulenheim)
Melissa Doucette (@melliedm)
Jeffrey Gerretse (@gerretse)
Zac Goins
Adam Hancock (@AdamDMsGuild)
Brittney Hay (@FNDungeonMom)
Michael Jacobson (@Mike_makes_Dino)
Rory Jordan (@The_Real_Zin)
Ryan Langr (@RealmWarpM)
Ellie Lynn (@ellielynnz)
Ken Marable (@KenMarable)
Paul Metzger (@metzpaul)
Marco Michelutto (@marcomiki)
C. M. Millar (@ccmoira)
Olobosk (@Olobosk_)
Allison M. Reilly (@agnesamurphy)
Amit Sarkar (@AmitSarkar0)
J. M. Scalercio
Noah Simpson (@Noah20243425)
Tessa Simpson (@MiscKlaire)
R. Morgan Slade (@rmorganslade)
Trevor Traub (@DungeonHunters)
Daniel Vitti (@Arcanum_Press)
James Welch
Jos Wijchgel (@DiceyGamesNL)

PRODUCER

Adam Hancock (@AdamDMsGuild)

ARTISTS

David Barrentine (@DavidBarrentine), Dana Braga (@danaxbraga), Bronze Halo (@BronzeHalo), Anne Gregersen (@AnnesFlashBack), Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

EDITORS

Adam Hancock (@AdamDMsGuild), Ryan Langr (@RealmWarpM), Paul Metzger (@metzpaul)

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Adam Hancock and published under the Community Content Agreement for Dungeon Masters Guild.

INTRODUCTION

Do you love animals? Well, so do we! So much so, in fact, that we've assembled a group of three talented artists and no fewer than thirty-three writers to bring our favorite animals to life. Get ready for a whole new dynamic to the adventuring party as we introduce "Animal Sidekicks."

Animal sidekicks are based on the Sidekicks rules and stat blocks found in the *D&D Essentials Kit Rulebook*. There Wizards of the Coast introduces to us the expert, spellcaster, and warrior sidekicks.

But we realized that conceivably any creature could serve as a sidekick. And, with that spark of an idea and a love of animals, we decided to make 40 unique animal sidekicks, each with its own stat block and progression table.

The ranger might have their companion and the druid might have their wild shapes. But why can't the wizard have a city cat, the cleric a hollyphant from heaven, or the barbarian a precious lil' displacer kitty?

So if you're looking to round out the party with some interesting sidekick options, or you just love the idea of a party pet, look no further than "Animal Sidekicks."

ANIMAL SIDEKICKS

On your adventures, the DM might reveal that you've befriended a special beast or other creature called an animal sidekick, who joins your party. The DM either tells you which type of animal sidekick to use or lets you choose one. It's up to you and the DM to decide who controls the animal sidekick in play.

ANIMAL SIDEKICK STAT BLOCKS

An animal sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions an animal sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

ANIMAL SIDEKICK LEVEL

Your animal sidekick starts as a 1st-level character. As you and your sidekick adventure together, your sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When an animal sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the animal sidekick's new hit point maximum and features.

The DM may start an animal sidekick at a level higher than 1st, using the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some animal sidekicks start as a baby or adolescent version of the creature the sidekick was based on. To reflect this, these animal sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the animal sidekick, other benefits may also come with a change in size.

LANGUAGES

Every animal sidekick is assumed to at least understand the Common language, even while most have no capacity to speak it. This is intended to limit the frustrations of language barriers and of wasted turns in combat.

However, if you're interested in a more realistic play style, the DM can require the party can succeed on Wisdom (Animal Handling) skill checks to make themselves understood, adding the animal sidekick's Intelligence modifier to the result.

On a success, the animal sidekick is able to understand the party well enough to comply with their request. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the Wisdom (Animal Handling) check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack only every other gnome"

QUIRKS AND PERSONALITY TRAITS

Anyone who has ever owned a pet knows that animals have minds of their own. Some are stubborn, some affectionate, some are snobs, and some slobs. If you think there are no roleplaying opportunities in interactions between the heroes and their animal allies, think again.

To that end, most of the animal sidekicks have personality traits or quirks to inspire players and DMs to roleplay these affectionate, skittish, suspicious, proud, playful, or prankster creatures.

So pick a personality trait or quirk, or take a chance with a roll of the die on the provided table, and watch that beast or other creature take on a life of its own.

We hope you enjoy bringing these animals to life at your gaming table. On the previous page, you can find our Twitter handles. Send us a tweet to recount your beastly stories, pepper us with questions, and tell us which animals need to be in the sequel!

ALLOSAURUS

1st-level Large beast

Armor Class 13 (natural armor)
Hit Points 17 (2d10 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +5
Skills Perception +5
Senses passive Perception 15
Languages understands Common but can't speak it

Pounce. If the allosaurus moves at least 30 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

d8 Skin Patterns and Colors

- 1 Mottled yellow and blue
- 2 Reticulated tan, brown, and gray
- 3 Striped green and gray
- 4 Reticulated orange, red, and cream
- 5 Speckled red and cream
- 6 Mottled blue and gray
- 7 Striped gray and cream
- 8 Speckled black and tan

d8 Feather Patterns and Colors

- 1 Barred black and white
- 2 Laced red, white, and black
- 3 Mottled orange, white, and red
- 4 Penciled green, tan, and brown
- 5 Barred purple and gray
- 6 Laced white, gray, and cream
- 7 Mottled yellow, brown, and cream
- 8 Penciled blue, light blue, and cream

ALLOSAURUS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	25 (3d10 + 9)	Keen Sight. The allosaurus has advantage on Wisdom (Perception) checks that rely on sight.
3rd	34 (4d10 + 12)	Adaptive Camouflage. While traveling for a week or more in a given terrain (excluding aquatic), the allosaurus changes its skin and feather colors to better adapt. The allosaurus has advantage on Dexterity (Stealth) checks to hide in a terrain to which it's adapted.
4th	42 (5d10 + 15)	Ability Score Improvement. The allosaurus's Strength and Dexterity scores each increases by 1. This raises the Strength and Dexterity modifiers, Armor Class, and attack and damage bonuses by 1.
5th	51 (6d10 + 18)	Bring Down the Prey. Against a prone creature, the allosaurus can deal an additional 13 (2d8 + 4) piercing damage. If it does so, it can't use this feature again until it finishes a long rest.
6th	59 (7d10 + 21)	Rampage. When the allosaurus reduces a creature to 0 hit points with a melee attack on its turn, the allosaurus can take a bonus action to move up to half its speed and make a bite attack.



AWAKENED PLANT

1st-level Medium plant

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +4

Skills Athletics +3, Nature +2, Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 12

Languages any one language of your choice

False Appearance. While the plant remains motionless, it is indistinguishable from a normal shrub.

Twig Tools. As an action, the plant can grow thorny appendages that can then be used as thieves' tools. If it does so, the plant cannot use this feature again until it finishes a short or long rest. The plant is proficient with these tools.

Actions

Vine Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Entangling Vines. As a bonus action, the plant can attempt to entangle a creature damaged by its Vine Whip attack this turn. The creature must succeed on a DC 12 Strength or Dexterity saving throw to avoid becoming restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success. The plant may not grapple more than one creature at a time with this ability.

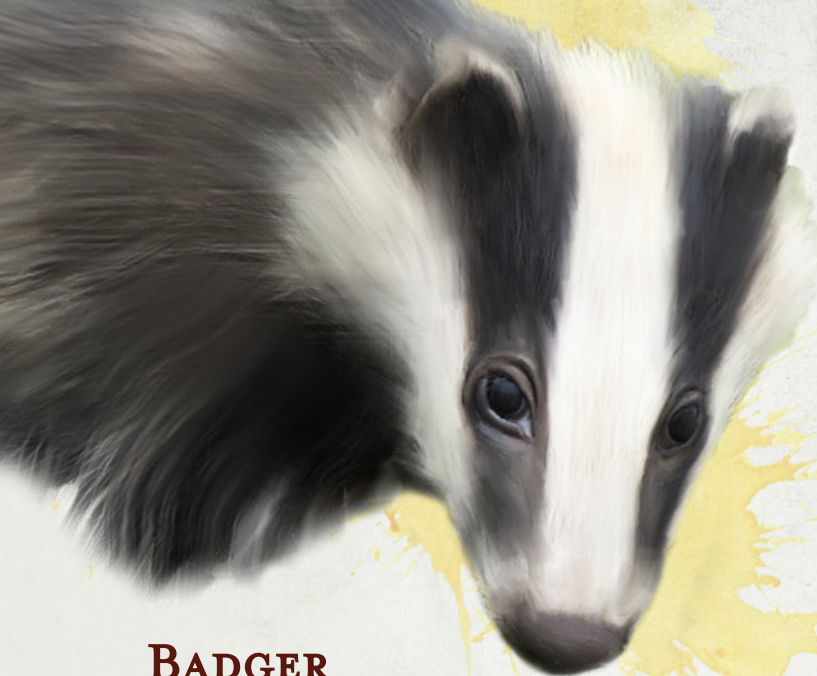
AWAKENED PLANTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Cunning Helper. On the plant's turn in combat, it can take the Dash, Disengage, Help, or Hide action as a bonus action.
3rd	26 (4d8 + 8)	Experience. Choose two of the plant's skill proficiencies. The proficiency bonus is doubled for any ability check the plant makes that uses either of the chosen proficiencies
4th	32 (5d8 + 10)	Ability Score Improvement. The plant's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Dexterity saving throw, Stealth bonus, DC of the Entangling Vines feature, and attack and damage bonuses by 1.
5th	45 (6d10 + 12)	Proficiency Bonus. The plant's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Entangling Vines feature, and attack bonus by 1. Tree Rings. The plant's size increases to Large, and its Armor Class increases to 16.
6th	52 (7d10 + 14)	Extra Attack. The plant can attack twice, instead of once, whenever it takes the Attack action on its turn

d8 Personality Trait

- 1 **Shady.** I have broad leaves, providing great cover for anyone who wants to stay of sight. Also, I lie about things for no good reason.
- 2 **Cactus.** I have a tough skin that can make it hard for others to get close. But once they do, I form steadfast friendships requiring minimal upkeep.
- 3 **Nurturing Biome.** As it is my duty to help protect the natural world, woodland creatures are free to build their homes in my branches.
- 4 **Birchbark.** While my outer bark protects me from physical injury, I'm actually quite sensitive. I get my feelings hurt at the slightest insult.
- 5 **Flowery.** I am obsessed with beauty and glamor. During certain times of the year, I sprout bright blossoms that grow into stunning flowers.
- 6 **Hardwood.** I am particularly dense and get easily confused, so keep explanations simple.
- 7 **Nutty.** My sense of humor is underappreciated. In a "nutshell" I cannot "leaf" a good pun alone.
- 8 **Invasive Species.** I go wherever I want and have little to no regard for others.





