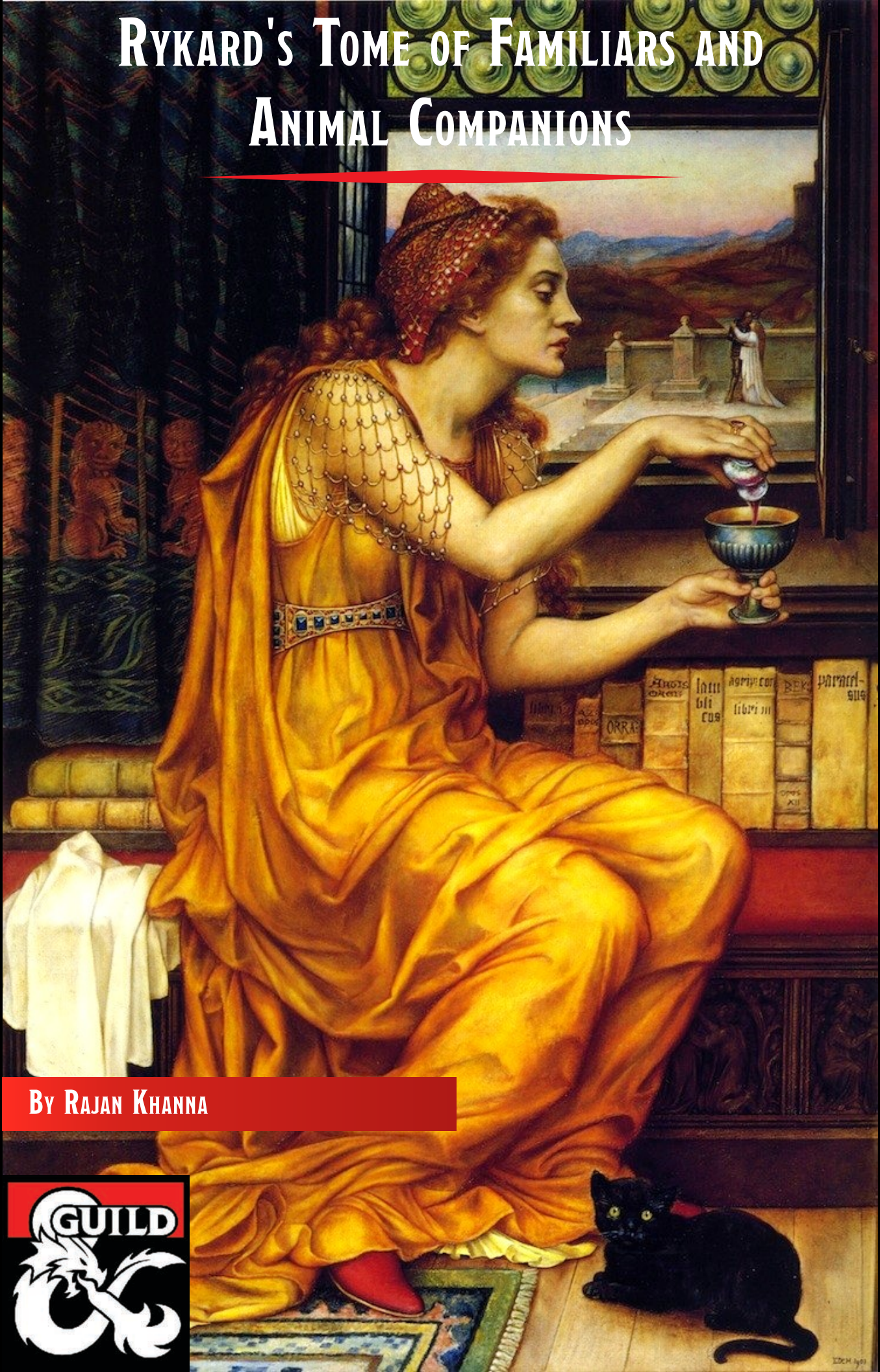


RYKARD'S TOME OF FAMILIARS AND ANIMAL COMPANIONS

BY RAJAN KHANNA



RYKARD'S TOME OF FAMILIARS AND ANIMAL COMPANIONS

Greetings, fellow traveler. My name is Rykard Brent, owner of Rykard's Rest, the finest public house in all the realm, and former explorer and sage. In my travels, I have often encountered those who work and travel with animals. I've learned that some of these animals are familiars, creatures that assist wizards and other spellcasters in their magical work, linked with them by a magical connection. Others are animal companions, allies lured from the wilds, or otherwise obtained, with fierce devotion to their humanoid friend. Still others have steeds, mounts superior to your typical horse or camel, mounts that are likewise bonded to their riders and who gain strange abilities. Within these pages are the secrets I've uncovered about these creatures and their humanoid companions, including some you may not have heard of. This information may sate your curiosity, or maybe it will entice and encourage you to gain a companion creature of your own. If so, think of me when you find them. I think the name Rykard has a nice ring to it...

BY RAJAN KHANNA

For Chloe, Muppet, Ozzy, Bodhi, & Blue, deeply missed familiars & companions.

SPECIAL THANKS TO: CHRIS CEVASCO, TREVOR QUACHRI, LINCOLN PALMER, JOHN JOSEPH ADAMS, MATT LONDON, MATT KRESSEL, AND SCOTT ANDREWS.

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INTRODUCTION

WELCOME TO RYKARD'S TOME OF *Familiars & Animal Companions*, a guide to the various creatures that serve and accompany the heroes (and villains) of the 5th Edition of *Dungeons & Dragons*. In these pages you will find additional options for familiars, animal companions, and steeds, including 14 new subclasses and plenty of alternate rules. Also included are new spells, new feats, new backgrounds, new equipment, and new magic items, for both characters and their companion creatures.

WHY DO I NEED THIS?

You may not, but there are some who feel that the familiar options in the core rulebooks are a little limited, especially if you've been playing for many years. This guide is meant to simply provide other options and maybe inject a bit more fun back into the activity of selecting a familiar or companion and using them in your game.

HOW TO USE THIS BOOK

As with all *Rykard's* books, this supplement is designed to be used in whatever way the DM wishes. Sections can be adopted whole, or piecemeal, in whatever way makes sense

for the DM's campaign. Any items can be changed as needed to fit your world and campaign. If you like certain options and not others, take what you want and ignore the rest. Ultimately, however, the DM has final say about what is allowed in their game.

Part 1 of the book deals with familiars and offers some suggestions for using familiars as currently described in the official rules as well as offering new options for familiars and new subclasses with familiars or familiar-like creatures.

Part 2 addresses the ranger's animal companion, offering new creature options and new subclasses that can gain animal companions.

Part 3 concerns steeds gained from the *find steed* and *find greater steed* spells available to paladins. It also offers other options for mounts and steeds and additional subclasses that use them.

Part 4 includes additional rules and options, including guidelines for personalizing a companion creature, new backgrounds, new feats, and new spells.

Part 5 covers equipment, including tools and gear for animals, magic items for both characters and creatures, and introducing the concept of beast runes, a new type of magic.

INCLUSIVITY AND PRONOUNS

This supplement aims to be inclusive to all gamers. While both male and female pronouns are used in some places, the majority of the book uses the non-gendered pronoun "they".

Sidebars in gray, such as this, indicate optional rules or rules clarifications pertaining to the current section. These can be adopted or discarded as desired but are meant to help provide more detail or color to the choices offered up in this book.

Sidebars that look like this are notes from Rykard himself, usually adding worldbuilding notes or elaborating on applications of the rules presented in each section.

OPTIONS BY CLASS

Rykard's Tome of Familiars adds a number of rules and options and while most apply to wizards and warlocks (for familiars), rangers (for animal companions), and paladins (for steeds), additional class options are covered in each section and are indicated below for easy reference:

BARBARIAN (CHAPTER 8)

The Path of the Wildheart allows the barbarian to manifest their inner animal spirit and fight alongside it.

BARD (CHAPTER 6)

The College of Harmony subclass allows a Bard to work with an animal familiar to help enhance their performances and other activities.

CLERIC (CHAPTER 6)

The Beast Domain gives clerics access to the *find familiar* spell and grants additional options pertaining to beasts.

DRUID (CHAPTER 8)

The Circle of the Soulbond gives druids an animal companion that they can use their

wild shape ability on to help enhance their abilities and improve their utility.

FIGHTER (CHAPTER 12)

The Beast Rider archetype grants the fighter a loyal mount that he can fight with.

Additionally, Eldritch Knights can select find familiar as one of their spells and use the additional rules in *Chapters 1 & 2*.

MONK (CHAPTER 8)

The Way of the Spirit Beast lets monks fight alongside animal companions in a special fighting style that emulates their beast of choice.

PALADIN (CHAPTERS 6 & 10)

In addition to the *find steed* spell, which is covered in detail in *Part 3*, Paladins can also take the Oath of Vigilance which grants them a familiar-like bird of prey which aids them in their activities.

RANGER (CHAPTERS 7 & 8)

Rangers and their animal companions are the main focus of *Part 2*, however the new archetype, Totem Invoker, can be found in Chapter 8. Totem invokers select a beast totem and can summon different versions of their totem beast to act as companions.

ROGUE (CHAPTER 8)

Arcane Trickster rogues can learn the *find familiar* spell and can benefit from the additional rules in *Part 1*, while the new archetype, Magpie, adds the option for an animal companion to aid in illicit activities.

SORCERER (CHAPTER 6)

Dreamblood Sorcerers can summon a creature called a figment, which acts like a familiar but which takes on a unique shape determined by the sorcerer and can be “revised” by the sorcerer.

WARLOCK (CHAPTERS 3 & 12)

Warlocks who have the Pact of the Chain Pact Boon are covered in *Chapter 3*, where

additional options for these familiars are described.

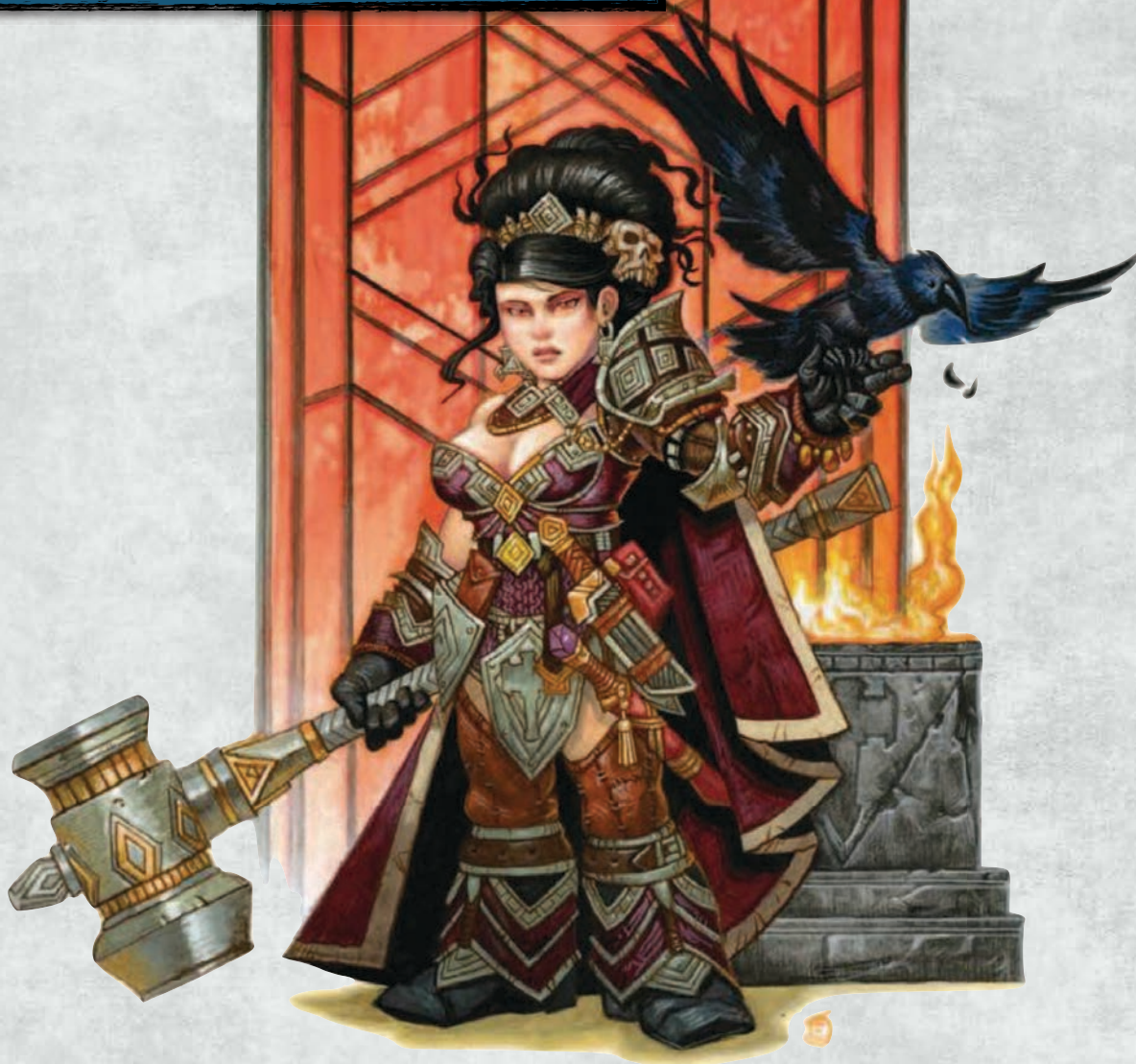
Additionally, Warlocks can opt for the Wild Hunt Patron (Chapter 12), which allows them to gain a fantastical steed.

WIZARD (CHAPTERS 1 & 6)

Much of *Part 1* pertains to wizards and the use of familiars. Additionally, the new arcane tradition, the Lifebond, allows a wizard to have a stronger bond with their familiar and allows that familiar to grow over time.



PART 1: FAMILIARS



CHAPTER 1: FAMILIARS AND THEIR USES

FAMILIARS ARE VALUABLE COMPANIONS to warlocks and wizards, creatures of endless utility through which they can see, hear, speak and cast spells. Many a wizard could opine about the usefulness of sending a snake familiar into a dark hole to investigate, or having their bird familiar fly over an enemy encampment to scout ahead, not to

mention the assistance they can provide in combat situations.

In fact, familiars are not limited to only wizards and warlocks — any character with the ritual caster feat or the magic initiate feat can choose to learn the *find familiar* spell and call on one of these creatures.

Warlocks whose pact boon is the Pact of the Chain have access to even more powerful forms for their familiars and their familiars can attack (in place of one of the warlock's attacks).

SCOUTING AND RECONNAISSANCE

Familiars are tiny creatures and as such can fit into places that a spellcaster can't. Their size also means that they can often escape notice — while an enemy may be on the lookout for people entering through a gate, they might not see a snake or a spider moving along the wall. Additionally, many familiars have other forms of movement — climbing, flying, or swimming — that help increase their mobility. A familiar can communicate what it sees or senses telepathically, or the spellcaster can take an action to see, hear, and sense what the familiar is witnessing. Sending a familiar into an enemy camp, or the next room in a dungeon, can provide information at a relatively lower risk.

Even familiars without flying or climbing can be used to scout out locations like the top of a wall or a distant ledge. If there's enough time, the spellcaster can use an action to dismiss the familiar back to its pocket dimension, then use another action to cause it to reappear in an unoccupied space within 30 ft. The familiar can then scout and the spellcaster can dismiss the familiar back to its pocket dimension when done.

HELPING IN COMBAT

While familiars can't attack (unless the spellcaster is a Pact of the Chain warlock, see *Chapter 3*), they can perform the *help* action in combat. If the familiar is within 5 ft. of an enemy, it can use its action to distract the enemy, granting advantage on the next attack roll made to hit the target (assuming it's before the familiar's next turn). This can be a powerful aid, however it does make the familiar a target for the enemy. Owls are most frequently used in this capacity since their flyby ability means they

don't provoke opportunity attacks when they leave the enemy's reach. However, canny enemies will still target the owl to prevent this.

Familiars also count as allies to other members of the party, so the presence of a familiar within 5 feet of an enemy would enable sneak attack for any rogues in the party, assuming the familiar remains close to the opponent.

DELIVERING TOUCH SPELLS

Familiars can deliver spells with a range of touch as if the familiar had cast the spell. The familiar must be within 100 ft. of the spellcaster and must use its reaction to deliver the spell while the spellcaster casts it. If the spell requires an attack roll, the spellcaster still gets to use their attack modifier for the roll.

A full list of touch spells found in the *Player's Handbook* and *Xanathar's Guide to Everything*, as well as some suggested uses for them, is below:

CANTRIPS

Light. While a spellcaster can sense through their familiar with an action, this renders the spellcaster deaf and blind and does nothing for the rest of the party.

Sending a familiar to an appropriate point to deliver the *light* spell can help to illuminate an area that is beyond reach.

Mending. Imagine a platform needed to



cross a chasm over a river of lava. The chain holding the platform is broken in one place making jumping onto the platform a risky proposition. But send a raven or owl familiar over to the chain with a mending cantrip and suddenly that chain is as good as new improving your chances at survival (if only slightly).

Shocking Grasp. Wizards often like to avoid the front lines of combat since they don't wear armor and may be more likely to take damage in melee. With a familiar in play, the familiar can use its movement to get close to the target and then use its reaction to deliver the spell to the target (with the spellcaster's attack). This does leave the familiar vulnerable to retaliation, however, but it's much easier to resummon the familiar than it is to resurrect a dead spellcaster. Use an owl to avoid opportunity attacks and pair with attacks against opponents in metal armor for the ultimate combination.

1ST LEVEL SPELLS



Identify. Use at a distance, or in instances where touching an unknown object is thought to be a risky proposition.

Illusory Script. This is an odd one, but based on a strict reading of the rules, this allows a familiar to write a message for you, useful if you need to communicate with someone or

something in a hard to reach space or while trying to avoid detection.

Jump. Since this will often be used on other party members if not on the spellcaster, this is of limited use, but can help deliver the spell in situations where the wizard can't reach the target.

Longstrider. As with *jump*, buff at a distance.

Mage Armor. Buff at a distance.

Protection from Evil and Good. Protect at a distance.

Snare. Since the casting time is 1 minute, which can be a long time when combat is imminent, assuming the DM agrees that the familiar can create the circle out of rope, the familiar can do the work while the spellcaster hides or stays out of sight. Alternately, the spellcaster can distract the intended target while the familiar sets up the trap.

2ND LEVEL SPELLS

Arcane Lock. Lock enemies in or out from a distance.

Continual Flame. Similar to the light cantrip but in this case it can be used with an appropriately stealthy familiar as a distraction or to help support some kind of deception.

Darkvision. Buff at a distance.

Dragon's Breath. Buff at a distance.

Gentle Repose. Extremely circumstantial, but if the spellcaster needs to protect a corpse (say for eventual raising or resurrecting) and that corpse is at the bottom of a deep well or underwater or somewhere else hard to reach, their familiar can deliver this spell for them (presumably allowing them to figure out a way to get to the body).

Invisibility. Make invisible at a distance.

Magic Weapon. Buff at a distance.

Nystul's Magic Aura. If you have a reason to do this, you can now do it at a distance.

Rope Trick. One of the few spells on this list where a familiar doesn't add much utility as presumably the spellcaster would want to benefit from the spell. However, could be used to help allies or protect and/or hide targets as needed.

Spider Climb. Buff at a distance.

3RD LEVEL SPELLS

Bestow Curse. Debuff at a distance

Feign Death. Simulate death from a distance.

Flame Arrows. Buff at a distance.

Fly. Buff at a distance.

Gaseous Form. Give the gift of transformation.

Glyph of Warding. As with snare, a familiar's presence helps expand the ways in which the spellcaster can lay magical traps either doing so in places the caster can't get

to, or doesn't wish to go. The fact that this spell takes an hour to cast makes using a familiar at a distance a safer option.

Nondetection. Protect a target from divination magic at a distance.

Protection from Energy. Buff at a distance.

Remove Curse. Extend your range to remove curses.

Tiny Servant. Ostensibly you wouldn't need a tiny servant when you already have a familiar, however, since tiny servants can be commanded within 120 feet, which is 20 feet beyond where you would lose the telepathic connection to the familiar, they can provide a little extra range. Additionally, they can attack without restriction and can be used to provide a distraction or to perform a risky action without subjecting your familiar to unnecessary threat.

Tongues. Render a creature understandable and able to understand at a distance.



4TH LEVEL SPELLS

Greater Invisibility. Even better invisibility at a distance.

Leomund's Secret Chest. Of limited use normally, though the familiar could recall the chest in a remote area (away from the spellcaster) if such a thing would be useful (i.e. to deliver the contents of the chest).

Stone Shape. Deface a stone statue, open up a hole in a stone dam or basin, or seal a stone door shut, all at a distance.

Stoneskin. Buff at a distance.

5TH LEVEL SPELLS

Skill Empowerment. Buff at a distance.

6TH LEVEL SPELLS

Create Homunculus. Perhaps the only touch spell not improved or expanded with the use of a familiar.

Drawmij's Instant Summons. The ultimate magical stealing spell — have your familiar infiltrate an item's resting place, deliver the spell, then instantly (or at some point thereafter) teleport the item to your hand. Tailor-made for magical heists.

Guards and Wards. Guard and ward at a distance.

True Seeing. Grant true sight at a distance.

7TH LEVEL SPELLS

Plane Shift. Of limited use for the spellcaster and any allies who wish to travel to a different plane as all creatures involved must link hands in a circle. However, the banishment aspect of the spell can be delivered by the familiar granting additional range and options for the spell.

Sequester. Can be done at a distance, if you have need for it.

Simulacrum. As this spell takes 12 hours to cast, and the spellcaster must be touching the target the entire time, a familiar can

greatly assist with the casting. For a willing creature, the familiar can be held or kept in a pocket. For creatures of Huge-size or above, it's possible that they wouldn't notice the familiar's presence (at the DM's discretion).

Symbol. Set more deadly or devious traps at a distance.

8TH LEVEL SPELLS

Clone. Create a clone at a distance if you have a reason for that.

Mind Blank. Buff at a distance

9TH LEVEL SPELLS

Foresight. Buff at a distance

OTHER USES

Other uses for familiars are limited only by the player's intelligence and creativity, the familiar's abilities, and the DM's judgment. Familiars with the appropriate strength and appendages, for example, could remove and administer potions. A flying familiar with the appropriate strength and grip could drop a vial of acid on enemies. Familiars can steal objects, distract, amuse, intimidate and much, much more.

Further uses for specific familiars are detailed below.



FAMILIAR FORMS

The *Player's Handbook* allows the choice of the following forms when using the *find familiar* spell, each of which can be changed with a recasting of the spell:

Bat. While bats are delicate (only 1 hp on average), they do have a flying speed and blindsight, which the spellcaster can use if the bat is scouting in a completely dark environment.

Cat. Spellcasters and cats seem like a natural match. Cats have a decent move speed, can climb, can be stealthy, and have advantage on Perception checks that rely on smell. All around, a good package.

Crab. Crabs are amphibious making them usable on land and in the water and have both a walking and swim speed. They're a good choice for campaigns that take place both on water and on land.

Frog (toad). Like the crab, the frog is amphibious and can move and breathe in both land and water. What it lacks in the crab's blindsight, it makes up for with improved jumping movement. Frogs are also more common in a variety of environments making them not stand out.



Hawk. Hawks can fly and have advantage on Perception checks that rely on sight. As such they are great choices for reconnaissance.



Lizard. Lizard familiars have both walking and climbing speeds and darkvision. They are also common creatures in a variety of environments but cats have strictly better statistics.

Octopus. The octopus is best-suited to an aquatic campaign. Though it can hold its breath out of water for 30 minutes, it can only breathe underwater. That being said, with a decent swim speed, underwater camouflage, and the ability to use its ink cloud for a quick escape, it is a great choice for campaigns that take place in the water.

Owl. Let's face it, the owl is one of the most common choices to grant advantage in combat because of its flyby ability which prevents opportunity attacks against it when it flies out of an opponent's reach. Add in 60 feet of flying, and advantage on Perception checks that rely on hearing or sight, and it is one of the best choices on the list.

Poisonous Snake. Snakes have both a walking speed and a swimming speed, even though they can't breathe water like some of the other choices on the list. Their blindsight



only has a range of 10 feet, but they can easily be concealed by coiling around the spellcaster's arm beneath a cloak or robe, or coiling at the bottom of a pack.

Fish (quipper). Quippers are limited to water since they can't breathe air. They have the best swim speed on the list of common familiars and are a solid choice for aquatic campaigns, but only work in those.

Rat. Rats are classic familiars but their ground speed of 20 feet limits their movement. They do have keen smell (like other familiars) but they are generally a

lackluster choice in terms of statistics. Still, rats are common in a variety of environments and wouldn't seem out of place.

Raven. Ravens, like the other birds on the list, have a natural flying speed, though the raven's tops out at 50 feet while the owl and the hawk have 60 feet. The raven, however, is the only animal on the list that can mimic simple sounds and a savvy spellcaster could find uses for that as distractions or to throw off pursuit.

Sea Horse. The sea horse is yet another aquatic familiar, unable to breathe air, but with a swim speed of only 20 feet. Unless it's for concept or roleplaying purposes, the quipper will always make a better choice.

Spider. Other animals on the list have climbing speeds, but the spider can climb difficult surfaces including ceilings. This makes them ideal for scouting while remaining unseen, even with their reduced movement.

Weasel. Weasels are like better rats with one of the highest ACs on the list, 30 feet of movement and decent perception and stealth. I would always pick a weasel over a rat.



ADDITIONAL BASE FORMS

In addition to the base forms presented, the adventures *Storm King's Thunder* and *Tomb of Annihilation* added the possibility of allowing the almiraj, flying monkey, and tressym as possible choices for the *find familiar* spell. Their statistics are represented below.

ALMIRAJ

The almiraj, essentially a small bunny with a unicorn horn, is a solid choice for a familiar. Not only is it cute, but it ticks almost all of the boxes with keen senses, a stealth bonus and a whopping 50 feet of speed.

ALMIRAJ

Small beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 50 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 30 ft., passive Perception 14

Languages -

Challenge 0 (10 XP)

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

ACTIONS

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

FLYING MONKEY

Another “cute” choice, the flying monkey (which is just that, a monkey with feathered wings) has walking, climbing and flying speeds making it more versatile than many of the other familiar options. Like the almiraj, it also has more hit points on average (1d6).

FLYING MONKEY

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

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

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	11(+0)	5(-3)	12(+1)	6(-2)

Senses passive Perception 11

Languages -

Challenge 0 (10 XP)

Pack Tactics. The flying 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.

ACTIONS

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

TRESSYM

The tressym is a winged cat. Like the flying monkey it has walking, climbing, and flying speeds (each of which beats its monkey counterpart) and it has the ability to both detect invisibility and detect poisons. Its Perception (passive included) is also the highest on the list.

Cats are classic familiars, though perhaps a little cliché. A flying cat, however, allows for a nod to tradition as well as elevating the choice of familiar. Of course that's assuming that your DM allows it.