BADGER

1st-level Small beast

Armor Class 10

Hit Points 11 (2d6 + 4)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Str +4

Skills Athletics +4, Survival +3

Senses darkvision 30 ft., passive Perception 11

Languages understands Common but can't speak it

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Headbutt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

d6 Every now and then the badger

- Affectionate.** Gently butts their head against an ally's leg, seeking attention.
- Creative.** Draws looping patterns in dirt with its claw, waiting patiently.
- Bored.** Wanders a short distance, returning with a rock or flower in its jaws.
- Hungry.** Roots around in the dirt looking for grubs and earthworms.
- Skittish.** Nervously looks around chittering.
- Comfortable.** Lies on its back and warms its belly in the sun while grunting contently

BADGERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d6 + 6)	Sturdy. The badger has advantage on Strength and Constitution saving throws made against effects that would knock it prone.
3rd	22 (4d6 + 8)	Frenzy. As a bonus action, the badger can trigger a berserk frenzy that lasts 1 minute. If it does so, it can't use this feature again until it finishes a short or long rest. While in a frenzy, the badger gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and has advantage on attack rolls. Attack rolls made against a frenzied badger have advantage.
4th	27 (5d6 + 10)	Ability Score Improvement. The badger's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, Athletics bonus, and attack and damage bonuses by 1. Headbutt. When the badger is hit by a melee attack, it can use its reaction to use a headbutt attack. On a hit, the enemy is incapacitated until the end of its next turn.
5th	39 (6d8 + 12)	Proficiency Bonus. The badger's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonus, and attack bonus by 1. Size. The badger's size increases to Medium, and its AC increases to 14. Tunneler. The badger can burrow through nonmagical rock and stone at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.
6th	45 (7d8 + 14)	Extra Attack. The badger can attack twice, instead of once, whenever it takes the Attack action on its turn. Tremorsense. The badger gains tremorsense out to 30 feet.

BEAR

1st-level Medium beast

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 20 ft.

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

Saving Throws Str +5

Skills Perception +3

Senses passive Perception 13

Languages understands Common but can't speak it

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

Actions

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

BEARS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Second Wind. The bear can use a bonus action on its turn to regain hit points equal to 1d10 + its level. If it does so, it can't use this feature again until it finishes a short or long rest.
3rd	26 (4d8 + 8)	Improved Critical. The bear's melee attacks score a critical hit on a die roll of 19 or 20.
4th	37 (5d10 + 10)	Ability Score Improvement. The bear's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, and attack and damage bonuses by 1. Grizzled. The bear grows to Large in size. Its AC increases to 13. The bear's Hit Dice are now d10s.
5th	45 (6d10 + 12)	Proficiency Bonus. The bear's proficiency bonus increases by 1. This raises the Saving Throw bonus, Perception skill bonus, passive Perception, and attack bonus by 1. Protective Instinct. The bear can use Dash as a bonus action. If it does so, it cannot use it again until after a short or long rest.
6th	52 (7d10 + 14)	Extra Attack. The bear can attack twice, instead of once, whenever it takes the Attack action on its turn. Strength of Legend. If it hits with a melee attack, the bear may attempt a Shove as a bonus action.

d4 Breed

- 1 **Frostfang.** Native to the subalpine mountains and similar to a polar bear but with a mottled coat that resembles a brown bear in snow. The name also alludes to its large, protruding canines.
- 2 **Tundra.** Known to roam the northern Sword Coast, but more tolerant of warmer temperatures than a polar bear. (Replace the climb speed with swim 15 feet).
- 3 **Cave.** With a coat of midnight blue, darkest gray or ink black, this bear lairs in cavern systems and the Underdark. Add darkvision 60 feet.
- 4 **Grizwild.** The largest brown bears, known to be loyal to friends and savage in battle.



BLINK DOG

1st-level Medium fey

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +3, Stealth +5

Damage Resistances bludgeoning damage from falling

Senses passive Perception 13

Languages Blink Dog, understands Common and Sylvan but can't speak them

Helpful. The dog can take the Help action as a bonus action.

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

Actions

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

Teleport. The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. If it does so, it can't use this feature again until it finishes a short or long rest. Before or after teleporting, the dog can make one bite attack.



Orla ní Dhúill

BLINK DOG BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Cunning Action. On the dog's turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.
3rd	22 (4d8 + 4)	Good Dog, New Tricks. The dog can use its Teleport action at will. In addition, the dog gains skill proficiencies in two skills. Add the proficiency bonus to your choice of two from Athletics, Intimidation, Perception, Stealth or Survival.
4th	27 (5d8 + 5)	Ability Score Improvement. The dog's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Dexterity saving throw, Acrobatics and Stealth bonuses, and attack and damage bonuses by 1.
5th	33 (6d8 + 6)	Proficiency Bonus. The dog's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1. Good Dog Defense. As a reaction once per round, if the dog is within 10 feet of one of its allies, it can add +1 to its ally's Armor Class.
6th	38 (7d8 + 7)	Extra Attack. The dog can attack twice, instead of once, whenever it takes the Attack action on its turn.

d6 Personality Traits

- 1 The dog is suspicious of newcomers who approach its best friend.
- 2 While very friendly, the dog has a problem with slobber getting on your gear.
- 3 The dog relates to all other animals as if they are also dogs of varying sizes.
- 4 The dog is intensely affectionate and loyal to you but not always the best at following instructions.
- 5 The dog gets very nervous in crowded places like cities. Give it some space!
- 6 The dog would like to play and run. Play and run now, please. You are tired? The dog is not and would like to run now. You were still asleep. Well, the dog is awake already, and it is time to walk!

BOAR

1st-level Medium beast

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Saving Throws Str +4

Skills Athletics +4

Senses passive Perception 9

Languages understands Common but can't speak it

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Relentless. If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead. If it does so, it can't use this feature again until it finishes a short or long rest.

Actions

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BOARS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Savage Rage. As a bonus action, the boar can enter a rage at the start of its turn. The rage lasts for 1 minute or until the boar is incapacitated. The boar can't use this feature again until it finishes a long rest. While raging, the boar gains the following benefits: <ul style="list-style-type: none">The boar has advantage on Strength checks and Strength saving throws.When it makes a melee weapon attack, the boar gains a +2 bonus to the damage roll.The boar can use the Disengage action as a bonus action once per round.
3rd	26 (4d8 + 8)	Thickened Hide. The boar's Armor Class increases to 12.
4th	32 (5d8 + 10)	Ability Score Improvement. The boar's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, Athletics bonus, DC of the Charge feature, and attack and damage bonuses by 1.
5th	45 (6d10 + 12)	Growth Spurt. The boar grows to Large in size. The boar's Hit Dice are now d10s and the damage of its Charge feature and tusk attack increase by 1d6.
6th	52 (7d10 + 14)	Extra Attack. The boar can attack twice, instead of once, whenever it takes the Attack action on its turn.



CAT

1st-level Tiny beast

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 40 ft., climb 30 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Athletics -2, Perception +3, Stealth +5, Survival +3

Damage Resistances bludgeoning damage from falling

Senses darkvision 30 ft., passive Perception 13

Languages understands Common but can't speak it

Agile Jumper. The cat uses Dexterity to determine how far it can jump and Dexterity (Acrobatics) for checks involving jumping.

Helpful. The cat can take the Help action as a bonus action.

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

Righting Reflex. When falling, the cat always lands on its feet instead of landing prone.

Actions

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

CATS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d4 + 3)	Restful Purr. If the cat regains hit points at the end of a short rest by spending one or more Hit Dice, it regains an extra 1d6 hit points. If the cat spends its rest cuddling with another creature, that creature also gains this benefit.
3rd	14 (4d4 + 4)	Cunning Action. On each of its turns, the cat can use a bonus action to take the Dash, Disengage, or Hide action. Cat's Curiosity. Choose two of the cat's skill proficiencies. The proficiency bonus is doubled for any ability checks the cat makes that uses either of the chosen proficiencies.
4th	17 (5d4 + 5)	Ability Score Improvement. The cat's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Dexterity saving throw, Acrobatics and Stealth bonuses, and attack and damage bonuses by 1.
5th	21 (6d4 + 6)	Proficiency Bonus. The cat's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	24 (7d4 + 7)	Improved Purr. The extra hit points from the Restful Purr feature increase to 1d8.

d8 Personality Trait

- 1 I am always interested in what my friends are doing, and I want to involve myself in everything they do.
- 2 I need to thoroughly sniff and examine every new thing.
- 3 I only bond to one person. To them I am very affectionate. To others I'm indifferent.
- 4 I bring my friends gifts like mice or small birds to play with and eat.
- 5 I like to be cared for and let others feed me and carry me around.
- 6 I'm always keeping an eye on things from a distance, and preferably from up high.
- 7 My curiosity often gets me in trouble.
- 8 It takes me a while to warm up to new creatures. I hiss if someone unfamiliar gets too close.



CONSTRUCTOR SNAKE

1st-level Medium beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Saving Throws Dex +4

Skills Intimidation +4, Perception +2, Stealth +4

Senses blindsight 10 ft., passive Perception 12

Languages understands Common but can't speak it

Ophidian Terror. The snake uses Dexterity in place of Charisma when it makes an Intimidation skill check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage.

d8 Personality Trait

- 1 I like to feel safe and warm while I sleep, so I wrap myself around one of my friends at night.
- 2 When I'm hungry I drape myself over my smallest friend; that usually gets the message across.
- 3 I love small spaces like baskets and bags and try to fit myself into them, even if I'm too big.
- 4 I'm an impulsive eater and try to swallow interesting things I find before anyone can take them from me.
- 5 I may be large, but I still act like an infant and prefer to be carried and babied.
- 6 I am self-conscious, and I especially don't like being watched while I eat. When no one is looking, I eat as quickly as possible.
- 7 I get bored easily and like to play tricks on my friends for fun. I might trip them or hide and wait for them to come find me.
- 8 I am attentive to my friends' needs, and I dislike negative emotions. If my friend is sad, I flick my tongue over their cheeks to wipe their tears.