As these options are more fantastical and advanced than the base familiar forms, some DMs might require that the spellcaster learn an advanced form of the *find familiar* spell to access them, or otherwise earn the ability to summon them. Alternately, they can be “found” as indicated in *Chapter 5*.

TRESSYM

Tiny beast, unaligned

Armor Class 12

Hit Points 5 (2d4)

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

STR	DEX	CON	INT	WIS	CHA
3(-4)	15(+2)	10(+0)	11(+0)	12(+1)	12(+1)

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

Challenge 0 (10 XP)

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. A tressym can detect whether a substance is poisonous by taste, touch, or smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Badger. The badger adds a small burrow speed (5 feet) onto a slightly heartier body (1d4 + 1 hit points).

Cranium Rat. While cranium rats are most dangerous when in a swarm, a single rat, separated from the swarm can still be of use, especially compared to the rather lackluster normal rat familiar. With natural light and telepathic communication, the cranium rat can be a versatile scout. Because of their unusual origins, however, some DMs may not allow these.

Crawling Claw. While not significantly more powerful than other familiars, crawling claws might be restricted to necromancers or perhaps warlocks.

Flying Snake. Flying snakes are another option that might be restricted to certain settings. They have walking, swimming, and flying speeds (the last one being 60 feet) and they share the owl's flyby ability making them very attractive choices.

Homunculus. The homunculus in the *Monster Manual* has a telepathic bond that spans an entire plane. If used with the *find familiar* spell, this should be limited to the standard range of 100 feet, or perhaps restricted to Pact of the Chain warlocks. Further options for homunculi as constructed familiars can be found in *Chapter 4*.

Scorpion. While scorpions lose some of their utility without the ability to use poison damage, why should spiders be the only arachnids allowed as familiars? Generous DMs might allow the spellcaster to somehow harvest some of the scorpion's poison on a regular basis.



EXPANDING THE BASE FORMS

Even with the 18 existing familiar forms, there's room for more creatures, either to fit a certain character concept or to allow further customization. Below are additional options using existing creatures from the *Monster Manual* and *Volo's Guide to Monsters*, and new creatures presented here for the first time. Each of these can be included at the DM's discretion.

EXISTING CREATURES

The following additional familiar types can be allowed with your DM's permission. They are all Tiny creatures with a CR of 0.:

Stirge. Without its attack, and subsequent blood drain, the stirge loses some of its appeal, but it has a decent AC, can fly, and adds a ton of flavor to the spellcaster who uses one.

NEW BASE FORMS

Dog

While not as traditional as cats, dogs are just as ubiquitous, maybe more so. Their abilities match up well with the familiar base forms and they are common sights in civilized society allowing the spellcaster and familiar to blend in. Dog familiars typically consist of the smaller breeds while larger varieties (size Small and above) are usually reserved for animal companions (see *Part 2*).

Dog

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

FLYING SQUIRREL

In addition to the climb speed that their normal brethren share, flying squirrels have the ability to glide, granting them 20 feet of flight and more versatility.



FLYING SQUIRREL

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	10 (0)	8 (-1)

Skills Acrobatics +5, Perception +2

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

Gliding. While flying, the flying squirrel descends at a rate of 10 ft. per turn.

ACTIONS

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

Fox

While not as common as dogs, foxes are similar, sacrificing some of their perception for more stealth.



Fox

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	4 (-3)	11 (0)	12 (+1)

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

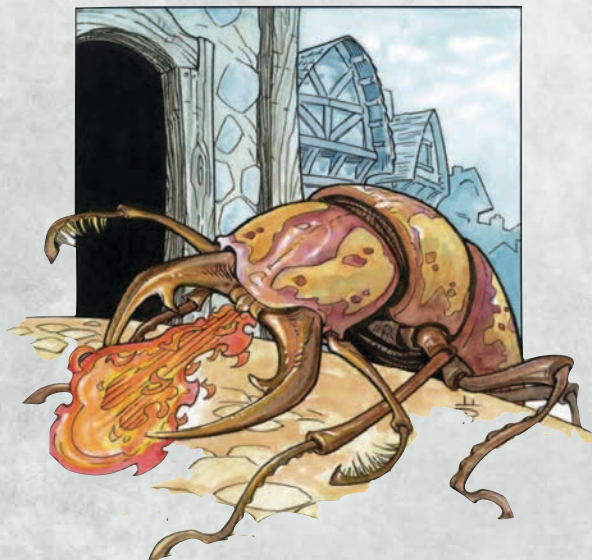
Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing and smell.

ACTIONS

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

LARGE INSECTS

One size smaller than giant insects, large insects make great familiars, especially since most have natural armor making them more resilient. Two such insects — the **large centipede** and the **large fire beetle** — are detailed below, but DMs are encouraged to create their own versions as needed.



LARGE CENTIPEDE

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target must succeed on a DC11 Constitution saving throw or take 7 (2d6) poison damage. 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 this way.

LARGE FIRE BEETLE

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 30 ft.

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

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

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

MONKEY

Not quite the flying variety, normal monkeys (which include gibbons, marmosets, capuchins, spider monkeys, macaques and other small monkeys) can still provide utility by being able to hold and manipulate a variety of objects.

MONKEY

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	8 (-1)

Skills Acrobatics +4

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

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.

ACTIONS

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

OTTER

Otters add another option for campaigns that take place on or around water. The otter breathes air but has a swim speed of 40 ft. Otters are some of the most playful of familiars.

OTTER

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4+1)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	8 (-1)

Skills Acrobatics +3

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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





CHAPTER 2: VARIANT FAMILIAR TYPES

WHILE MOST WIZARD FAMILIARS HAVE the form of beasts, their actual types are celestial, fey, or fiend which may not reflect a character's concept or their style of magic. Necromancers, for example, may prefer to summon undead familiars, animated dead versions of the familiars listed previously. Druids, Rangers, and Nature Clerics who learn the *find familiar* spell might summon plant familiars. Evokers with a penchant for fire magic would most likely favor elemental familiars that reflect their chosen element. The following rules allow for more exotic types of familiars that may be available in certain circumstances.

ELEMENTAL FAMILIARS

Elemental familiars tend to take the same forms as listed in *Chapter 1*, but rather than being celestial, fey, or fiend, such familiars have the elemental type instead. Such familiars must have a specific subtype —

acid, cold, fire, lightning, or thunder — which is chosen when the familiar is summoned. At the DM's discretion, the familiar's subtype can be changed the next time the *find familiar* spell is cast.

Elemental familiars gain resistance to damage of its own subtype, however they also gain vulnerability to a damage type as described in the table below.

Subtype	Resistance	Vulnerability
acid	acid dmg	lightning dmg
cold	cold dmg	fire dmg
fire	fire dmg	cold dmg
lightning	lightning dmg	thunder dmg
thunder	thunder dmg	acid dmg

Otherwise, elemental familiars have all the same statistics as their base form. Such familiars add the name of their elemental subtype to their base form name such as fire hawk, acid snake, or thunder owl.

PLANT FAMILIARS

Favored by druids, rangers, and clerics of the Nature domain, plant familiars are typically fey spirits (though they can be celestial or fiend spirits as well) that inhabit and animate plant matter. Such familiars can take on plant versions of the base forms from *Chapter 1* or can be more exotic in nature.

Plant versions of the base forms have the same statistics but are considered the plant type rather than fey, fiend, or celestial. Such familiars gain vulnerability to cold and fire damage but gain immunity to poison damage and immunity to the blinded, charmed, frightened, paralyzed, and poisoned conditions.

Alternately, the spellcaster can opt to use a Tiny awakened shrub (see the *Monster*

Manual) as a familiar or one of the following new forms with the DM's permission.

SPROUTLINGS

Sproutlings are tiny humanoid-shaped creatures made of animated plant material. Such creatures may be made of leaves or fruit or fungi or a combination of such materials. Gourds are common base materials for such creatures, as are mushrooms.

SPROUTLING

Tiny plant, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft.

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

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

ACTIONS

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

Spore Cloud (Recharges after a Short or Long Rest). A 5-foot radius cloud of spores extends all around the sproutling. The area is heavily obscured for 1 minute, although a significant wind can disperse the cloud. After releasing the spore cloud, the sproutling can use the Dash action as a bonus action.

TWIGLINGS

Unlike Sproutlings which are made up of lush plant matter, twiglings are made primarily of wood with leafy material generally only as an accent. Otherwise they resemble tiny humanoids made up of twigs and stems. Because of this, they are good at blending in with natural vegetation or piles

or debris or firewood. Because of their dry nature, they are particularly susceptible to fire.

TWIGLING

Tiny plant, unaligned

Armor Class 13 (natural armor)

Hit Points 3 (1d4+1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 0 (10 XP)

False Appearance. While the twigling remains motionless, it is indistinguishable from a dead shrub or bunch of sticks.

ACTIONS

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





UNDEAD FAMILIARS

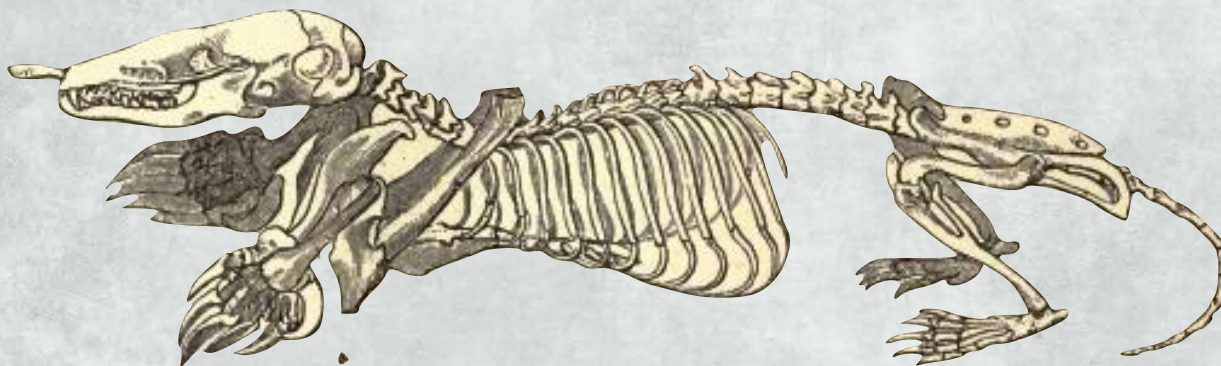
Favored by necromancers, undead familiars usually take the form of skeletal or zombie versions of the base familiar forms such as a skeletal cat or a zombie rat. Because of the necromantic energy infused into such familiars, it is possible for skeletal ravens to fly and for zombie toads to swim. Undead familiars share the statistics of other animals of their type except they have the type undead and can be affected by effects that target the undead. They gain resistance to necrotic damage and have immunity to

poison damage as well vulnerability to radiant damage. They also become immune to the poisoned condition. They gain 60 feet of darkvision if they didn't already have it.

Such creatures are dead animal spirits that reanimate dead tissue, but if they are dismissed or reduced to 0 hit points, they disappear leaving behind no physical form and their forms are recreated if the *find familiar* spell is cast again. Every time the spell is cast, and a form is chosen, the caster can choose whether that form is a skeletal or zombie version. This can be changed every time the *find familiar* spell is cast, though the difference is merely cosmetic and doesn't affect anything about the familiar's statistics or abilities.

Such familiars are usually viewed with disgust in polite society, but the necromancers who summon them are usually beyond caring about such things.

unlike traditional familiars, undead familiars are not easily dismissed as normal animals, as anyone who has seen a flying skeletal raven will tell you. However, one necromancer told me that he instructed his familiar to "play dead" any time it might be discovered, appearing as nothing more than a natural corpse. I thought that was a neat trick.





CHAPTER 3: PACT OF THE CHAIN FAMILIARS

WARLOCKS WHOSE PACT BOON IS THE Pact of the Chain gain access to more powerful familiars through the *find familiar* spell, though the *Player's Handbook* limits those forms to four: **imp**, **pseudodragon**, **quasit**, and **sprite**. Additionally, unlike other spellcasters, the chosen familiar gains the ability to attack if the warlock forgoes one of their own attacks.

These familiars (and the ability to summon them) are often gifts from the warlock's patron, bestowed upon them for faithful service. As such, these familiars can reflect the nature of the warlock's patron. While the standard versions must still have the type celestial, fiend, or fey, the following options

allow for additional familiar choices as well as additional familiar types to reflect the variety of warlock patrons.

EXISTING CHOICES

IMP

A favorite of Fiend warlocks, the imp packs quite a lot of utility into a small form. With a flight speed, shapeshifting ability, the ability to see in magical darkness, magic resistance, immunity to fire, and invisibility, it is easily one of the best options for a familiar in the current rules.

PSEUDODRAGON

Pseudodragons are a solid choice for a familiar with a flying speed of 60 feet, keen senses, and magic resistance. Having a miniature dragon familiar is also very cool.

QUASIT

The quasit is a solid choice for a familiar, and thematically appropriate for warlocks who serve demonic patrons. However, by most measures the imp is simply better.

SPRITE

Sprites are suitable fey familiars for warlocks of the Archfey patron but they have relatively lackluster abilities compared to the other familiars listed here with no special damage resistances or immunities, though they do have invisibility, a flying speed of 40 feet, and a ranged weapon attack.



ALTERNATE FAMILIAR TYPES

While fiend familiars make sense for warlocks of the Fiend patron, and likewise fey familiars for the Archfey patron, and celestial familiars for the Celestial patron, these options are limited for warlocks who have other patrons. The DM may instead allow other familiar types to better fit the patron bestowing them. For warlocks of the Great Old One patron, summoned familiars can be of the aberration type. For warlocks of the Hexblade, familiars can be considered to be constructs, and for Undying patron warlocks, familiars can be allowed to be the undead type. Such familiars can be “reskinned” versions of the familiars mentioned above, or new familiars as specified below.