CONSTRUCTOR SNAKES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Detect Prey. Until the end of its next turn, the snake knows the location of any creature within 60 feet of it that is not a construct or undead and is not behind total cover. If it does so, it can't use this feature again until it finishes a long rest.
3rd	22 (4d8 + 4)	Sinister Hiss. As an action, the snake chooses one target that it can perceive within 60 feet of it. That target must succeed on a DC 12 Wisdom saving throw or become frightened of the snake for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4th	27 (5d8 + 5)	Grappler. When the snake hits with its constrict attack, the target becomes grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.
5th	39 (6d10 + 6)	Shed Skin. The snake grows to Large in size. The snake's Hit Dice are now d10s, and the damage of its bite and constrict attacks increase by 1d6 and 1d8 respectively.
6th	45 (7d10 + 7)	Swallow. The snake makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the snake, and it takes 10 (3d6) acid damage at the start of each of the snake's turns. The snake can have only one target swallowed at a time. If the snake dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



Crag Cat

1st-level Medium beast

Armor Class 13
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +5
Skills Perception +4, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak it

Nondetection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Actions

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Crag Cats Beyond 1st Level

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Winter Beast. The crag cat has advantage on Perception, Stealth, and Survival checks while in arctic or mountain terrain.
3rd	30 (4d8 + 12)	Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.
4th	42 (5d10 + 15)	Growth Spurt. The cat grows to Large in size. The cat's Hit Dice are now d10s, its speed increases to 40 feet, and the damage of its bite and claw attacks increase by 1d10 and 1d8 respectively.
5th	51 (6d10 + 18)	Scream. The crag cat's scream resembles that of a terrified human. As an action, the cat can scream, causing all enemy creatures within 60 feet to make a DC 13 Wisdom saving throw or become frightened for 1 minute. Creatures can attempt the save again at the end of each of their turns. On a successful save, the creature is immune to the scream for 24 hours.
6th	59 (7d10 + 21)	Extra Attack. The cat can attack twice, instead of once, whenever it takes the Attack action its turn.



CRANIUM RAT SWARM

1st-level Small swarm of Tiny beasts

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	8 (-1)

Saving Throws Wis +2
Skills Perception +2, Stealth +4
Senses darkvision 30 ft., passive Perception 12
Languages telepathy 30 ft.

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5-radius for every 2 levels (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 10). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spell, requiring no components:

2/day: *command*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. Unlike other swarms, a cranium rat swarm sidekick can be healed.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 3 (1d6) piercing damage.

Mind Sliver. The swarm drives a disorienting spike of psychic energy into the mind of one creature they can see within 60 feet. The target must succeed on a DC 10 Intelligence saving throw or take 3 (1d6) psychic damage, and the first time it makes a saving throw before the end of the swarm's next turn, it must roll a d4 and subtract the number rolled from the save.



CRANIUM RAT SWARMS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d6)	<p>Ability Score Improvement. The swarm's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, and DC of the Mind Sliver action by 1.</p> <p>Lesser Swarm Defense. The swarm has advantage on saving throws and checks to avoid or escape the following conditions: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned.</p>
3rd	14 (4d6)	<p>Innate Spellcasting. The swarm can spellcast the <i>comprehend languages</i> spell at will.</p> <p>Swarm Damage Resistance. The swarm gains resistance to bludgeoning, piercing, and slashing damage.</p>
4th	22 (5d8)	<p>Ability Score Improvement. The swarm's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, and DC of the Mind Sliver action by 1.</p> <p>Multiply. The swarm grows to Medium in size. The swarm's Hit Dice are now d8s, and the damage of its Bites attack increases to 5 (2d4).</p>
5th	27 (6d8)	<p>Proficiency Bonus. The swarm's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, spell save DC, DC of the Mind Sliver action, and attack bonus by 1.</p> <p>Swarm Immunities. The swarm is immune to the conditions listed in the Lesser Swarm Defense feature.</p>
6th	31 (7d8)	<p>Ability Score Improvement. The swarm's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, and DC of the Mind Sliver action by 1.</p> <p>Potent Mind Sliver. The swarm can add its Intelligence ability modifier to the damage it deals with its Mind Sliver action.</p> <p>Innate Spellcasting. The swarm can cast the <i>detect thoughts</i> spell once per day.</p>

CROCODILE

1st-level Medium beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Str +4

Skills Stealth +2

Senses passive Perception 10

Languages understands Common but can't speak it

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CROCODILES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Lie in Wait. While submerged in water, the crocodile can only be detected with a successful DC 20 Wisdom (Perception) check.
3rd	22 (4d8 + 4)	Grappler. When the crocodile hits a creature with a bite attack, the target becomes grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.
4th	32 (5d10 + 5)	Shed Scales. The crocodile grows to Large in size. The crocodile's Hit Dice are now d10s, the escape DC for the crocodile's grappler feature increases to 13, and the damage of its bite attack increases to 7 (1d10 + 2).
5th	39 (6d10 + 6)	Crocodile Tears. The crocodile can use its presence to aid its companions. When it does so, a creature of its choice gains advantage on a Charisma ability check against one creature of its choice. Once this feature is used, it cannot be used again until the crocodile completes a short rest. Proficiency Bonus. The crocodile's proficiency bonus increases by 1. This raises the Saving Throw bonus, Stealth bonus, and attack bonus by 1.
6th	45 (7d10 + 7)	Multiaction. The crocodile makes two attacks: one with its bite and one with its tail. Tail. <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one target not grappled by the crocodile. <i>Hit:</i> 9 (2d6 + 2) bludgeoning damage.

d6 Quirks

- 1 In the wild, birds cleaned the crocodile's teeth. Now that "honor" falls to its allies.
- 2 Sometimes the crocodile cries because it really is sad, but no one can be sure.
- 3 The crocodile likes to watch people sleep from just inches away.
- 4 The crocodile doesn't like to do anything until it's basked in the sun for a while.
- 5 The crocodile doesn't like going looking for the enemy. It likes to bait a trap and wait.
- 6 The crocodile likes to sleep "submerged" under the comfiest bedroll.



DEATH DOG

1st-level Medium monstrosity

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 40 ft.

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

Saving Throws Str +4

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages understands Common but can't speak it

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

d4 Personality Trait

- 1 **Playful.** They act like a puppy and start playing tug-of-war with any loose dangly bits on party members.
- 2 **Chatty.** They are vocal and like to let you know their opinions about what is going on.
- 3 **Of Two Minds.** The two heads can never seem to agree on what mood to be in.
- 4 **Possessive.** Their person is theirs, no one else's and don't try and tell them differently.

DEATH DOGS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Guard Dog. During a short or long rest, the dog has advantage on saving throws against attacks and cannot be surprised. Dual Reaction. When making an opportunity attack, the dog can make an extra attack against the same creature.
3rd	26 (4d8 + 8)	Pack Tactics. The dog gains advantage on an attack roll against a creature if both of the dog's heads are conscious.
4th	32 (5d8 + 10)	Charger. When the dog takes the Dash action, it can use a bonus action to make one melee attack (gaining a +5 bonus to the attack's damage roll) or knock the creature prone on a hit.
5th	39 (6d8 + 12)	Protector. The dog imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the dog. The dog must be able to see the attacker. Proficiency Bonus. The dog's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	45 (7d8 + 14)	Taste of Death. If a creature within 15 feet of the dog dies, the dog can use an action to become frenzied for 1 minute or until commanded otherwise. While frenzied, nonmagical damage does half damage and they have a +4 bonus to attack rolls.



DISPLACER BEAST

1st-level Medium monstrosity

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Str +5

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak it

Avoidance. If the displacer beast is subjected to an effect that allows it to make a 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.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage.

d8 Personality Trait

- 1 **Prankster.** I like to phase right behind someone to scare them. I am constantly underfoot.
- 2 **Lazy.** I take over any unguarded bedroll and have to be coaxed off.
- 3 **Hyper.** Halfway through a long rest, I run around the campsite for 1d4 hours.
- 4 **Proud.** I am the leader of the pack, and no one can tell me what to do. Well, at least not without a bribe.
- 5 **Anxious.** I phase rapidly in unfamiliar situations, and especially during thunderstorms.
- 6 **Bored.** Four hours into a long rest, I go out to hunt and bring home 1d4 Small or smaller creatures to play with them before I eat them. I rarely finish.
- 7 **Affectionate.** I have a favorite person, and I like to pet them with my tentacles.
- 8 **Unimpressed.** The only reaction you'll get out of me is a blink of my eyes. I've seen it all before and nothing "phases" me.

DISPLACER BEASTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Unseelie Origins. The displacer beast gains advantage on saving throws against being charmed, and magic can't put it to sleep. After resting for 4 hours, the displacer beast gains the same benefit that a human does from 8 hours of sleep.
3rd	26 (4d8 + 8)	Improved Displacement. The displacer beast's Displacement trait is only disrupted if it is successfully hit by two separate attacks in a single round. This trait is still disrupted while the displacer beast is incapacitated or has a speed of 0.
4th	32 (5d8 + 10)	Ability Score Improvement. The displacer beast's Strength score increases by 2. This raises the Strength modifier, Saving Throw bonus, and attack and damage bonuses by 1.
5th	45 (6d10 + 12)	Growth Spurt. The displacer beast's size increases to Large, and its AC increases to 15.
6th	52 (7d10 + 14)	Love of the Kill. If the displacer beast uses its multiattack against the same creature, it can use its bonus action to Disengage. If it targets the same creature the next time it attacks, it gains a +2 to attack and damage rolls against that creature. If the displacer beast chooses a different victim, or if it splits its attack between more than one creature, this effect ends. The displacer beast must take a short or long rest before it can use this ability again.



DRAGON WYRMLING

1st-level Medium dragon

Armor Class 12 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Str +5
Skills Perception +4, Stealth +4
Damage Immunities same type as breath weapon
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) breath weapon damage (by dragon color).

Breath Weapon (Recharge 5-6). The dragon exhales its destructive breath, the area of effect and type of damage based on its color. Each creature in the area must make a DC 12 Dexterity saving throw, taking 16 (3d10) damage on a failed save, or half as much damage on a successful one.