Additionally, *Rykard's Book of Patrons* introduces the Elemental patron type with which the elemental type (see *Chapter 2*) can be used.

Don't be afraid to reskin familiars as needed. For example, warlocks of Celestial patrons can opt for a cherubim familiar with the same statistics as an imp except that the familiar resembles a small, baby-like angel and is of the celestial type rather than a fiend (such familiars should be lawful good as well). See below for a further modified example.

NEW FAMILIAR OPTIONS

The following options can be added to the four choices in the *Player's Handbook* for Pact of the Chain warlocks with the DM's permission.

CHERUBIM

Cherubim are small, winged angels that are the celestial counterparts to imps. They are often provided by celestial patrons to help assist warlocks.

CHERUBIM

Tiny celestial, lawful good

Armor Class 13

Hit Points 10 (3d4+3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Insight +3, Perception +3, Persuasion +4

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Celestial, Common

Challenge 1 (200 XP)

Angelic Weapon. The cherub can manifest a tiny sword that ripples with radiant energy. This weapon's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Angelic Sight. Magical darkness doesn't impede the cherub's darkvision.

Magic Resistance. The cherub has advantage on saving throws against spells and other magical effect.

ACTIONS

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

Invisibility. The cherub magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the cherub wears or carries is invisible with it.

FEATHERED SERPENT

Similar to the flying snake referenced above, a feathered serpent resembles a miniature couatl. They are typically employed by warlocks of the Celestial patron, though they may be allowed to other patrons with the DM's permission.

FEATHERED SERPENT

Tiny celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Insight +3, Perception +3, Persuasion +4, Stealth +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common

Challenge 1 (200 XP)

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

Magic Resistance. The feathered serpent has advantage on saving throws against Spells and other magical effects.

ACTIONS

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

Invisibility. The feathered serpent magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the feathered serpent wears or carries is invisible with it.

FLYING DAGGER

Essentially a smaller version of the flying sword, a flying dagger is a construct provided to the warlock to be its familiar. Imbued with a rudimentary sentience, the flying dagger acts like any other familiar, though its shape prevents it from fine manipulation. They are most often found in the employ of warlocks of the Hexblade patron.

FLYING DAGGER

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 6 (2d4+1)

Speed 0 ft., fly 40 ft.

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

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

GAZER

These beholder-kin can prove to be powerful familiars for those warlocks lucky enough to have access to them. Their eye rays alone offer enviable versatility. However, it should be noted that patrons seemingly generous enough to grant a gazer familiar often compensate with demands or restrictions on the warlock. Statistics from *Volo's Guide to Monsters* are reproduced here for convenience.

GAZER

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4+6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

IMPROVED CRAWLING CLAW

While necromancers may summon a crawling claw as described above, Chain Pact warlocks can call on a crawling claw of above-average intelligence, the undead hand of a former wizard, to use as a familiar.

IMPROVED CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 13

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	8 (-1)

Skills Stealth +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak, telepathic link with the warlock

Challenge 1/4 (50 XP)

Turn Immunity. The claw is immune to effects that turn undead.

Play Dead. The crawling claw can, using a bonus action, fall limp, resembling the severed hand of a corpse. If this is the first time it has entered within the sight range of a creature, it can roll a Dexterity (Stealth) check to see if it evades detection, even if it has moved this round. Its creepy nature makes most people doubt its ability to move, instead thinking they must be imagining things.

Magic Resistance. The crawling claw has advantage on saving throws against Spells and other magical effects..

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) bludgeoning or slashing damage (warlock's choice).

LESSER MEPHIT

Some warlocks, especially those that serve elemental patrons (see *Rykard's Book of Patrons*) can summon a lesser mephit of a specific type. Such mephits are Tiny rather than Small and lack the death ability their normal counterparts have. When the familiar is first summoned, the warlock must select which type it will be: dust, ice, magma, mud, smoke or steam. Once selected the type can not be changed unless the *find familiar* spell is cast again.

LESSER DUST MEPHIT

Tiny elemental, neutral evil

Armor Class 12

Hit Points 10 (4d4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage.

Blinding Breath (1/day). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded 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.



LESSER ICE MEPHIT

Tiny elemental, neutral evil

Armor Class 11

Hit Points 12 (4d4+2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/4 (50 XP)

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) cold damage.

Frost Breath (1/day). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

LESSER MAGMA MEPHIT

Tiny elemental, neutral evil

Armor Class 11

Hit Points 11 (4d4+1)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/4 (50 XP)

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Fire Breath (1/day). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) damage on a failed save, or half as much damage on a successful one.

LESSER MUD MEPHIT

Tiny elemental, neutral evil

Armor Class 11

Hit Points 13 (5d4+1)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage.

Mud Breath (1/day). The mephit belches viscous mud onto one creature within 5 feet of it. If the target is medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of the end of each of its turns, ending the effect on itself on a success.

LESSER STEAM MEPHIT

Tiny elemental, neutral evil

Armor Class 10

Hit Points 12 (4d4+2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

ACTIONS

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

Steam Breath (1/day). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

LESSER SMOKE MEPHIT

Tiny elemental, neutral evil

Armor Class 12

Hit Points 12 (4d4+2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

Cinder Breath (1/day). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

QUICKLING

Like sprites, quicklings are prime choices for warlocks of the Archfey patron. What they lack in flight they make up for in ground movement which also makes them difficult to hurt.

QUICKLING

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4+3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling 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.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 8 (1d4 + 6) piercing damage.



TENTACLED VOIDBEAST

Voidbeasts are strange creatures that some believe come from the Far Reaches, slipping through holes in reality to arrive on our plane. Voidbeasts seem to follow different laws of physics, with geometries that don't conform to our planar laws. The tentacled voidbeast appears as a patch of darkness that constantly shifts shape and from which tentacles reach out for manipulation and attack. These tentacles often seem to change in appearance and even shape, sometimes seeming organic, other times as if they were made of ash or crystal.

TENTACLED VOIDBEAST

Tiny aberration, unaligned

Armor Class 13

Hit Points 7 (3d4)

Speed 5 ft., fly 40 ft.

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

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons, cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Common but can't speak
Challenge 1 (200 XP)

Magic Resistance. The tentacled voidbeast has advantage on saving throws against spells and other magical effects.

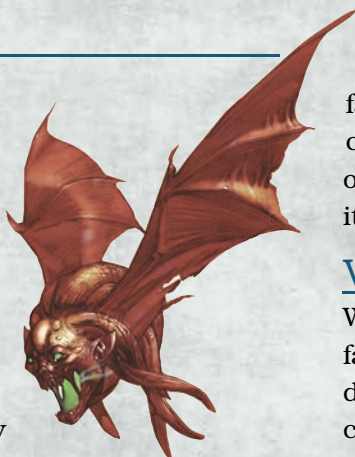
ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) cold damage on a failed save, or half as much on a successful one.

VARGOUILLE

Anyone who has seen a vargouille can attest to their frightening appearance, like that of a severed head held aloft by two bat-like wings.

Warlocks who wish to maintain a fearsome appearance, particularly those of the Fiend and



Great Old One patrons, often choose the vargouille over familiars like the imp. The familiar version of the vargouille lacks the cursing kiss ability of its brethren but otherwise matches the nightmarish nature of its fellow fiends.

VELOCIRAPTOR

While lacking the magical abilities of other familiars on this list, these small feathered dinosaurs still make striking familiars and can hold their own in combat. Also, they're pretty cool. Velociraptor familiars may be limited to certain campaigns depending on the DM's judgment.

VARGOUILLE (FAMILIAR VERSION)

Tiny fiend, chaotic evil

Armor Class 12

Hit Points 13 (3d4+6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal, Infernal, and one language of the warlock's choice but can't speak

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage plus 10 (3d6) poison damage.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

VELOCIRAPTOR

Tiny fiend, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4+3)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

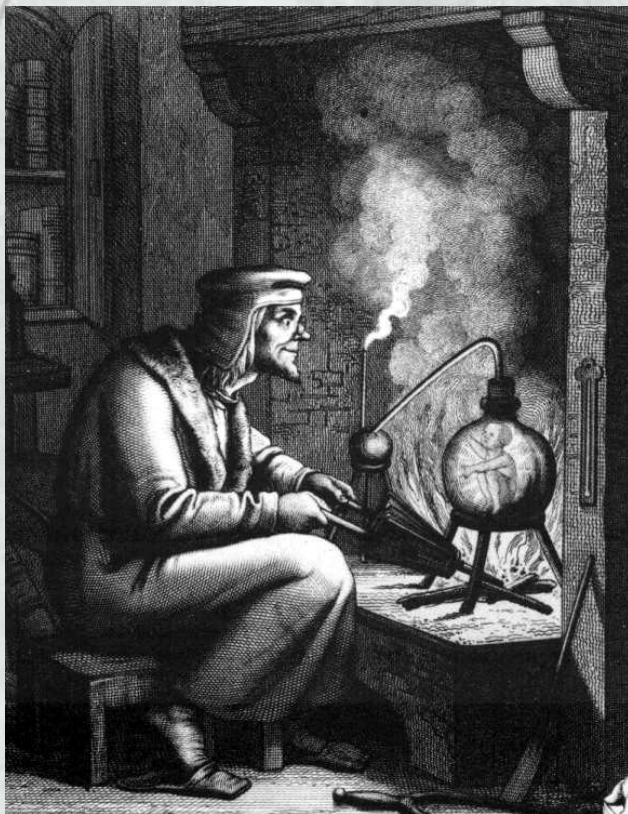
Challenge 1/4 (50 XP)

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

ACTIONS

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

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



CHAPTER 4: THE CONSTRUCTED FAMILIAR

IN ADDITION TO FAMILIARS SUMMONED by the *find familiar* spell, the DM can also allow familiars that are constructed or otherwise created.

The knowledge to construct such familiars is contained in a formula that a character must find or somehow earn. Such formulae set out the ingredients involved in the familiar's construction, the method by which it must be constructed, and the ritual which brings the creature to life and binds it to its creator (constructed familiars are only bound to the individual who creates them, assuming they follow the formula exactly). Because of the ritual involved, only

characters who can cast spells (including Magic Initiates and Ritual Casters) can construct a familiar, though the DM may allow other classes if it suits the campaign.

CONSTRUCTING THE FAMILIAR

THE FORMULA

Formulae for creating familiars can be acquired by a number of means. They can be found as treasure, like scrolls, or given as a reward for service or great deeds. Whole quests can be set around the acquisition of such formulae.

Once acquired, a formula must be studied. It is left to the DM's discretion whether a formula will be recorded in a language the character knows or require additional study to decipher. It's not uncommon for such formulae to be recorded in code, whether because such practices were frowned upon by the author's peers or because the author sought to prevent the formula from being easily stolen. Also at the DM's discretion is whether an effect like the *comprehend languages* spell will help decipher a given formula. Additionally, some formulae may be beyond the current capabilities of the reader and they may need to progress in their magical or alchemical knowledge to fully understand them. Such formulae may only be accessible to a character of a certain level or who meets a minimum Intelligence requirement.

Formulae can take many shapes. They are often found in books or tomes, scrawled in fevered handwriting with intricate diagrams and equations. However, books aren't the only objects used to contain formulae. Some formulae have been found inscribed on metal plates, or embedded, in miniature, in crystals. One such formula was found tattooed on a man's skin.

THE INGREDIENTS

Once a given formula is deciphered, the ingredients necessary to construct the familiar can be discerned. Such ingredients usually consist of rare and/or expensive items that may take time and effort to acquire. As with the acquisition of the formula, the hunt for such ingredients may make up a distinct quest.

While the specific ingredients vary wildly from formula to formula, some things remain constant — one item is almost always an object of great worth such as a flawless gem or quantity of valuable metal. Such items contribute alchemical power to the creation of the familiar and thus the purity of the ingredients is essential. Ingredients that are commonly used include gold, silver, gemstones and pearls (usually flawless specimens), sulfur, magnesium, brimstone, quicksilver, myrrh, various acids, various oils, and minerals.

Another common ingredient is a part of the creator — their blood, for example, or part of their essence (extracted as part of the ritual). This binds the familiar to the creator and creates the telepathic bond. Because of this, the creation process usually weakens the creator temporarily and so is best done in a safe, secure location without fear of hostile intrusion.

THE RITUAL

The ritual of creation varies as much, if not more, than the ingredients. Some rituals can be completed in one hour while others take days, possibly weeks, if ingredients need to be properly prepared with rituals of their own. It's not unheard of for time or seasons to play a part in the ritual, with phases of the moon being popular elements, or sacred days, or the alignment of certain stars. Shorter rituals usually require rarer or more expensive ingredients while longer rituals



sometimes compensate for the lack of purity in the required components.

Many rituals require specific locations as well — a site on a convergence of ley lines, for example, or a sanctified or properly prepared vault or laboratory. Such locations may require monetary expense and time to appropriately set up, even before the ritual is begun.

While rituals differ, as with the ingredients there are common elements. Almost all rituals of creation involve the use of symbols — sigils or glyphs that can be as simple as a pentagram or as complex as an alchemical representation of the cosmos. The ingredients and the body of the familiar usually lie within the ritual symbols while the ritual is performed.

As with many magical rituals, the ritual of creation involves verbal, somatic, and material components. The creator must chant or recite portions of the ritual while making some kind of movement (gestures, postures, or even dance) and using some of the necessary ingredients (burning them, for example, or mixing them in the case of liquids). Additionally, the creator must

expend spell slots to infuse the familiar with magical energy and prepare for the bonding. The number and level of the spell slots required vary by the strength and rarity of the familiar but usually require at least one level 1 slot. It is for this reason that constructed familiars are restricted to spellcasting classes. Typically, at the end of the ritual, after the spell slots have been expended, the creator adds their blood or essence to the familiar or ritual instrument to bind the familiar to them.