DRAGON WYRMLINGS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Improved Senses. The dragon's blindsight range increases to 30 feet, its darkvision range increases to 120 feet, and it can't be surprised.
3rd	26 (4d8 + 8)	Dive Attack. Once per turn, if the dragon is flying and dives at least 30 feet straight toward a target and hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage. Toughen. The dragon's AC increases to 16, each of its speeds increases by 10 feet, its bite damage increases to 9 (1d10 + 4), and its breath weapon damage increases to 22 (4d10).
4th	32 (5d8 + 10)	Ability Score Improvement. The dragon's Strength score increases by 2. This raises the Strength modifier and attack and damage bonuses by 1. Multiattack. The dragon makes two attacks: one with its bite and one with its claws. Claws. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) slashing.
5th	39 (6d8 + 12)	Change Shape. The dragon magically polymorphs into a humanoid or beast that has a Challenge Rating no higher than its own, or back into its true form. It reverts to its true form if it dies. In the new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any of its class features or legendary actions.
6th	45 (7d8 + 14)	

DRAGON WYRMLING COLOR

Color	Damage Type	Breath Weapon
Black, copper	Acid	30-ft. line
Blue, bronze	Lightning	30-ft. line
Brass	Fire	30-ft. line
Gold, red	Fire	15-ft. cone
Green	Poison	15-ft. cone
Silver, white	Cold	15-ft. cone

FLYING MONKEY

1st-level Small beast

Armor Class 13

Hit Points 7 (2d6)

Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +4, Sleight of Hand +5, Stealth +7

Senses passive Perception 14

Languages understands Common but can't speak it

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

Deft Hands. The monkey has proficiency with thieves' tools, and doubles its proficiency bonus when making Dexterity checks using them.

Actions

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

d8 Personality Trait

- 1 **Pilfering.** The monkey likes to steal shiny coins... even from its friends.
- 2 **Chattering.** The monkey talks incessantly unless it's on a mission.
- 3 **Snuggly.** The monkey likes to sleep on you as though it were a backpack.
- 4 **Cowardly.** The monkey is scared of new people and animals.
- 5 **Flyer.** The monkey prefers to spend as much time as possible as high in the air as it can be.
- 6 **Loyal.** The monkey does whatever it can to protect you, even disobeying orders
- 7 **Trickster.** The monkey loves to play jokes; it's particularly fond of whoopee cushions.
- 8 **Vain.** The monkey is constantly trying to attract attention from humanoids.

FLYING MONKEY BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d6)	Cunning Action. The monkey can take a bonus action to take the Dash, Disengage, or Hide action. Naturally Stealthy. The monkey can attempt to hide even when it is obscured only by a creature that is at least one size larger than it.
3rd	14 (4d6)	Perceptive. The monkey doubles its proficiency bonus in Perception, and has advantage on any Wisdom (Perception) checks based on sight.
4th	17 (5d6)	Ability Score Improvement. The monkey's Dexterity score increases by 2. This raises the Dexterity modifier, Saving Throw bonus, and bonuses to Acrobatics, Sleight of Hand, Stealth, and thieves' tools.
5th	21 (6d6)	Flying Target. As long as the monkey is flying, all attacks against it have disadvantage. Proficiency Bonus. The monkey's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	24 (7d6)	Evasion. When the monkey 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.



FLYING SNAKE

1st-level Tiny beast

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	2 (-4)	14 (+2)	5 (-3)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +4

Damage Resistances poison

Senses blindsight 10 ft., passive Perception 14

Languages understands Common but can't speak it

Feathered Boa. One of the snake's allies may set the snake on their shoulders. While wearing the snake in this way, the wearer has advantage on Charisma (Intimidation) checks.

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Messenger. Once per day, the snake can deliver a message for one of its allies as if the ally had cast *animal messenger* on it.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.



FLYING SNAKES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d4 + 3)	Innate Spellcasting. The snake's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components: 1/day each: <i>expeditious retreat</i> , <i>feather fall</i> , <i>shield</i>
3rd	14 (4d4 + 4)	Serpent's Tongue. The snake gains the ability to speak Common, and its Intelligence score increases to 3.
4th	17 (5d4 + 5)	Ability Score Improvement. The snake's Dexterity score increases by 2. This raises the Dexterity modifier, Acrobatics bonus, and attack bonus by 1. Skydancer. While the snake is airborne, all ranged attacks against it are made with disadvantage.
5th	21 (6d4 + 6)	Proficiency Bonus. The snake's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	24 (7d4 + 7)	Dazzling Plumage. Once per short rest, the snake may cast <i>hypnotic pattern</i> centered on itself, requiring no material components (spell save DC 14).

d8 Personality Trait

- Lazy.** I sleep all day long tucked inside of backpacks, bedrolls, and empty boots.
- Proud.** I must be at the top of the pecking order and often pick fights with other brightly colored animals.
- Chatty.** I squawk and whistle like a parrot, and I mimic sounds at random.
- Prickly.** I hate my companions a little bit less than I hate everything else in the world.
- Gregarious.** People who are afraid of snakes just haven't met me yet!
- Adventurous.** I love exploring and am forever nosing my way into exciting places.
- Protective.** I have a favorite person and will hiss and bob at any strangers coming too close to them.
- Vain.** I weave scraps of fur, bits of writing quills, and colored paper into my feathers to make myself even more beautiful.

GIANT GOAT

1st-level Medium beast

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Saving Throws Str +4

Skills Acrobatics +2, Athletics +4, Survival +3

Senses passive Perception 11

Languages understands Common but can't speak it

Charge. If the goat 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 12 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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



GIANT GOATS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Crazy Eyes. The goat can take the Help action as a bonus action, but the creature it aids only gains advantage on the next Dexterity (Stealth) or Charisma (Intimidation) check it makes before the goat's next turn.
3rd	22 (4d8 + 4)	Death Bleat. The goat can use its action to emit a blood-curdling shriek. All creatures within 30 feet of the goat that can hear it must make a DC 11 Wisdom saving throw or become frightened until the start of the goat's next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.
4th	27 (5d8 + 5)	Ability Score Improvement. The goat's Strength score increases by 2. This raises the Strength modifier, Saving Throw bonus, Athletics bonus, DC of the Charge feature, and attack and damage bonuses by 1.
5th	39 (6d10 + 6)	Growth Spurt. The goat increases to Large in size. Its Hit Dice changes to d10s. Its Charge feature deals an extra 5 (2d4) bludgeoning damage, and its ram attack deals 8 (2d4 + 3) bludgeoning damage.
6th	45 (7d10 + 7)	Extra Attack. The goat can attack twice, instead of once, whenever it takes the Attack action on its turn.

d6 Personality Trait

- 1 Sometimes I climb things—like rocks, wagons, and friends—so I can stand on top of them and look majestic. This is normal.
- 2 I eat everything. If you have something interesting, I try to eat it. If you have something uninteresting, I try to eat it.
- 3 I like to wander off and hide in small spaces. I do not make any sound. After you spend some time looking for me, I turn up next to you as if I had never hidden at all.
- 4 If I like you, I push you with my head. Sometimes this is inconvenient for you, but great fun for me.
- 5 I'm stubborn and I don't like being pushed or pulled. But I do like scratches. I go anywhere if you promise me a good scratch.
- 6 I am aggressive. I establish my dominance by headbutting people I don't like, or by making them get up when they are sitting or sleeping.

GIANT OWL

1st-level Medium beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Saving Throws Wis +3

Skills Athletics +3, Perception +3, Stealth +4, Survival +3

Senses darkvision 120 ft., passive Perception 13

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Tender Talons. The owl can carry one creature of Small size or four creatures of Tiny size securely in its talons without being encumbered.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

GIANT OWLS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Beneath My Wings. The owl can cast <i>sanctuary</i> . If it does so, it can't use this feature again until it finishes a long rest. The owl's spellcasting ability is Wisdom (spell save DC 12).
3rd	22 (4d8 + 4)	Aural Acuity. The owl can attune to the sounds of the surrounding environment to know the location, number, and size of any creatures within 60 feet. If it does so, it can't use this feature again until it finishes a long rest. This action can only be taken when the owl is perched in a single location.
4th	32 (5d10 + 5)	Molt. The owl increases to Large in size. Its Hit Dice become d10s; it can now carry one Medium creature, four Small creatures, or eight Tiny creatures; and its Strength score increases by 2, raising the Strength modifier, Athletics bonus, and attack bonus by 1. The damage of its Talons attack increases to 12 (3d6 + 2).
5th	39 (6d10 + 6)	Proficiency Bonus. The owl's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, spell save DC, and attack bonus by 1.
6th	45 (7d10 + 7)	Owl Ward. The owl can cast <i>warding bond</i> . If it does so, it can't use this feature again until it finishes a long rest.



GOAT

1st-level Medium beast

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Saving Throws Str +4

Skills Acrobatics +2, Athletics +4, Survival +3

Senses passive Perception 11

Languages understands Common but can't speak it

Charge. If the goat 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 12 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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



GOATS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Faint. When the goat is the target of a melee attack, or when it makes a Dexterity saving throw against an effect, the goat can use its reaction to stiffen and fall prone. Doing so imposes disadvantage on the attack roll or gives the goat advantage on its saving throw. The goat must be able to see the attacker or the effect to use this feature.
3rd	22 (4d8 + 4)	Rebound. The goat can leap and skip off nearby surfaces to move through the space of any creature that is adjacent to another object or obstacle, such as a wall or boulder or another creature of Medium size or larger. In addition, the goat has advantage on Strength and Dexterity ability checks made to jump or climb or retain its footing.
4th	27 (5d8 + 5)	Ability Score Improvement. The goat's Strength score increases by 2. This raises the Strength modifier, Saving Throw bonus, Athletics bonus, DC of the Charge feature, and attack and damage bonuses by 1.
5th	33 (6d8 + 6)	Proficiency Bonus. The goat's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Charge feature, and attack bonus by 1. Rapid Leap. If the goat uses the Rebound feature to move through the space of a creature, the goat's movement does not provoke opportunity attacks from that creature and the goat gains advantage on the first attack it makes against the creature before the end of the goat's turn. The goat can only gain advantage in this way once per turn.
6th	38 (7d8 + 7)	Extra Attack. The goat can attack twice, instead of once, whenever it takes the Attack action on its turn.

GOOSE

1st-level Small beast

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 50 ft., swim 20 ft. (cannot dive)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	11 (+0)	8 (-1)

Saving Throws Dex +4

Skills Acrobatics +4, Intimidation +3

Senses passive Perception 10

Languages understands Common but can't speak it

Bad Tempered. The goose has advantage on saving throws against being frightened and on its Charisma (Intimidation) checks.

Unprovoked Attack. The goose has advantage during the first round of combat against any creature that hits the goose before it has taken a turn.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage.

Wing Beating. The goose beats its wings furiously, buffeting creatures within 5 feet that must then make a DC 13 Constitution saving throw or be knocked prone.



GEESSE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d6)	Pack Tactics. The goose has advantage on an attack roll against a creature if at least one of the goose's allies is within 5 feet of the creature and the ally isn't incapacitated.
3rd	14 (4d6)	Intimidating Charge. When the goose moves at least 10 feet straight toward a target, that target must succeed on a DC 13 Charisma saving throw or move half its speed away from the goose. Creatures moving in this way do not provoke opportunity attacks.
4th	22 (5d6 + 5)	Ability Score Improvement. The goose's Constitution score increases by 2, raising the modifier by 1. Honk. The goose emits an ear-piercing honk in a 15-foot cone. If it does so, it can't use this feature again until it takes a short or long rest. Each creature in the cone must make a DC 13 Constitution saving throw, taking 1d8 thunder damage on a failed save, or half as much damage on a successful one. If a creature fails by 5 or more, it also becomes frightened until the end of its next turn.
5th	33 (6d8 + 6)	Proficiency Bonus. The goose's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Wing Beating and Honk features, and attack bonus by 1. Size. The goose's size increases to Medium. Its Hit Dice become d8s, and its AC increases to 14.
6th	38 (7d8 + 7)	Angry Bird. If it hits with its beak attack, the goose can use its Wing Beating feature as a bonus action. Fearsome Hiss. The goose emits a hiss that affects all enemies within 10 feet of it. If it does so, it can't use this feature again until it takes a short or long rest. Each creature within range must succeed a DC 14 Wisdom saving throw or have disadvantage on attacks until the end of its next turn.

GRIFFON

1st-level Medium monstrosity

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Wis +3

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak it

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

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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



GRIFFONS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Unshakable Bond. The griffon imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the griffon. The griffon must be able to see the attacker.
3rd	34 (4d10 + 12)	Growth Spurt. The griffon grows to Large in size. The griffon's Hit Dice are now d10s and the damage of its claws attack increases to 10 (2d6 + 3). In addition, its Constitution score increases by 2, raising the Constitution modifier by 1.
4th	42 (5d10 + 15)	Ability Score Improvement. The griffon's Strength score increases by 2. This raises the Strength modifier and attack and damage bonuses by 1.
5th	51 (6d10 + 18)	Feather Fall. If the griffon's ally falls or leaps from the griffon's back, the ally can cast <i>feather fall</i> anytime before hitting the ground. This feature cannot be used again until the griffon finishes a short or long rest. Proficiency Bonus. The griffon's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skill bonus, and attack bonus by 1.
6th	59 (7d10 + 21)	Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

d8 Personality Trait

- 1 The humanoid to whom I've bonded thinks they're in charge. Silly little thing.
- 2 Wild griffons eat horses, and I really try hard not to. Really, I do.
- 3 Any griffon can stab or slash an enemy to death. I like to drop them from great heights instead.
- 4 My eagle head and forelegs are always molting, and I'm just a mess.
- 5 I'm proud as a peacock and like to show off my impressive wingspan.
- 6 Unlike most griffons, I'm striped like a tiger in back and plumed like a Philippine eagle in front.
- 7 I'm grumpy in the morning until I have a raw carcass in my beak.
- 8 If I can help it, I never back down from a fight.

HOLLYPHANT

1st-level Small celestial

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Con +3

Skills Athletics +5, Perception +2

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 15

Languages Celestial, telepathy 30 ft.

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

At will: *light*

1/day each: *bless*, *cure wounds*, *protection from evil and good*

Actions

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



HOLLYPHANTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Spellcasting. The hollyphant learns the <i>guidance</i> cantrip.
3rd	18 (4d6 + 4)	Trumpet. The hollyphant creates a trumpet blast that can be heard up to 300 feet away. If it does so, it can't use this feature again until it takes a short or long rest. The trumpet also creates a 15-foot cone of energy with one of the following effects: <i>Trumpet of Blasting.</i> Each creature in the cone must make a DC 13 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. <i>Trumpet of Sparkles.</i> Creatures in the cone must make a DC 13 Constitution saving throw, taking 12 (2d8 + 3) radiant damage on a failed save, or half as much damage on a successful one.
4th	22 (5d6 + 5)	Ability Score Improvement. The hollyphant's Wisdom score increases by 2. This raises the Wisdom modifier, Perception bonus, and spell save DC by 1. Spellcasting. The hollyphant can cast <i>guiding bolt</i> once per day.
5th	27 (6d6 + 6)	Proficiency Bonus. The hollyphant's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, spell save DC, and attack bonus by 1. Magic Tusks. The hollyphant's attacks are magical.
6th	31 (7d6 + 7)	Aura of Invulnerability. As a reaction, an invisible 5-foot-radius aura forms around the hollyphant. Any spell of 2nd level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. The spell can target creatures and objects within the barrier, but it has no effect on them. It can't use this feature again until it takes a short or long rest.

HORSE

1st-level Large beast

Armor Class 10 (16 with chain mail barding)

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Saving Throws Con +3

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages understands Common but can't speak it

Barding. While wearing chain mail barding, the horse has disadvantage on Dexterity (Stealth) checks.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

d8 Personality Trait

- 1 If we stop for any reason, I immediately lower my head to nibble on the nearest vegetation.
- 2 Don't touch my stirrups if I don't know you. I bite and I buck.
- 3 I'm a pretty horse, and I know it. If you don't pay attention to me, I'll get in your face so you have to.
- 4 I jump at the slightest sound—uh, what was that?!
- 5 If my rider isn't confident in the saddle, I walk as slowly as possible.
- 6 I'm very protective. If anyone hurts my friends, I beat them senseless with my hooves.
- 7 Bold, brash, and a bit reckless, I'm still a bit wild from my days of running free.
- 8 I'm a good soldier of a horse. I do what I'm told and follow orders.

HORSES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d10 + 3)	Rearing. The horse imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the horse. The horse must be able to see the attacker.
3rd	26 (4d10 + 4)	Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.
4th	32 (5d10 + 5)	Ability Score Improvement. The horse's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, DC of the Trampling Charge feature, and attack and damage bonuses by 1.
5th	39 (6d10 + 6)	Proficiency Bonus. The horse's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Trampling Charge feature, and attack bonus by 1.
6th	45 (7d10 + 7)	Extra Attack. The horse can attack twice, instead of once, whenever it takes the Attack action on its turn.



LEUCROTTA

1st-level Medium monstrosity

Armor Class 14 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Saving Throws Str +5

Skills Athletics +5, Deception +2, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Gnoll, understands Common but can't speak it

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

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

d8 Personality Trait

- 1 Although I look grotesque, I actually like dressing up and often wear bows, hats, and other accessories.
- 2 I'm not evil—I swear!—but sometimes I do play with my food.
- 3 I contend that prolonging a creature's death isn't torture -- it's just teaching me more sounds I can mimic later.
- 4 Sometimes, when I'm asked to make a specific sound, I just make silly fart noises and chirps instead.
- 5 I don't always know my own strength and occasionally hurt others.
- 6 I have a tendency to steal garbage and make nests out of it—it's just so comfortable!
- 7 I had a bad experience with gnolls when I was younger and tend to run and hide from them.
- 8 There's nothing quite like crushing a person's windpipe between your jaws or their head beneath your hooves—it's such a rush!

LEUCROTTAS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.
3rd	26 (4d8 + 8)	Advanced Critical. When the leucrotta lands a critical hit with its bite attack, it rolls the damage dice three times instead of twice.
4th	32 (5d10 + 5)	Ability Score Increase. The leucrotta's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and attack and damage bonuses by 1. Growth Spurt. The leucrotta increases to Large in size. Its Hit Dice become d10s, its bite and hooves attack damage increases to 1d8 and 2d6 respectively, and its speed increases to 50 feet.
5th	39 (6d10 + 6)	Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.
6th	45 (7d10 + 7)	Extra Attack. The leucrotta can attack twice, instead of once, whenever it takes the Attack action on its turn.



MASTIFF

1st-level Medium beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Saving Throws Dex +4

Skills Athletics +4, Perception +3, Survival +3

Senses passive Perception 13

Languages understands Common but can't speak it

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

MASTIFF VARIANTS

You can replace the features at 2nd, 3rd, and 6th levels to make a **guard dog** variant:

- At level 2, the mastiff gains a +5 bonus to initiative and can only be surprised by odorless, silent creatures.
- At level 3, opportunity attacks against the mastiff are made with disadvantage.
- At level 6, if the mastiff or a creature they can see within 5 feet is hit by an attack, the mastiff can roll 1d8 as a reaction. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target halves the attack's damage.

Or a **hunting dog** variant:

- At level 2, the proficiency bonus for Wisdom (Perception) and Wisdom (Survival) is doubled for any ability check made that uses either proficiency.
- At level 3, the mastiff has advantage on the Perception skill checks and automatically succeeds on any rolls to detect an illusion. If an invisible creature has a smell or makes sound, the mastiff makes its Perception roll with advantage.
- At level 6, the mastiff's Wisdom (Survival) skill checks counts as magical for the purpose of overcoming spells and abilities that prevent nonmagical tracking. If the mastiff fails a Wisdom (Survival) skill check for tracking and their companion is proficient in Animal Handling, the mastiff may reroll the skill check.

MASTIFFS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Tough. The mastiff gains proficiency with light armor and the DC to avoid being knocked prone increases to 14.
3rd	22 (4d8 + 4)	War Dog. The mastiff gains proficiency with medium armor and grants its rider advantage on melee attack rolls against any unmounted creature that is Small or smaller.
4th	27 (5d8 + 5)	Ability Score Improvement. The mastiff's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, DC of the bite attack, and attack and damage bonuses by 1.
5th	33 (6d8 + 6)	Proficiency Bonus. The mastiff's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the bite attack, and attack bonus by 1.
6th	37 (7d8 + 7)	Extra Attack. The horse can attack twice, instead of once, whenever it takes the Attack action on its turn.



MYCONID

1st-level Medium plant

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	8 (-1)	14 (+2)	7 (-2)

Saving Throws Wis +4

Skills Nature +1, Insight +4, Survival +4

Senses darkvision 120 ft., passive Perception 12

Languages –

Distress Spores. When the myconid takes damage, all friendly creatures within 240 feet of it can sense it is in pain.