While devoting the time to the ritual is usually enough for success, some DMs may require ability checks to simulate the difficulty of the process. An Intelligence (Arcana) check (or series of checks) is the most commonly used skill, though in some cases a Charisma (Performance) check may come into play, an Intelligence (Nature) check, a Wisdom (Medicine) check, or some other ability check. Powerful constructed familiars may require either a large amount of blood or life essence, or for the creator to be awake for days to perform the ritual. In such cases one or more Constitution checks may be necessary to complete the ritual. Some rituals may also require the use of tools. Alchemist's Supplies are most often used, but rituals may also require the use of Carpenter's Tools, Smith's Tools, or even Cook's Utensils. If the creator fails one or more of these rolls, either the ritual fails, or else they end up with a flawed creation — perhaps misshapen in some way, or lacking certain parts or appendages. It is left to the

Creating a constructed familiar can take as much in-game time, or as little, as the DM wants. Some DMs may want to play out the scenes of studying the formula, gathering the ingredients and performing the ritual. Others may simply allow the creation to happen during downtime, either with an ability check or without. It's your choice.

DM to decide how this would affect the familiar (if at all).

Now You Have A FAMILIAR...

Once the ritual is completed, assuming it was performed correctly and used the proper and appropriate ingredients, the familiar will awaken, fully bonded to the creator.

As with the *find familiar* spell, the constructed familiar acts independently of its creator but always obeys their commands. In combat, it rolls its own initiative and acts on its own turn. A constructed familiar can't attack, but it can take other actions as normal.

The creator can communicate with the constructed familiar telepathically as long as the familiar is within 100 feet. As an action, the creator can see through the familiar's eyes and sense what it senses, gaining the benefits of any special senses the familiar has until the start of the creator's next turn. During this time, the creator is deaf and blind with regard to their own senses.

As with the *find familiar* spell, the constructed familiar can deliver any of its creator's spells with the range of touch as if it had cast the spell. The familiar must be within 100 feet of its creator and must use its reaction to deliver the spell when it is cast. If the spell requires an attack roll, the creator uses their attack modifier for the roll.

Unlike the *find familiar* spell, a constructed familiar can not be dismissed or resummoned and can not assume new forms. When its creator dies, the familiar dies as well. Likewise, when the familiar drops to 0 hit points, it dies. Depending on the ritual used to create the familiar, the familiar's death may cause damage to the creator as their life essence is part of the familiar's. Such damage is usually psychic

because of the telepathic link the creator has to the familiar, but it may be another type depending on the circumstances (in some cases, the connection between familiar and creator is so strong that the type of damage that killed the familiar is transmitted directly to the creator).

If a constructed familiar dies, it can be replaced, but to do so, the ritual must be performed again with the appropriate ingredients, assuming the formula is still available and intact. The DM should decide if a replacement familiar will be the same entity as the previous familiar or a new one. Performing a ritual of creation while a constructed familiar is alive and bonded to the creator results in immediate failure (though the ingredients will still be lost).

It should be noted that assembling the list of ingredients and performing the ritual is yet again a costly and time-consuming effort, and some ingredients may no longer be available depending on their rarity.

THE HOMUNCULUS

The most commonly known constructed familiar is the homunculus, whose statistics are presented in the *Monster Manual*. It is indicated that a homunculus is constructed from a mixture of clay, ash, mandrake root, and blood, but it's certain that further ingredients would be necessary to construct one, as well as an appropriate ritual. Given the popularity of homunculi, many different formulas exist to detail their creation.

Familiars conjured with the *find familiar* spell can't attack on their own, but given the nature of the constructed familiar, it is assumed that they operate similar to a Pact of the Chain familiar in that they can attack in place of one of their creator's attacks. If this doesn't appeal to you, feel free to prevent constructed familiars from taking the attack action.

According to the *Monster Manual*, homunculi can communicate telepathically with their creators as long as they are on the same plane of existence. At the DM's discretion, player character homunculi can be limited to the 100 ft. that the *find familiar* spell allows to keep them in line with those familiars (there are many versions of the formula and some differ with regard to their effects).

OTHER CONSTRUCTED FAMILIARS

While homunculi are the most common constructed familiars, there are many more variations, some of which have only ever been created once, their formulae rare and sought-after objects. The examples below are only a sampling and DMs are encouraged to add to this partial list.

CLAY FAMILIARS

Sometimes made out of clay, other times out of putty or even altered mixtures of dough, clay familiars are usually crude in appearance, taking the rough form of a humanoid with a rudimentary face and limbs (though if the creator is a gifted sculptor, they can have a more pleasing appearance).

Clay familiars are weaker than other constructed familiars due to their composition, but their flexible nature allows them to move through narrow spaces and makes them more resilient to damage. One example of a clay familiar, the **putty person**, is detailed below.

Common ingredients used in the creation of clay familiars includes a mix of clay and other mineral ingredients — vitriols (sulfates), salts, and powders — as well as limestone, myrrh, gum arabic, and linseed oil. Other substances can be added to change the color of the resulting form,

though the color is usually set at the time the ritual is completed.

Clay familiars are some of the easiest and most inexpensive to create. The cost of ingredients usually does not exceed 500 gp, including the gem that must be used (usually a small topaz, either crushed during the creation or else embedded in the center of the familiar's body). The creation ritual usually doesn't exceed 1-2 days, though preparation of the ingredients and the ritual space could take days more.

FLESH FAMILIARS

While seen as distasteful by many, some creators construct their familiars from body parts and organs from recently deceased animals (or small and/or infant humanoids if available). Care must be taken in such cases to minimize any decay and such parts must be immediately preserved or else used within hours of their harvesting.

The ritual involved reanimates the dead tissue, instilling new life, preserving the assembled tissues, and binding the new creation to its creator. Most such familiars are formed in the shape of whatever beast provided the most intact body parts, though it's not unheard of for parts from different animals to be used together (such as the heart of a rat being used in the body of a raven). Such creations usually bear the scars of their assembly (including stitching in many cases) but otherwise share the

Kessa the Cool, a wizard known for her calmness in almost every situation (hence the name) was famous for having a flesh familiar, a grotesque assembly of mismatched skin and parts that she named Hartigar. So enamored was she of Hartigar that she sewed him tiny outfits of fine silk, intricately wrought, and changed these regularly depending on the situation. My favorite was the jester costume in yellow and red.



statistics of the creature they were made to resemble.

Some advanced creators with access to complex formulae create tiny humanoids with the parts they collect, even if the parts were taken from beasts. These patchwork oddities are similar to homunculi, though they lack the homunculus' wings and flying ability.

Some say that despite the purification of the organs and parts involved in the ritual, occasionally, some original essence, or essences, remain in the tissue and live on in the resulting creation so that you can end up with owls that croak like toads and tiny humanoids that scratch themselves like cats.

The **patchwork poppet**, detailed below, is one example of a flesh familiar.

SPROUTLINGS/TWIGLINGS

These plant familiars detailed in *Chapter 2* also make excellent constructed familiars. In this case, plant or vegetable material (including fungi) make up the key ingredients of the familiar's body, though other ingredients are necessary. Gourds, mushrooms, and other long-lasting items are favored to reduce the chance of rotting in sproutlings, though in the case of both familiar types, the materials that make up the body are usually procured (or harvested)

as close to the beginning of the ritual as possible to ensure their freshness and durability.

Some sproutling formulae require the creator to grow the plant matter themselves and require skill with gardening and/or agriculture. The specific formula in question details how the plants should be cared for — what to use to fertilize the plants, what to add to the water or soil, and even how to trim the plants as they grow. Additionally, some require that the plants be grown in a wild or sacred natural site such as a druidic circle, sacred grove, or in the Feywild. Even if the formula does not require such a site, the DM may reduce the difficulty or time of the whole process if such a site is used to grow the required plants. If appropriate specimens don't grow, due to weather, or disease, or drought, for example, the ritual can not be completed and the growth cycle must be attempted again. If the DM requires ability checks for successful familiar creation, Intelligence (Nature) checks may be required in addition to Intelligence (Arcana) checks, and an Herbalism Kit proficiency may be used either in lieu of, or in addition to, Alchemist Supplies.

Other ingredients involved in the creation of a plant familiar may include phosphorous, saltpeter, and guano. Many formulae require emeralds of at least 1000 gp in value, though this can often consist of one large gem or multiple gems as long as the quality and value are maintained.

In addition to the time it takes to grow the plant material (if necessary), the ritual usually takes 24 hours or less. If the ritual fails, either because the creator fails a required check or didn't properly prepare the ingredients, the plant material rots immediately and the creator must start over again.

While the statistics presented in *Chapter 3* reflect the majority of sproutlings and twiglings, variations do exist based on the specific formula and the materials used to construct the familiar. Some examples of these follow. These variations can also be used as modifications (see below) with the DM's permission.

GOURD SPROUTLING

A gourd sproutling is composed of gourds which make up its body and head, with vines and other green, leafy material forming its limbs. Their simple faces are either painted on, formed from embedded ornaments, or even carved in the gourd itself.

In addition to the base statistics presented in *Chapter 3*, the gourd sproutling has the **Hidden Storage** ability which allows them to store a small object like a coin, gem, or ring inside a hollow part of their body or head. If the item stored is magical, it will not be revealed to a *detect magic* spell as long as it's stored within the familiar.

In lieu of a small item, the creator can instead choose to store a potion inside the sproutling where it will be protected for as long as the sproutling is still alive. As an action, the sproutling can deliver the potion to a creature of its or its creator's choice as long as that creature is within 5 ft. of the sproutling. While contained within the sproutling, the potion is likewise hidden from a *detect magic* spell.

IRONWOOD TWIGLING

These twiglings are constructed from branches of the hearty ironwood tree. This is generally no easy task as these branches are extremely difficult to cut and acquiring a sufficient quantity would require some kind of magic weapon or spell. However, if enough can be obtained, this provides the twigling with increased resilience and defense,

improving their Constitution and AC to 15, and eliminating their vulnerability to fire.

MUSHROOM SPROUTLING

These sproutlings are made primarily from mushrooms which improves the range of the familiar's spore ability, increasing it to a 10-foot radius. Additionally, any creature in the affected area must succeed on a DC 12 Constitution saving throw or be poisoned. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The fungi that make up the mushroom sproutling's body are usually grown on decaying dead matter or underground in damp, moldy conditions.

THORN SPROUTLING/TWIGLING

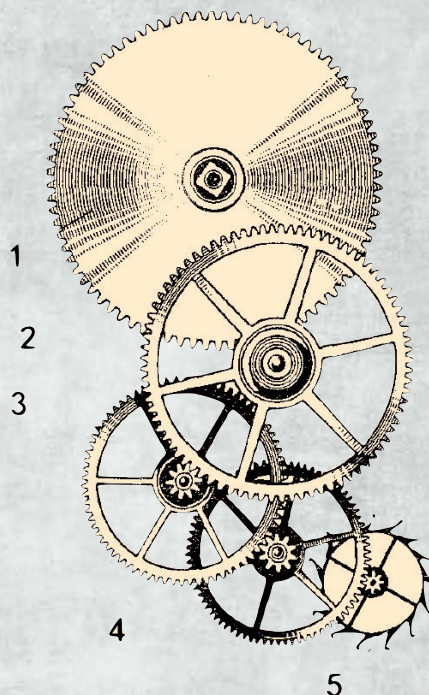
These familiars add thorns to their form, increasing their combat effectiveness and adding poison damage (in the case of the twigling). Thorn sproutlings add 2 (1d4) piercing damage to their **fist** attack while twiglings add both 2 (1d4) piercing damage and 2 (1d4) poison damage to their **claws** attack.

Rarer still are versions of this familiar type that can fire their thorns as a ranged attack. If a creator finds the right formula for such a familiar, that familiar (sproutling or twigling) gains the following attack:

Thorn Volley (Recharge 5-6). *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 2 (1d4) poison damage.

MECHANICAL CONSTRUCTS

Mechanical constructs are most often found on more technologically advanced worlds, though they are sometimes the creation of rock gnome wizards or alchemists, or other gifted practitioners. These familiars range from simple wooden or metal creations with hinges and strings (like marionettes) to intricate assemblies of gears, crystal, and clockwork.



Some mechanical constructs take the form of animals such as the **clockwork owl**, or **crystalline spider** detailed below. Still others mimic humanoids in their design. However, the rarest of the rare have unique forms not inspired by living creatures at all.

Mechanical animals use the statistics of the specific animal form they are mimicking, though they are considered constructs and they gain immunity to poison damage as well as immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, and poisoned.

Common ingredients used in the construction of mechanical constructs include steel, iron, brass, copper, silver, gold, platinum, brimstone, coal, quicksilver, a variety of oils, and gemstones of all varieties, many of which are consumed in the creation ritual. It is not uncommon for such familiars to require the use of smith's tools, though tinker tools are also used. Additionally, if the materials used in the familiars construction are not primarily metallic, the creation might require the use of carpenter's tools, glassblower's tools, or jeweler's tools.

Since a mechanical construct familiar is considered to be alive, normal healing will affect it, however, at the DM's discretion, the use of tools can be used in addition to, or in the place of traditional healing.

ROCK GNOMES

Because of their Tinker ability, Rock Gnomes get advantage on any ability or tool checks to create mechanical constructs.

DOLL & PUPPET FAMILIARS

Technically a subset of mechanical constructs, doll familiars are constructed like their non-animated counterparts, but are then brought to life with an arcane ritual. Their nature grants them some small measure of camouflage, at least in environments where a doll would not be out of place.