Sun Sickness. While in sunlight or bright light, the myconid cannot benefit from short or long rests and has disadvantage on Wisdom (Perception) checks involving sight.

Actions

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

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. This effect lasts for 1 hour.



MYCONIDS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d10 + 3)	Poison Spores. As an action, the myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.
3rd	26 (4d10 + 4)	Speed. The myconid's speed increases to 30 ft. Disorienting Spores. As a reaction, the myconid imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the myconid by releasing a cloud of spores. The myconid must be able to see the attacker.
4th	32 (5d10 + 5)	Pacifying Spores. As an action, the myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.
5th	39 (6d10 + 6)	Proficiency Bonus. The myconid's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Poison Spores and Pacifying Spores features, and attack bonus by 1. Fungal Growth. The myconid's size increases to Large, and its AC increases to 14.
6th	45 (7d10 + 7)	Fist Attack. On a hit, the myconid's fist now does an additional 5 (2d4) poison damage. Multiattack. The myconid uses its poison spores, then makes a fist attack.

d4 Personality Trait

- 1 Anyone who is a friend of nature is a friend of mine.
- 2 I would do anything to protect my home.
- 3 Sun-dwellers and cave-dwellers can learn to live together.
- 4 Understanding those around me is important, so I can learn who to trust.

OCTOPUS

1st-level Small beast

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 5 ft., swimming 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	4 (-3)

Saving Throws Dex +4

Skills Acrobatics +4, Perception +2, Sleight of Hand +4, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Languages understands Common but can't speak it

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud. A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. If it does so, it can't use this feature again until it finishes a short or long rest. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

d8 Personality Trait

- 1 **Playful.** The octopus amuses itself by playing hide and seek, and uses water currents to play fetch with objects.
- 2 **Curious.** The octopus investigates anything new, regardless of the potential consequences.
- 3 **Shy.** The octopus spends most of its time hiding, only coming out for people it trusts.
- 4 **Stubborn.** Unless given an extremely good incentive, the octopus obstinately refuses to help.
- 5 **Kleptomaniac.** Given the opportunity, the octopus steals anything and everything.
- 6 **Higher Being.** The octopus regards every other creature with a distant, ethereal sadness.
- 7 **Escapologist.** The octopus is constantly trying to escape. What it would do if it actually achieved this feat, it doesn't quite know.
- 8 **Protective.** The octopus squirts water at people it doesn't like, or at any perceived threats to itself or its companions.

OCTOPUSES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Cunning Action. The octopus can take the Dash, Disengage, or Hide action as a bonus action. Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.
3rd	18 (4d6 + 4)	Escape Artist. The proficiency bonus is doubled on any ability checks that the octopus makes to find or disarm traps.
4th	22 (5d6 + 5)	Ability Score Improvement. The octopus's Dexterity score increases by 2. This raises the Dexterity modifier; Acrobatics, Sleight of Hand, and Stealth bonuses; and attack and damage bonuses by 1. Tools. Due to the octopus's dexterous and intelligent nature, their limbs function as thieves' tools.
5th	27 (6d6 + 6)	Proficiency Bonus. The octopus's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the tentacle grapple, and attack bonus by 1.
6th	31 (7d6 + 7)	Improved Attack. The damage of the octopus's tentacles attack increases to 8 (2d4 + 3). Camouflage Expertise. The octopus's ability to go undetected can now benefit its fellow adventurers. Once per short or long rest, the octopus can gain the benefits of the <i>pass without trace</i> spell. For the duration, each creature within 10 feet gains a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means.



OWL

1st-level Tiny beast

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Dex +4

Skills Perception +3, Stealth +4, Sleight of Hand +4, Survival +3

Senses darkvision 120 ft., passive Perception 13

Languages understands Common but can't speak it

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Nimble Claws. The owl's flexible talons allow it to manipulate small objects, such as door latches, locks, and potion vials with ease.

Actions

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



OWLS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d4 + 3)	Swift and Silent. The owl can take the Dash or Hide action as a bonus action.
3rd	14 (4d4 + 4)	Aural Acuity. The owl can attune to the sounds of the surrounding environment to know the location, number, and size of any creatures within 60 feet. If it does so, it can't use this feature again until it finishes a short or long rest. This action can only be taken when the owl is perched in a single location.
4th	22 (5d6 + 5)	Molt. The owl increases to Small in size. Its Hit Dice become d6s, it can now carry Tiny creatures, and its Dexterity score increases by 2, raising the Dexterity modifier, Stealth and Sleight of Hand bonuses, and attack bonus by 1. The damage increases to 8 (2d4 + 3).
5th	27 (6d6 + 6)	Proficiency Bonus. The owl's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	31 (7d6 + 7)	Extra Attack. The owl can attack twice, instead of once, whenever it takes the Attack action on its turn. Wise Old Owl. The owl gains proficiency in Wisdom saving throws.

d8 Personality Trait

- 1 I make a soft cooing noise when my friends stroke my feathers.
- 2 I bring dead rodents for my friends to cook and often eat a little of the cooked meat myself.
- 3 When I am annoyed or frustrated, I turn my head sideways and click my tongue.
- 4 I like to perch and assess a situation before swooping in.
- 5 My flightless friends are like my children, and I protect them fiercely.
- 6 I'm always hoping to meet a giant owl so that I learn their language and share my stories.
- 7 If my friends are looking scruffy, I try to groom them. They don't always appreciate it.
- 8 I am fiercely loyal to my friends but uninterested in the wide world in general.

OWLBEAR

1st-level Medium monstrosity

Armor Class 12 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Con +4

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak it

Actions

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

d8 Quirks

- 1 I am an adventurer traveling the land with my faithful humanoid sidekick.
- 2 I can fully rotate my head 270 degrees. But I don't if anyone is watching.
- 3 I produce pellets after each of my meals in whichever backpack I deem fit.
- 4 I attempt to wrap my fluffy body around those who I protect as they sleep.
- 5 Everything smaller than me deserves to live and grow.
- 6 I am afraid of heights and stay as far away from ledges as possible.
- 7 I go out of my way to stop and smell the flowers. And to eat them. Mostly to eat them.
- 8 I can "fit" through any door. Some just take a bit of extra work.

OWLBEARS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.
3rd	26 (4d8 + 8)	Tough as Nails. The owlbear's Armor Class increases by 1.
4th	37 (5d8 + 15)	Ability Score Improvement. The owlbear's Strength score increases by 1, and its Constitution score increases by 2. This raises the Strength and Constitution modifiers, Saving Throw bonus, and attack and damage bonuses by 1.
5th	48 (6d10 + 18)	Growth Spurt. The owlbear grows to Large in size. Its speed increases by 10 feet, its Hit Dice are d10, and its claws attack deals 14 (2d8 + 5) slashing damage. Proficiency Bonus. The owlbear's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	59 (7d10 + 21)	Extra Attack. The owlbear can attack twice, instead of once, whenever it takes the Attack action on its turn.



PANTHER

1st-level Medium beast

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft., climb 10 ft.

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

Saving Throws Dex +5

Skills Perception +4, Stealth +7

Senses darkvision 30 ft., passive Perception 14

Languages understands Common but can't speak it

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

d4 Personality Trait

- 1 I eat constantly, frequently things I shouldn't.
- 2 I playfully toy with random objects the party carries.
- 3 I have a cruel streak, breaking the necks of my prey and toying with those caught in my claws.
- 4 I respect and revere druids and tread carefully around Nature's holy sites.

PANTHERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Shadow's Claws. Once per turn, the panther can deal an extra 1d6 damage to one creature it hit with an attack if it has advantage on the attack roll. The panther doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the panther doesn't have disadvantage on the attack roll.
3rd	18 (4d8)	Dragged into Dusk. When the panther hits with a bite attack instead of dealing damage, it may drag the enemy up to 20 feet.
4th	27 (5d10)	Growth Spurt. The panther matures and increases in size to Large. Its Hit Dice are d10s, its bite and claw attack damage increases to 1d8 and 2d6 respectively, and its speed increases to 50 feet and climb 40 feet.
5th	33 (6d10)	Proficiency Bonus. The panther's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Pounce feature, and attack bonus by 1.
6th	38 (7d10)	Hunter's Strike. The panther has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit the panther scores against a creature that is surprised is a critical hit.



PHASE SPIDER

1st-level Medium monstrosity

Armor Class 13 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +4

Skills Acrobatics +5, Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak it

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



PHASE SPIDERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Cunning Action. On the spider's turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.
3rd	18 (4d8)	Innate Spellcasting. The spider's spellcasting ability is Dexterity (spell save DC 12). The spider can innately cast the following spells at will, requiring no material components: <i>alarm</i> , <i>snare</i> , <i>web</i> Web Sense. While in contact with a web, the spider knows the exact location of any creature in contact with the same web.
4th	22 (5d8)	Improved Jaunt. As an action, the spider can magically shift both itself and a willing creature it touches from the Material Plane to the Ethereal Plane, or vice versa. If at any point the spider is no longer touching the creature while in the Ethereal Plane, both immediately shift back to the Material Plane.
5th	27 (6d8)	Ability Score Improvement. The spider's Dexterity score increases by 2. This raises the Dexterity modifier, Acrobatics and Stealth bonuses, spell save DC, and attack and damage bonuses by 1. Extra Attack. The spider can attack twice, instead of once, whenever it takes the Attack action on its turn.
6th	38 (7d10)	Molt. The spider grows to Large in size. The spider's Hit Dice are d10s, and the damage of its attack's piercing damage increases to 7 (1d10 + 2) and poison damage to 18 (4d8). Jump Scare. Whenever the spider plane shifts within 5 feet of a creature, it can choose to force the creature to make a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being frightened by the spider for the next 24 hours.

PONY

1st-level Medium beast

Armor Class 10 (16 with chain mail barding)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	8 (-1)

Saving Throws Str +4

Skills Athletics +4, Performance +1

Senses passive Perception 10

Languages understands Common but can't speak it

Barding. While wearing chain mail barding, the pony has disadvantage on Dexterity (Stealth) checks.

Actions

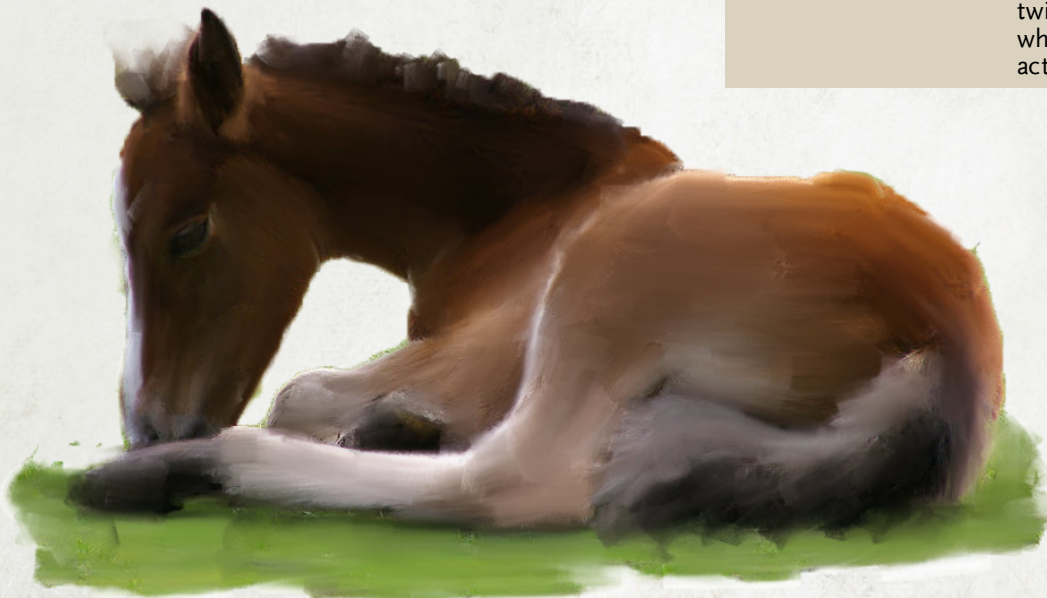
Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

d8 Personality Trait

- 1 **Playful.** I love to play and chase anything ball-like.
- 2 **Foodie.** I love to eat and use any opportunity to get into the rations.
- 3 **Scrappy.** It's not the size of the pony in the fight, it's the size of the fight in the pony.
- 4 **Affectionate.** I love head scratches, and I introduce myself to everyone the party meets.
- 5 **Sprinter.** I love to run and immediately dart after being tied up for a short rest.
- 6 **Phobic.** I'm terrified of winged beasts, especially butterflies.
- 7 **Cozy.** I love to camp for the night and have to be right next to the fire.
- 8 **Diva.** I get bitter when I'm not the center of attention.

PONIES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Sure-Footed. The pony has advantage on Strength and Constitution saving throws made against effects that would knock it prone.
3rd	22 (4d8 + 4)	Beast of Burden. The pony is considered to be a Large animal for the purpose of determining its carrying capacity. Headbutt. When the pony is struck by a melee attack, it can use its reaction to make a headbutt attack. On a hit, the enemy suffers no damage but is stunned until the start of its next turn.
4th	27 (5d8 + 5)	Ability Score Improvement. The pony's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and attack and damage bonuses by 1.
5th	33 (6d8 + 6)	Proficiency Bonus. The pony's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1. Trampling Charge. If the pony moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the pony can make another attack with its hooves against it as a bonus action.
6th	38 (7d8 + 7)	Extra Attack. The pony can attack twice, instead of once, whenever it takes the Attack action on its turn.



PSEUDODRAGON

1st-level Tiny dragon

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak them

Chameleon Scales. The pseudodragon can change the color and hue of its scales at will, effectively blending in with their surroundings. For the duration, the pseudodragon is concentrating as if on a spell and it has advantage on its Dexterity (Stealth) checks.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

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

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



Marco Michelutto

PSEUDODRAGONS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d4 + 3)	Cunning Action. The pseudodragon can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
3rd	22 (4d8 + 4)	Poisonous Sting. After the pseudodragon hits a creature with its sting attack, the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake. Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.
4th	27 (5d8 + 5)	Ability Score Improvement. The pseudodragon's Dexterity score increases by 2. This raises the Armor Class, Dexterity modifier, Stealth bonus, and attack and damage bonuses by 1.
5th	33 (6d8 + 6)	Distracting Thoughts. The pseudodragon can take the Help action as a bonus action. When the pseudodragon uses this ability to aid the attack of an ally, it can do so from a range of 100 feet.
6th	38 (7d8 + 7)	Sleep of the Dead. The DC of the pseudodragon's sting attack increases to 15 and its damage increases to 8 (2d4 + 3) piercing damage.

d6 Quirks

- 1 After a fight, I always get hungry and start eating the corpses of fallen foes.
- 2 When I'm not hiding, the color of my scales changes according to my mood.
- 3 I have the tendency to "borrow" little trinkets and baubles for myself.
- 4 I want my scales cleaned and polished as often as necessary, which is a lot.
- 5 I'm fascinated by dragon lore and always try to convince the party to seek out dragons.
- 6 I'm an avid reader and often sneak inside bookshops and libraries to read.

RAT

1st-level Tiny beast

Armor Class 11
Hit Points 5 (2d4)
Speed 20 ft.

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

Saving Throws Dex +3
Skills Perception +3, Stealth +5
Senses darkvision 30 ft., passive Perception 13
Languages understands Common but can't speak it

Evasion. If the rat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rat instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Helpful. The rat can take the Help action as a bonus action.

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

Actions

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

d8 Personality Trait

- 1 There's nothing I like better than to curl up in a warm pocket and fall asleep.
- 2 My weakness is my insatiable hunger.
- 3 I might carry disease, but I'm in excellent health myself and my coat is sleek and shiny.
- 4 I'm terribly afraid of elephants.
- 5 I like to perch on humanoid shoulders to get a better look at what's going on. I'm terribly curious.
- 6 Unlike most rats, I'm always up for a swim.
- 7 I've spent so much time among humanoids, I've begun to believe I'm one of them.
- 8 I am the most courageous rat you're likely to meet.

RATS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	7 (3d4)	Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.
3rd	10 (4d4)	Filthy. If the rat hits a creature with its bite attack, the target must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target is poisoned and can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.
4th	12 (5d4)	Ability Score Improvement. The rat's Dexterity score increases by 2. This raises the Armor Class, Dexterity modifier, Stealth bonus, and attack and damage bonuses by 1.
5th	15 (6d4)	Proficiency Bonus. The rat's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Filthy feature, and attack bonus by 1. Uncanny Dodge. The rat halves the damage that it takes from an attack that hits it. The rat must be able to see the attacker.
6th	17 (7d4)	Plague Carrier. The DC of the rat's Filthy feature increases to 15, and the damage it inflicts on the target's maximum hit points every 24 hours increases to 7 (2d6).



RAVEN

1st-level Tiny beast

Armor Class 12
Hit Points 5 (2d4)
Speed 10 ft., fly 50 ft.

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

Saving Throws Dex +4
Skills Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4
Senses passive Perception 13
Languages understands Common but can't speak it

Helpful. The raven can take the Help action as a bonus action.

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

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

d8 Creepy Things the Bloody Bird Keeps Doing

- 1 It repeats foul language it's learned at the most inappropriate moments.
- 2 It repeats the last thing you said, but mockingly.
- 3 You sometimes see it eating eyeballs; you have no idea where it keeps finding them.
- 4 It sometimes speaks ominous phrases in an unfamiliar voice.
- 5 It steals shiny objects to decorate its nest. Sometimes right out of your pocket.
- 6 It mimics your companions' body language too.
- 7 It sometimes speak phrases no one can remember teaching it.
- 8 Last night it spoke in the voice of someone who's been dead for years.

REFLAVORED RAVENS

Feel free to use the raven's stats and abilities for similar avian sidekicks such as parrots or budgies. Talk with your DM to see whether talking birds are a common thing in their world.

RAVENS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	7 (3d4)	Flyby. The raven doesn't provoke opportunity attacks when it flies out of an enemy's reach.
3rd	10 (4d4)	Superior Mimicry. The raven gains the ability to mimic any sound or voice it hears. The DC of the Wisdom (Insight) check required to tell they are imitations increases to 14.
4th	12 (5d4)	Ability Score Improvement. The raven's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Dexterity saving throw, Sleight of Hand and Stealth bonuses, and attack and damage bonuses by 1.
5th	15 (6d4)	Proficiency Bonus. The raven's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	17 (7d4)	Peck Out Its Eyes! When a creature receives damage from the raven's beak attack, the creature is also blinded until the end of its next turn.



SEA HORSE

1st-level Tiny beast

Armor Class 11
Hit Points 5 (2d4)
Speed 0 ft., swim 20 ft.

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

Saving Throws Dex +3
Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages understands Common but can't speak it

Limited Telepathy. The sea horse can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Helpful. The sea horse can take the Help action as a bonus action.

Water Breathing. The sea horse can breathe only under water.

Actions

Pixie Dust Spray. Ranged Weapon Attack: +3 to hit, reach 60 ft., one target. *Hit:* 7 (1d12 + 1) poison damage.

d8 Personality Trait or Quirk

- 1 I sing a calming melody in my sleep that soothes even the most restless soul.
- 2 My scales are the colors of the rainbow, shifting based on my mood.
- 3 I love to play hide-and-seek.
- 4 Seaweed is my favorite snack.
- 5 I collect rings that I wear on my tail.
- 6 I sneeze glitter.
- 7 I've always wanted to learn how to fly.
- 8 I hope I am awakened some day so I can speak freely and hear my true voice.

SEA HORSES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	7 (3d4)	Under the Sea. Creatures within 30 feet of the sea horse are able to speak underwater without issue. In addition, this shimmering aura grants advantage on Wisdom (Survival) checks while underwater.
3rd	10 (4d4)	Life Is the Bubbles. As an action, the sea horse can blow a water bubble around itself, allowing it to breathe out of water for 1d8 hours. Once used twice, this action can't be used again until the sea horse finishes a long rest.
4th	12 (5d4)	Just Keep Swimming. When an ally the sea horse can see within 30 feet of it rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, the sea horse can use its reaction to let the ally reroll the die. The ally must use the new roll.
5th	15 (6d4)	Where You Are. As a bonus action, the sea horse can teleport up to 60 feet to an unoccupied space beside an ally it can see. Once used twice, this feature can't be used again until the sea horse finishes a short or long rest.
6th	17 (7d4)	Part of Your World. The sea horse shimmers and vanishes, reappearing as a tattoo on the forearm of its target. This tattoo grants a +2 bonus to Armor Class until the sea horse reverts to its true form.