Some creators (especially Bards) opt for puppet familiars, which provide further camouflage in town and city environments. Such familiars not only can improve a "performance" by acting independently of their creator, but then later can act on the creator's behalf.

One sect of bards, the Stringfellows, exclusively uses marionette familiars, and are rumored to be spies, utilizing their familiars in elaborate public performances but later using them to secretly gather information on their particular targets.

You may think that dolls are cute, that they are symbols of innocence, but if so, you've never had a doll familiar sneak into your room at night and try to slit your throat. I will never look at dolls the same way again. Also, I will never again dally with a warlock's wife...



MODIFYING CONSTRUCTED FAMILIARS

One of the key differences between constructed familiars and the traditional kind is that as constructs, the former can be modified after their creation. Such modifications may require additional formulae, or may be contained in the original formula for the familiar. Regardless, additional ingredients are always required, as is the ritual necessary to modify the familiar. Keep in mind that some modifications may be beyond the capabilities of the creator and may take further study to learn completely (and therefore may be restricted by level or ability score).

Once again, the ingredients necessary for the modifications vary widely, but gems and precious metals are almost always part of the requirements. Costs for the ingredients will



vary based on the campaign but typically such modifications can not be accomplished for less than 1000 gp worth of ingredients.

Some examples of modifications are presented below but the DM is encouraged to add to or revise this list as needed. Not all modifications are available to all familiars.

CONSTRUCTED FAMILIAR MODIFICATIONS

Additional/Upgraded Eyes. This modification involves adding additional eyes to the familiar, or else replacing the eyes the familiar already has (assuming it has eyes) with improved versions. This grants the familiar +4 to Wisdom (Perception) checks involving sight. Common ingredients include two diamonds of extreme clarity (worth approximately 5000 gp each).

Breath Weapon. By inserting certain components into the familiar's chest cavity and constructing a bellows (or animating

animal lungs), the creator can add a breath weapon to the familiar's abilities. The damage type of this breath weapon is chosen at the time of modification, though the DM may allow multiple breath weapon modifications to be added to one familiar. The possible damage types are acid, cold, fire, and lightning (poison is covered below). Regardless of the damage type, each creature within the area of the exhalation must make a saving throw against a spell DC of 12 (or 8 plus the creator's Intelligence modifier in some cases). A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The size and shape of each type of breath weapon, as well as the saving throw required is in the table below.

BREATH WEAPON DETAILS

Damage Type	Area of Exhalation	Saving Throw
Acid	5 by 30 ft. line	Dex.
Cold	15 ft. cone	Con.
Fire	15 ft. cone	Dex.
Lightning	5 by 30 ft. line	Dex.

Extra Limbs. The creator adds a pair of limbs to the familiar. If arms are added, the familiar gains +2 to its Dexterity score and gains the following attack:

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

If legs are added to the familiar, it gains +2 to its Dexterity score and gains 10 feet of movement. Limbs can be added in this way to creatures that don't already have them (such as the **bronze cobra** below).

Wings can also be added as a modification, granting the familiar a flying speed of 20 feet (or greater if the formula and ingredients allow).

Natural Weapons. This involves the simple addition of claws, fangs or, in some cases, a tail to allow for additional attack options. Most constructed familiars have some kind of weapons already, but some creators believe in additional options that can be used in combat. Such options vary significantly based on the materials used. In the most simple cases, fangs or claws of metal, or taken from another creature, are incorporated into the familiar's body. However, other substances can be used to increase the damage that these natural weapons do, or to make such attacks magical.

Some examples of attacks resulting from natural weapons are detailed below.

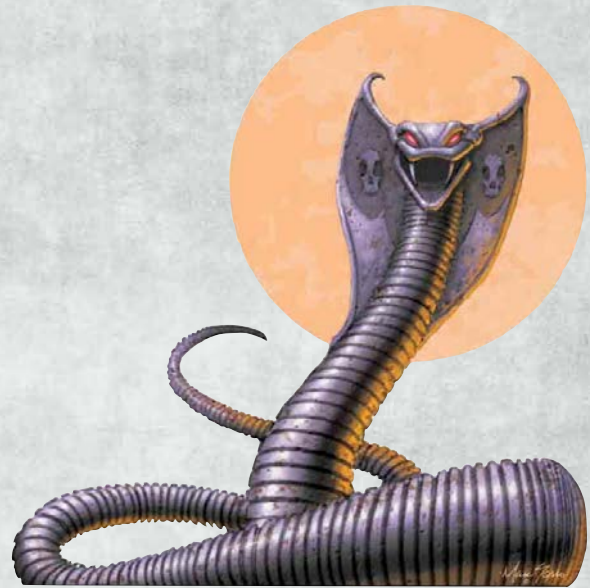
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

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

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

Poison Ducts. This modification adds poison damage to the familiar's usual attacks. The simplest modifications of this type add a single die of poison damage to the attack (typically 1d4 or 1d6), however some poisons require a Constitution saving throw and if failed can lead to the poisoned condition or else to sleep or unconsciousness. For detailed poison options, please see *Fellozial's Ultimate Guide to Poison* by Christopher M. Cevasco.

Thickened Hide. Using a series of unguents and fine metallic dust, the creator can thicken the hide of their familiar and thereby improve its AC by 1. At the DMs discretion, with the appropriate formula and ingredients (not to be less than 10,000 gp in value), the AC improvement can be increased to 2.



SAMPLE CONSTRUCTED FAMILIARS

BRONZE COBRA

Bronze Cobras are typically only found among gnome warlocks, particularly rock gnomes, though the secret process used to create them is sometimes shared. These are smaller and weaker versions of **iron cobras**, made with the softer bronze.

Bronze cobras require a large quantity of bronze (500 gp worth) wrapped around a core of iron (another 500 gp) as well as quicksilver, brimstone, and a flawless ruby (of at least 500 gp value) to serve as the creature's heart.

While bronze cobras are the most common of these type of familiars, I did once speak to a rock gnome who swore that their were other versions of such creatures, including a copper cobra, a steel cobra, and even an adamantine cobra. Such creatures, if they truly exist, would require different materials to create and would have different abilities.

BRONZE COBRA

Tiny construct, unaligned

Armor Class 12

Hit Points 6 (2d4+1)

Speed 30 ft.

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

Skills Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of the spellcaster but can't speak

Challenge 1/2 (50 XP)

Magic Resistance. The bronze cobra has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC12 Constitution saving throw or suffer an additional 3 (1d6) poison damage.

CLOCKWORK OWL

Rarely seen but intensely sought after, clockwork owls are complex creations of metal and gears that resemble owls. Legend says that a minor power once had a favored servant that took the shape of an owl. When that servant was slain, the power, in its grief, constructed a new body for the servant to be restored to, one of metal and clockwork. Because of the success of this new body, the power then passed the knowledge of the creation of such owls to several of its worshippers who recorded the detailed formula into tomes now scattered throughout the world.

The metallic shell of clockwork owls grants them increased protection, though their

delicate gears are still susceptible to damage. Additionally, while resembling owls otherwise, some quality of the creation of these familiars grants them increased Intelligence and Wisdom.

Clockwork owl ingredients are mostly metallic and include iron, silver, copper, bronze, gold, and platinum filaments. Many formulae also include an owl feather as well in addition to the usual minerals and elements.

CLOCKWORK OWL

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 12 (4d4+2)

Speed 5 ft., fly 40 ft.

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

Skills Perception +5, Stealth +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages understands one language of the spellcaster but can't speak

Challenge 1/2 (50 XP)

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.

Magic Resistance. The clockwork owl has advantage on saving throws against spells and other magical effects.

ACTIONS

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

CRYSTALLINE SPIDER

With a body and legs of fine crystal, and delicate hinges of fine metal (usually silver or platinum), crystalline spiders are considered by many creators to be beautiful. While similar to the mundane spider, their crystal bodies give them greater resilience, though at the cost of stealth.

Crystalline spiders obviously require a large quantity of crystal, usually various forms of quartz, that must be shaped carefully into the spider's delicate limbs and body. Additionally, the spider's eyes are made of multiple tiny gemstones. Crystalline spider ingredients usually cost at least 2000 gp, if

not more. The ritual of creation for such familiars usually lasts 24 hours or less, but fashioning the creature's body can take weeks, or even months, and can benefit from the use of either a jeweler's tools or mason's tools.

FLYING DAGGER

These constructs, detailed in *Chapter 3* can also be constructed using a formula, though available modifications are limited.

While some creators purchase the requisite dagger, others take it upon themselves to forge their own weapons, feeling that it bonds the familiar more closely.

Creating one's own dagger body requires proficiency in smith's tools, and certain alchemical reagents must be mixed into the metal as the dagger is created. The ingredients necessary to create a flying dagger must be of at least 1000 gp in value.

CRYSTALLINE SPIDER

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 10 (4d4)

Speed 20 ft., climb 20 ft.

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

Skills Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 10

Languages understands one language of the spellcaster but can't speak

Challenge 1/2 (50 XP)

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

Magic Resistance. The crystalline spider has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC12 Constitution saving throw or suffer an additional 3 (1d6) poison damage.



PATCHWORK POPPET

Made of a mish-mash of organic matter, sewn together with patches of animal skin, a patchwork poppet resembles a small scarred and patchwork humanoid. While not given

genitalia, they are often dressed in tiny clothes of their creator's choice.

PATCHWORK POPPET

Tiny construct, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages Common and one language of its creator's choice

Challenge 0 (10 XP)

ACTIONS

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

PUTTY PERSON

While homunculi are generally considered to be the simplest and most common of constructed familiars, putty people are even simpler. Constructed from a mix of clay and other soft materials, they can be crude in appearance and still act as familiars. While not impressive to look at, many creators appreciate them for their pliant natures.

I once knew an eccentric wizard named Clokey the Artful who created a clay familiar, a putty person, who was an unusual shade of green. I'm not sure if it was a side effect of the creation ritual, a mistake, or an intentional choice, but Clokey loved that familiar. Gumbino he called it. He even fashioned a horse for it.

PUTTY PERSON

Tiny construct, unaligned

Armor Class 14

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/2 (50 XP)

Putty Form. The putty person can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

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

MAD MARIONETTE

Favored by bards and rogues, mad marionettes are animated puppets often used for spying or even assassination. The strings of the marionette familiar remain part of it and it can use these strings for climbing and for violence, as a kind of garrote.

SCUTTLEPEDE

Scuttlepedes are not recreations of animals or humanoids, but instead mobile creations of brass and gears with multiple legs and a variety of body shapes. They are often modular and can have different components added depending on who assembled them and the formula that was used in their creation.

Ingredients for such creatures vary from form to form but always require a large quantity of metals as well as gems and minerals. Scuttlepede ingredients cost a minimum of 2000 gp, if not more.

MAD MARIONETTE

Tiny construct, unaligned

Armor Class 12

Hit Points 8 (3d4+1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/2 (50 XP)

ACTIONS

Garrote. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one Medium or smaller creature where the marionette has advantage on the attack roll. *Hit:* 2 (1d4) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the marionette has advantage on attack rolls against it.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

SCUTTLEPEDE

Tiny construct, unaligned

Armor Class 13

Hit Points 12 (4d4+2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	4 (-3)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/2 (50 XP)

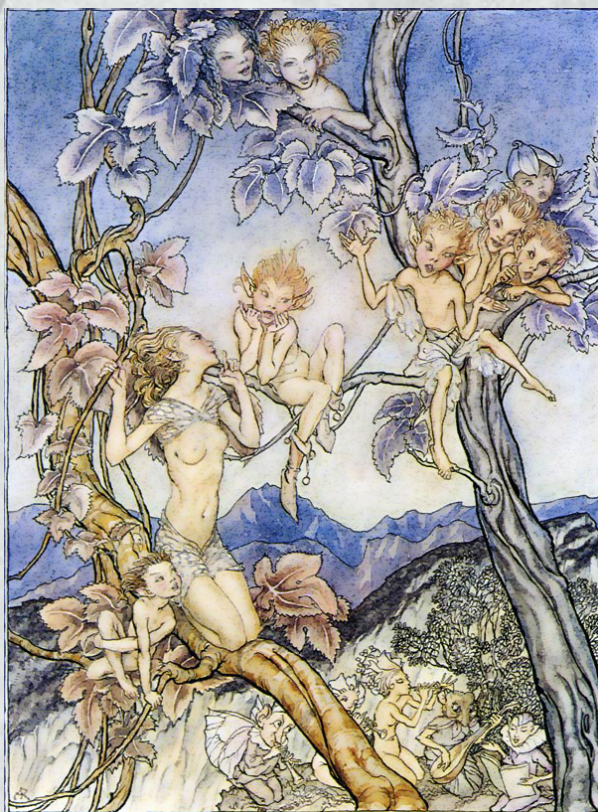
Articulated Limbs. The scuttlepede's additional limbs and their orientation allows the scuttlepede to ignore difficult terrain.

ACTIONS

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

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





CHAPTER 5: THE FOUND FAMILIAR

SOME SPELLCASTERS GAIN FAMILIARS by meeting a suitable creature and convincing it to serve. While generally a more difficult option, it is one open to spellcasters without access to the *find familiar* spell. Additionally, it can be used as a reward or quest object for characters, allowing them to gain a suitable familiar at later levels.

Found (or sought) familiars are wild creatures rather than the spirits summoned by the *find familiar* spell. In order for a wild creature to qualify as a familiar it must have a size of Tiny and must have a minimum Intelligence of 6. It should also have some reason for wanting to enter the service of the spellcaster. Reasons that a wild creature might be willing to do so include gratitude for a service the spellcaster performed; the

lure of steady care, power, or knowledge; or even fear. In most cases, the spellcaster will need to convince the creature that the arrangement is a beneficial one.