STEEDER

1st-level Medium monstrosity

Armor Class 14 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Saving Throws Dex +4

Skills Intimidation +0, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages understands Common and Undercommon but can't speak them

Leap. The steeder can expend all its movement on its turn to jump up to 60 feet vertically or horizontally, provided that its speed is at least 30 feet.

Spider Climb. The steeder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

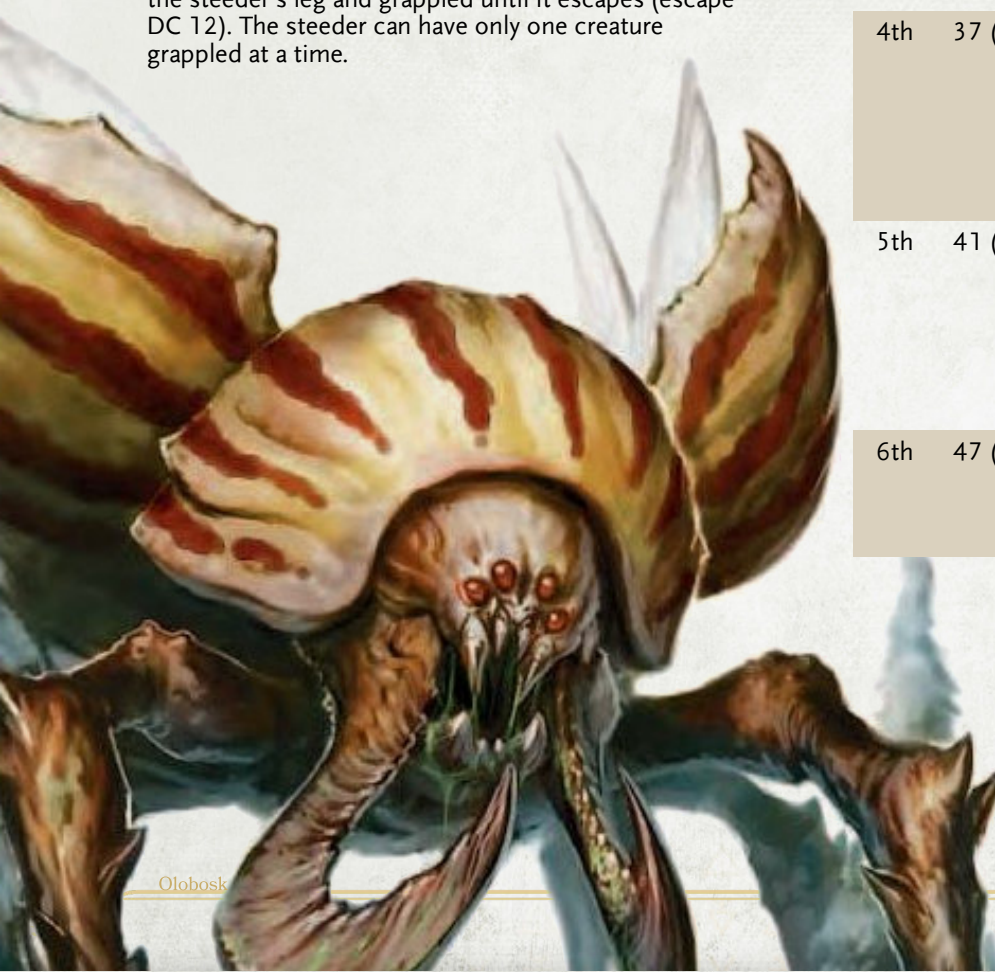
Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much on a successful one.

Sticky Leg. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Small or Tiny creature. *Hit:* The target is stuck to the steeder's leg and grappled until it escapes (escape DC 12). The steeder can have only one creature grappled at a time.

STEEDERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Urticating Hairs. The steeder can use an action to turn around and fling a 15-foot cone of barbed hairs from its back using its hind legs. If it does so, it can't use this feature again until it finishes a long rest. Each creature in the cone must succeed on a DC 12 Dexterity saving throw or become blinded for 1d4 rounds.
3rd	26 (4d8 + 8)	Sticky Trap. Spending 10 minutes, the steeder creates a 20-foot square pit lined with the sticky substance from its legs, hidden by a thin layer of dirt. If it does so, it can't use this feature again until it finishes a short or long rest. A successful DC 12 Wisdom (Perception) check reveals the trap, allowing a creature to disarm it using any slashing weapon. Creatures that step on this trap must make a DC 12 Dexterity saving throw or fall into the pit and become restrained. Any creature restrained by the trap can use its action to make a DC 12 Strength check. If it succeeds, it is no longer restrained and can freely move out of the pit.
4th	37 (5d10 + 10)	Molt. The steeder's size increases to Large. Its Hit Dice are d10s. Increase the steeder's Leap ability to 90 feet vertically or horizontally and change its Sticky Leg ability to target Medium or smaller creatures.
5th	41 (6d10 + 12)	Ability Score Improvement. The steeder's Dexterity score increases by 2. This raises the Armor Class, Dexterity modifier, Saving Throw, Stealth bonus, and attack and damage bonuses by 1.
6th	47 (7d10 + 14)	Potent Poison. The steeder's bite attack save DC increases to 15 and deals 9 (2d8) acid damage on a failed save.



TIGER

1st-level Medium beast

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Saving Throws Str +4

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak it

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



TIGERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Second Wind. The tiger can use a bonus action on its turn to regain hit points equal to 1d10 + its level. If it does so, it can't use this feature again until it finishes a short or long rest.
3rd	26 (4d8 + 8)	Improved Critical. The tiger's weapon attacks score a critical hit on a die roll of 19 or 20. Animal Swiftess. The tiger's speed increases to 40 feet.
4th	37 (5d10 + 10)	Ability Score Improvement. The tiger's Strength score increases by 2. This raises the Strength modifier, Saving Throw, DC of the Pounce feature, and attack and damage bonuses by 1. Big Cat. The tiger's size increases to Large. Its Hit Dice are d10s.
5th	15 (6d4)	Proficiency Bonus. The tiger's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, DC of the Pounce feature, and attack bonus by 1. Wilderness Monarch. Choose one type of terrain among arctic, coast, desert, forest, grassland, hill, mountain, or swamp. While traveling for an hour or more in its favored terrain, the tiger gains the following benefits: <ul style="list-style-type: none">• Difficult terrain doesn't slow it down.• When it's in its favored terrain, the tiger cannot be surprised by nonmagical means.• If it's traveling alone, the tiger can move stealthily at a normal pace.
6th	17 (7d4)	Extra Attack. The tiger can attack twice, instead of once, whenever it takes the Attack action on its turn. Silent As The Shadows. The tiger has advantage on Stealth checks when moving through its favored terrain.

TRESSYM

1st-level Tiny beast

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 40 ft., climb 30 ft., fly 40 ft.

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

Saving Throws Dex +4

Skills Perception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak it

Detect Invisibility. Within 60 feet of the tressym, magical invisibility fails to conceal anything from the tressym's sight.

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

Poison Sense. The tressym can detect whether a substance is poisonous by taste, touch, or smell.

Actions

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



TRESSYM BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d4 + 3)	Cunning Action. On the tressym's turn in combat it can take the Dash, Disengage, or Hide action as a bonus action. Helpful. The tressym can take the Help action as a bonus action.
3rd	14 (4d4 + 4)	Pleasant Purr. During a short rest, the tressym chooses a single creature and curls up on its lap purring. If that creature regains hit points at the end of the short rest by spending one or more Hit Dice, it regains an extra 1d6 hit points.
4th	17 (5d4 + 5)	Ability Score Improvement. The tressym's Dexterity score increases by 2. This raises the Armor Class, Dexterity modifier, Stealth bonus, and attack and damage bonuses by 1.
5th	21 (6d4 + 6)	Keen Mind. The tressym can accurately recall anything it has seen, heard, or smelled within the past month. Proficiency Bonus. The tressym's proficiency bonus increases by 1. This raises the Saving Throw bonus, Skills bonuses, and attack bonus by 1.
6th	24 (7d4 + 7)	Reviving Purr. The additional hit points from the tressym's Pleasant Purr ability increases to 2d6, and the target is cleansed of the poisoned condition.

d8 Personality Trait

- 1 I bring my humanoid companion presents of small, freshly killed creatures.
- 2 I hate getting wet or dirty, and I will stop everything to dry or clean myself.
- 3 Nap time is very important and is not to be interrupted.
- 4 I have a tom or puss in every town.
- 5 I don't have opposable thumbs—that is why the gods gave me humanoids.
- 6 I may allow you the privilege of showing me the proper adoration via petting.
- 7 My cuteness is a weapon, which I wield expertly.
- 8 I hate being landbound—the gods gave tressym wings for a reason.

WOLF

1st-level Medium beast

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Str +3

Skills Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages understands Common but can't speak it

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WOLVES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Keen Tracker. The wolf has advantage on Wisdom checks to track prey. Canine Teeth. The damage the bite attack deals increases to 9 (2d6 + 2).
3rd	22 (4d8 + 4)	Ability Score Improvement. The wolf's Strength score increases by 2. This raises the Strength modifier, DC to avoid being knocked prone, and attack and damage bonuses by 1.
4th	37 (5d10 + 10)	Dire Proportions. The wolf's size increases to Large. Its Hit Dice become d10s and its Armor Class increases to 14. In addition, the wolf's Constitution score increases by 2, raising the Constitution modifier by 1.
5th	45 (6d10 + 12)	Ability Score Improvement. The wolf's Strength score increases by 2. This raises the Strength modifier, DC to avoid being knocked prone, and attack and damage bonuses by 1.
6th	52 (7d10 + 14)	Go For the Throat. If the wolf knocks its target prone with a bite attack, it automatically scores a critical hit.

d8 Personality Trait

- 1 I might be enormous, but I'll still try to sit in your lap.
- 2 I growl menacingly if anyone I don't recognize approaches one of my friends.
- 3 My favorite pastime is running around, my tongue lolling out of my mouth.
- 4 I'm alpha wolf around here, but that just means I get the most belly scratches.
- 5 I worship the moon. Howling is my prayer.
- 6 Do not confuse me with a dog. I am a feral anim — Is that a treat?!
- 7 To greet people, I jump on them, knock them down, and grab them by the scruff of their neck. Harmless, but *hilarious*.
- 8 Put down your weapons. I do all the hunting for food. Leave it to a predator who has its weapons built in.