Since found familiars are wild creatures, they are unique entities and they can not be resummoned if they are killed. Additionally, the familiar may decide to break its bond with the spellcaster if that caster doesn't follow through on their promises or otherwise upsets the familiar (by exposing them to unnecessary harm, for example, or being thoughtless or cruel). The DM should use their discretion in evaluating what a found familiar will put up with.

POSSIBLE FOUND FAMILIARS

The following creatures may be found in the wild and convinced to serve as a familiar to a spellcaster.

FAERIE DRAGON

Inveterate pranksters, faerie dragons, especially those 20 years of age or less, will sometimes agree to be bonded as familiars to spellcasters. Such spellcasters must prove that they have a good sense of humor and can appreciate the faerie dragon's jokes and pranks. In fact, a faerie dragon will only agree to be bonded as a familiar if the spellcaster can promise fun and humor on their journeys and agree to letting the faerie dragon continue to carry out pranks, on adventuring companions or others.

Faerie dragons also have a love of treasure and its this love which can be used to entice them and convince them to bond with a spellcaster. Such treasure can consist of trinkets or sweets, the more visually appealing, the better. It is possible for older faerie dragons (greater than 20 years old) to become familiars, but this is rare as faerie

dragons of that age tend to become set in their ways and enjoy their independence.



IMP

Imps are one of the familiars available to Pact of the Chain warlocks through the *find familiar* spell, but they can also be gained by encountering and entering into an agreement with an imp. While imps are lawful evil, they often agree to serve spellcasters of all alignments, hoping to tempt non-evil spellcasters to commit evil acts. Many spellcasters are willing to put up with the constant whispering and urging of the imp in exchange for the utility such creatures provide with their shapeshifting abilities, invisibility, and magic resistance. Indeed, with certain rituals, the imp can grant its Magic Resistance trait to a bonded spellcaster as long as that spellcaster is within 10 feet of the imp.

While it is often difficult to find an imp on the Material plane at any given time, certain spells and rituals allow a spellcaster to summon one where the familiar agreement can be made (though such summoning spells may be rare and difficult to find). Even given a difference in alignment and the darker

goals of the imp, once an imp agrees to become a familiar, as a devil, it is bound by the agreement and will be fiercely loyal. Additionally, since a soul is in play, a soul that the imp hopes to claim, the only thing that will break the agreement is the death of the spellcaster, and since the spellcaster's death forfeits its soul, an imp familiar will defend its bonded spellcaster to the death. After all, if the imp dies, it returns to the Nine Hells where it can make a new attempt at gaining a soul.

PIXIE

Notoriously shy, pixies nevertheless are creatures of curiosity. Spellcasters who carry themselves calmly, and can be good-natured in response to some harmless tricks or practical jokes may be able to lure a pixie out from hiding and engage them in conversation. While pixies try to avoid any danger or hostility, appealing to their curiosity can sometimes result in the pixie agreeing to accompany the spellcaster on their journeys and act as familiar. Any such arrangement must account for the pixie's safety and they will break the familiar bond if they feel like they are continually being put in danger if it can be avoided.

PSEUDODRAGON

Another of the familiars available to Pact of the Chain warlocks, pseudodragons can also be encountered in the wild and convinced to serve a spellcaster as a familiar. Generally agreeable, if a spellcaster impresses a pseudodragon, especially after plying it with food or treasure, they may agree to accompany the spellcaster for a short period (a few days usually) to gauge the spellcaster's nature. If the pseudodragon finds the spellcaster to be good and decent and respectful, it will agree to bond with the spellcaster as a familiar. Some pseudodragons can even grant their Magic Resistance trait to their bonded spellcaster

as long as the spellcaster is within 10 feet of the familiar. However, as the *Monster Manual* indicates, a pseudodragon who is treated poorly, or is manipulated or abused, will break the bond with the spellcaster without warning.

QUASIT

The third of familiars available to Pact of the Chain warlocks, quasits, like imps, often serve spellcasters as familiars in an attempt to goad them into acts of chaos and evil. Again, like imps, they are usually summoned rather than appearing in the wild.

Quasits who enter into service as bonded familiars faithfully obey the spellcaster's commands, though as chaotic beings, they can sometimes interpret such commands in less than precise fashion. Still, they attempt to please their spellcasters, almost sycophantically, while slipping in suggestions designed to steer the spellcaster to evil and chaos.

QUICKLING

Included as an option for Pact of the Chain warlocks in *Chapter 3*, quicklings are perhaps the rarest of the found familiars included in this list if only because they find time among mortals on the Material Plane to be ponderous and dull because of their sped-up natures. Additionally, as chaotic evil fey, they will not enter into service with spellcasters of good alignment. However, every so often, a spellcaster of neutral or evil alignment can convince a quickling to become a familiar by offering them a chance to create mischief and mayhem in the mortal world.

Quicklings who agree to such an arrangement often spend their time roaming near the spellcaster rather than staying stationary or moving at the spellcaster's speed. If the spellcaster needs them, they use their 120 feet of speed to race to their

side and comply with the spellcaster's requests before returning to their roaming.

The most successful bonds are with spellcasters who allow their quickling familiars to wreak havoc when not needed by the spellcaster. Given their limited lifespans (15 years or less), quicklings who are prevented from one of their greatest joys — causing the suffering of others — will soon tire of their familiar status and abandon the spellcaster, often without a word, vanishing in a blur.

SPRITE

Another creature available to Pact of the Chain warlocks, sprites lack the playfulness and curiosity of their fey pixie brethren. Instead they act as guardians and warriors of the natural world. Spellcasters who wish to appeal to sprites must convince them that they will act in accordance with the sprite's goals.



Additionally, since sprites have the Heart Sight ability, they are able to discern the sincerity of the spellcaster and will always insist on touching an entreating spellcaster to learn their heart. If a spellcaster is earnest and sincere and makes a good argument for why the sprite should become its familiar, a sprite may agree to the familiar bond.

Sprites are less worried about being put into dangerous situations and will tolerate such circumstances when warranted, but they will expect a bonded spellcaster to respect and defend the natural world and other good-aligned fey. If the spellcaster were to ignore a threat to either, the sprite will break the familiar bond and abandon the spellcaster.

TRESSYM

While Tressym can, with the DM's permission, be summoned with the *find familiar* spell, they can also be attracted in the wild by a spellcaster lucky enough to find one.

Tressym, like other creatures, can be attracted by appealing to the creature's natural curiosity, though they do seem to have a particular interest in wizards, perhaps because of their probable origins as wizards' experiments. A wizard who demonstrates some of their magical ability within sight of a tressym will likely attract its attention.

When it comes to gifts of food, tressym prefer live food so that they can hunt. Birds and rodents are often good choices.

Since tressym are generally solitary animals, recruiting them as familiars won't take them away from a family unit, eliminating one element of resistance. Tressym can be attracted to adventure and exploration, especially if such a life allows them to hunt unusual prey and tease other creatures (especially dogs)

FINDING THE FAMILIAR

Creatures suitable as familiars are either encountered by chance (and therefore can't be planned for) or else they are sought out by a spellcaster.

FINDING A FAMILIAR BY CHANCE

The DM can choose to arrange for a meeting between a spellcaster and a creature who would make a suitable familiar. Such a meeting may be a reward for previous actions or an alternate to level advancement or treasure.

In such a case, the DM will have chosen the specific creature that may or may not become a familiar. The spellcaster should be aware that the creature is capable of becoming a familiar (or else the creature should inform the spellcaster). If not, an Intelligence (Arcana) check should provide that information.

SEEKING A FAMILIAR

Seeking out creatures suitable as familiars creatures can be a fruitless activity. Even knowing that suitable creatures frequent a certain area doesn't mean that the spellcaster will be able to find them, or even if they do, that the specific creature they find will be willing to become a familiar.

Even so, some spellcasters are willing to take the chance, hoping for a familiar who will serve them. Such searches are often made easier by manuals or maps created by other such searchers. marking off the territories of possible familiars and indicating what actions and behaviors are likely to attract such creatures.

Even if potential familiars are present in the area, many such creatures can turn invisible or will choose to remain unseen and watch a spellcaster before making a choice to reveal themselves. Many of the creatures detailed above will test the spellcaster, most

often with jokes or pranks or tricks. If the spellcaster receives these with anger or hostility, the creature will leave, knowing that at least they had some fun at a grumpy humanoid's expense.

If, however, the spellcaster receives these in good humor and appreciation, the creature may reveal themselves to the spellcaster. Since many such creatures are ruled by curiosity, knowing that the visitor is of good humor and at least relatively safe allows them to approach without fear. However, even if a creature reveals itself, that doesn't mean that they accept the spellcaster. What follows is often designed to further test the spellcaster in conversation. If the spellcaster appeals to the creature, they will remain, but if not, they will disappear often using invisibility or stealth. Such conversations may be played out in real time and judged on their own merits and/or may require Charisma (Persuasion) checks, or in some cases Charisma (Deception) checks, to succeed. The DM should base the DC on the creature, and the strength of the spellcaster's appeal, though this shouldn't be lower than 10. Such attempts can be strengthened with offerings of food and/or treasure, and usually involve flattery and persuasion. It should be noted that if the spellcaster attempts to deceive the creature and the attempt fails, or else the deception is later made clear, the difficulty of the next step, convincing the creature to become a familiar (see below), should be increased.

If the spellcaster is accompanied in such situations by companions, the difficulty of each of these steps may be increased (especially if some of the companions aren't receptive to the first attempts at interaction). On the other hand, some creatures will appreciate the presence of a gruff member of a party, knowing that they will provide an endless source of amusement in later travels.

SUMMONING A POTENTIAL FAMILIAR

In the case of imps and quasits, who primarily dwell in the Nine Hells and the Abyss respectively, the easiest way to encounter such creatures may be to summon them. Spellcasters have been summoning such creatures for hundreds of years and so spells and rituals for doing so can be discovered or perhaps even bought.

It should be noted that while the spells *infernal calling*, *summon lesser demons*, and *summon greater demon* allow the spellcaster to summon devils and demons of the appropriate type, these spells aren't suitable for attracting a familiar since the summoned devils and demons disappear when the spell ends.

Finding a suitable spell or ritual can be the subject of a side quest in a campaign, or even a full adventure, or may be the reward for completing a task. Such summoning spells take a minimum of one hour (and can take up to 24 hours), and they usually require components worth at least 1000 gp, all of which are consumed in the casting.

THE AGREEMENT

Once the spellcaster makes contact with a creature suitable to be a familiar, the spellcaster must then convince the creature that it is in their interest to become a familiar and be bonded to that spellcaster.

Such discussions require the spellcaster to speak from the heart, and to explain to the creature why such an arrangement would be to its benefit. Keep in mind that becoming a bonded familiar means that the creature must leave its previous life and travel with the spellcaster. For some creatures, the prospect of travel and adventure may be part of the attraction of such an arrangement, but the spellcaster should still make the best case possible. While the player should roleplay such a discussion, the DM may also

require Charisma (Persuasion) checks to test if the creature is persuaded. Previous attempts at deception may work against such efforts.

If the spellcaster makes their case and it's believable (and/or the Charisma (Persuasion) checks were successful), the creature will agree to become the spellcaster's familiar.

IMPS AND QUASITS

Imps and quasits are handled slightly differently than other creatures when the spellcaster is negotiating the agreement.

While such creatures are more amenable to service because of their fiendish goals, the spellcaster must still make a convincing case. In addition to Charisma (Persuasion) checks (if required), the DM may allow Charisma (Deception) or Charisma (Intimidation) checks. Unlike other creatures, imps and quasits respect tactics such as deception and intimidation, even if the



The *Monster Manual* entries for the imp, pseudodragon, and quasit familiar variants gives the range of sharing senses as 1 mile rather than the 100 feet of the *find familiar* spell. It also allows those creatures' Magic Resistance trait to be shared if the spellcaster is within 10 feet of the familiar. The DM, however, can choose to duplicate the conditions of the *find familiar* spell if they choose for the sake of consistency.

attempts fail, and depending on the actual argument, these attempts may actually improve the spellcaster's chance to convince the creature.

Despite their willingness to serve, imps and quasits will attempt to negotiate in a way that benefits them. Naive spellcasters can be taken advantage of in such discussions if they are not careful. Most often the imp or quasit will require that the spellcaster promise certain actions, usually to further evil or chaos, though the nature of such requests depend on the individuals involved and how much the creature feels like it can get away with. A favored tactic of such fiends is to request something that seems innocuous but that will later become sticky for the spellcaster. An imp might require that the spellcaster deal harshly with any enemies and show no mercy. A quasit may demand that the spellcaster steal small trinkets as part of the arrangement.

The information these familiars gather while in service can often be used to aid their manipulations. The spellcaster who has agreed to steal trinkets may be led to take a valuable object that the familiar knows belongs to someone who would be harmed by its absence.

If the spellcaster reneges on their initial agreement, or resists the familiar's urgings consistently, the imp or quasit can always dangle the possibility of leaving the spellcaster's service, though that is usually an empty threat (not that the spellcaster knows that).

Fiendish familiars are also willing to turn any circumstance to their favor. If the party has taken a prisoner, for example, they might urge the spellcaster to torture them for information and then kill them, so that there is no chance of the prisoner escaping to raise the alarm or pursue them further.

Imps and quasits will only ask for a commitment of the spellcaster's soul if they are certain of the spellcaster's compliance, and this is usually only in cases where the spellcaster is desperate or in great need. All but the most novice spellcasters are aware of the value of souls to these fiends and will be prepared for such tactics. Typically, an imp or quasit prefers to play the long game, hoping they can wear the spellcaster down over time, little by little, until it's too late.

THE RITUAL

Even when the creature in question has agreed to become a familiar, a ritual is still necessary to form the bond between spellcaster and familiar. This ritual may take between 1 hour and 1 day depending on the ritual being used and the creature in question. The ritual establishes the telepathic bond between the spellcaster and familiar and allows the familiar to deliver touch spells on behalf of the spellcaster. It also allows the spellcaster to see through the familiar's senses as per the *find familiar* spell.

Such bonding rituals are not commonly known by spellcasters, regardless of the spellcaster's class. They must be learned, either through finding or acquiring such a ritual and studying it, or by locating someone who knows the ritual and convincing them to teach it. At the DM's discretion, such rituals can be purchased, though sellers that offer such rituals should be rare and hard to find and the cost of such rituals should be at least 1000 gp.

Once the ritual is learned, the spellcaster must perform it, which requires a mix of material, somatic, and verbal components and such components can cost up to 1000 gp or more. The bonding ritual, like the creation rituals for constructed familiars, also requires the expenditure of one or more spell slots as the spellcaster infuses the ritual with magical energy and forms the mystical link with the familiar that allows it to deliver touch spells on the spellcaster's behalf.

Once the ritual is complete, the spellcaster and the familiar are bonded granting both the telepathic bond in addition to the other abilities mentioned above. However, the familiar enters into the bond as a willing participant. At any time and for any reason, the familiar can end its service as a familiar, ending the telepathic bond and any other abilities it or the spellcaster gain from the bond.

As such, spellcasters with found familiars must ensure that their familiars are happy and satisfied with their roles. Unhappy familiars are likely to leave, depriving the spellcaster of their utility. In order to ensure continued harmony, spellcasters with found familiars typically ensure that their familiars are well-fed and that they are satisfied with their service. It usually isn't a good idea for spellcasters to continually order their familiars into dangerous situations or to disregard their feelings. Much of the ongoing relationship should be maintained through roleplaying, however, in cases where the familiar disagrees with a course of action, or it's dangerous, Charisma (Persuasion) checks may be necessary. Charisma (Intimidation) or Charisma (Deception) checks may also be used, though these tactics have the probability of destroying trust and damaging the spellcaster/familiar relationship.

CHAPTER 6: FAMILIAR CLASS OPTIONS

THE FOLLOWING CLASS OPTIONS incorporate familiars and include new subclasses that expand on the familiar's abilities.

BARD

It was the damndest thing. This man played his lute while this little monkey played percussion at his feet, dancing in time with the music. The audience was entranced.

—Cozlan, itinerant wanderer

Bards already gain access to the *find familiar* spell, either at 10th level when they gain the Magical Secrets ability, or at 6th level if in the College of Lore. However, some Bards have learned to incorporate not only the spell, but the use of a familiar into their performances. At 3rd level, when a bard gains the Bard College feature, the College of Harmony is now available to them, in addition to the options offered elsewhere.

BARD COLLEGE: COLLEGE OF HARMONY

The College of Harmony is home to bards who have incorporated the use of an animal into their performances and in their extracurricular activities as well.

Such bards are usually loners, performing only with their familiars, and they are most likely found performing on the street, or perhaps in a tavern or town faire. Some bards look down at members of the College of Harmony seeing their use of a familiar as a kind of gimmick, but there can be no doubt that their performances attract a lot of attention and when engaged in an adventure,



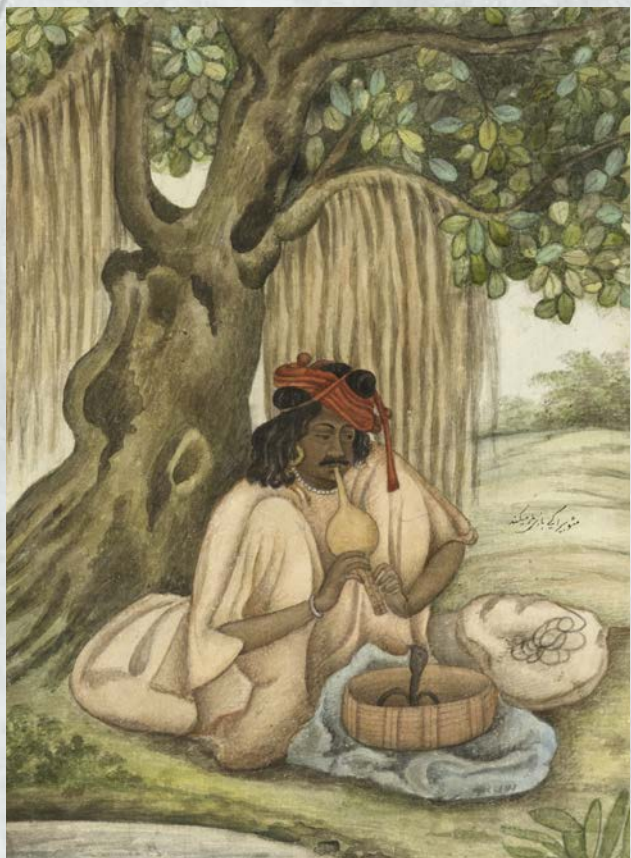
or in gathering information, or even illicit activities, the familiar can prove immensely useful.

Bards of the College of Harmony often use raven familiars for their ability to mimic sound, and monkeys for their ability to dance and perform acrobatics, though other familiars can be used, assuming they can perform in some way.

Some bards of the College of Harmony have been known to emulate the snake charmers of certain areas, using snake familiars and engaging in elaborate musical acts where they appear to be “charming” the beast, but are actually working in concert with the animal. A small deception to be sure, but one I’ve been told can be quite lucrative.

COLLEGE OF HARMONY FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Song of Harmony
6th	Disorienting Performance
14th	Inspiring Companion



BONUS PROFICIENCIES

When you join the College of Harmony at 3rd level, you gain proficiency with the Animal Handling and Nature skills.

SONG OF HARMONY

Also at 3rd level, you learn the *find familiar* spell and it is considered a bard spell for you and doesn't count against the number of spells that you know. You can cast this spell as a ritual.

Additionally, your familiar has the Performance skill in addition to any other skills and its value is 10 + your Charisma modifier. Whenever you attempt a Charisma (Performance) check, and your familiar is assisting you, you have advantage on that roll.

If you perform with your familiar for at least 1 minute, you may use the magic of your combined performance to cloak the

familiar in a feeling of goodwill. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must attempt a Wisdom saving throw against your spell save DC. If the target fails, they have disadvantage on Wisdom (Perception) checks to detect your familiar.

DISORIENTING PERFORMANCE

Starting at 6th level, your familiar can use its performance skills to aid you in combat. As an action, the familiar can use its performance to distract or bewilder an enemy. Choose one creature within 60 feet of your familiar that can see or hear it. During your familiar's performance, that creature has disadvantage on all attacks and saving throws due to its distraction and all attacks made on that creature are made with advantage. This effect lasts for 1 minute, until the target is unconscious or dead, or until your familiar is unconscious or dead. During this time your familiar can take no other actions, though it can still move. Once your familiar does this, they can't do so again until you finish a long rest.

INSPIRING COMPANION

At 14th level, your familiar's bond with you grants it its own inspiration die that it can use as an action on its own turn. You choose one creature within 60 feet of your familiar who can see or hear it and that creature gains one Bardic Inspiration die, a d6. This inspiration die can be granted to you if you are within 60 feet of your familiar and can see or hear it. Once expended, this inspiration die is regained after you finish a long rest. This die becomes a d8 when you reach 18th level.

CLERIC

The difference between us and beasts is smaller than one might think. The width of a hair, or the length of a heartbeat. Blood unites us and connects us.

—Keret, Cleric of Mielikki

Clerics can gain the *find familiar* spell using the Magic Initiate or Ritual Caster feats. Given the cleric's large number of touch spells, this can be a wise investment. A full list of touch spells currently available to the cleric follows.

CANTRIPS

Guidance. Aid your friends in their ability checks without having to get close to them.

Light. See *Chapter 1*.

Mending. See *Chapter 1*.

Resistance. If necessary, you can give an ally help with saving throws without having to touch them. Since the cantrip lasts up to 1 minute, it often won't be necessary, but can help if the target is out of reach.

Spare the Dying. Extremely useful if the creature you're trying to stabilize is on the far side of a group of enemies. Send your familiar (even better if your familiar can fly) to deliver the spell and prevent further death saves.

1ST LEVEL SPELLS

Ceremony. One of the few spells that doesn't benefit from having a familiar since the casting time is an hour and will usually occur outside of combat.

Cure Wounds. Since the spell requires you to touch the creature you want to heal, casting it through your familiar allows you to increase the range by sending your familiar to touch the creature that needs healing.

Inflict Wounds. As with *cure wounds*, allows you to inflict wounds at a distance.

Protection from Evil and Good. See *Chapter 1*.

2ND LEVEL SPELLS

Continual Flame. See *Chapter 1*.

Enhance Ability. Buff at a distance.

Gentle Repose. See *Chapter 1*.

Lesser Restoration. Useful in combat if an ally is affected by the blindness, deafness, paralyzed, or poisoned conditions and are not reachable because of enemies or hazards.

Protection from Poison. Protect from a distance.

Warding Bond. Protect from a distance.

3RD LEVEL SPELLS

Bestow Curse. See *Chapter 1*.

Feign Death. See *Chapter 1*.

Glyph of Warding. See *Chapter 1*.

Meld into Stone. Not enhanced by a familiar's aid as you need to touch the stone you will merge with.

Protection from Energy. See *Chapter 1*.

Remove Curse. See *Chapter 1*.

Revivify. Bring a creature back from the death at a distance.

Tongues. See *Chapter 1*.

4TH LEVEL SPELLS

Death Ward. Protect from a distance.

Freedom of Movement. Buff at a distance.

5TH LEVEL SPELLS

Contagion. Turn your familiar into a pestilence beast and increase the range by which you can infect an enemy with a disease.

Greater Restoration. Probably most useful if facing a medusa or other creature who can petrify so that you can end that effect from a distance (and without risking your own petrification).

Hallow. The casting time on this spell is 24 hours, but a familiar can help the cleric reach a place they can't get to to perform the ritual.

Holy Weapon. You're unlikely to use a familiar to help you cast this on your own weapon, but can have your familiar help you cast this on an ally's weapon, and since the casting time is a bonus action, you still get to perform an action on your turn.

Raise Dead. The casting time for this spell is 1 hour, but if the body the cleric wishes to raise is in some secured location or otherwise out of reach, a familiar can help with that.

6TH LEVEL SPELLS

Forbiddance. Protect an area from a distance.

True Seeing. See *Chapter 1*.

7TH LEVEL SPELLS

Plane Shift. See *Chapter 1*.

Regenerate. Buff at a distance.

Resurrection. Resurrect at a distance.

Symbol. See *Chapter 1*.

8TH LEVEL SPELLS

None

9TH LEVEL SPELLS

True Resurrection. Truly resurrect at a distance.



DIVINE DOMAIN: BEAST DOMAIN

For those who want specialized familiar abilities, there is the Beast Domain. Beast Domain clerics worship gods like Mielikki and Baervan Wildwanderer. They believe in respecting beasts and working with them. They fight adamantly against the mistreatment and abuse of animals.

While some consider the Beast domain to be an offshoot of the Nature Domain, true adherents know that it's a distinct domain.

BEAST DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies, Beast Speech
2nd	Channel Divinity: Blessing of the Wild
6th	Blood Bond
8th	Fierce Familiar
17th	Beast Friendship

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Beast Domain Spells table. See the Divine Domain class feature for how domain spells work.

BEAST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>find familiar, animal friendship</i>
3rd	<i>animal messenger, beast sense</i>
5th	<i>conjure animals, phantom steed</i>
7th	<i>dominate beast, giant insect</i>
9th	<i>awaken, insect plague</i>

BONUS PROFICIENCIES

At 1st level you gain proficiency with both the Animal Handling and Nature skills.



BEAST SPEECH

At 1st level you gain the ability to speak with animals per the effects of the spell. As an action, you can attune yourself to the language of beasts and can comprehend and verbally communicate with them for 1 minute.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BLESSING OF THE WILD

Starting at 2nd level, you can use your Channel Divinity to empower one beast that you can see within 30 feet. This can also be applied to your familiar, if you have one.

As an action, you present your holy symbol and bless your target granting it 2d10 temporary hit points, and a bonus to its attack rolls, ability checks, and armor class equals to your Wisdom modifier (minimum of one). These bonuses last for 1 minute.

BLOOD BOND

Beginning at 6th level, when you cast a spell of 1st level or higher that restores hit points to a creature, you may also restore hit points to a beast of your choice as long as that beast is within 60 feet of you. Choose one beast when you cast the spell. That beast gains hit points equal to $1d8 + \text{the spell's level}$. This can be applied to your familiar, if you have one.

FIERCE FAMILIAR

At 8th level, your familiar gains the ability to take the attack action on its turn. Additionally, its attacks do an additional 1d6 damage of the same type.

BEAST FRIENDSHIP

At 17th level, beasts recognize your devotion to them. Your Beast Speech ability becomes permanent, and you gain advantage on all ability checks and saving throws that involve beasts. Beasts are also reluctant to attack you and will choose other targets if any are available. If there are no other targets, the beast's attacks against you are made with disadvantage

FIGHTER

I'll never forget it. There I was, on the field of battle, preparing to attack the lead warrior, when all of a sudden a shadow blocked out the sun and all I could see was a whirlwind of feathers and talons. As I waved the crazed bird away, the warrior struck me with a blow that left me bleeding on the ground, and my arm a good 10 feet away from me.

— Jarlasque the Singled, mercenary

While fighters don't have much to do with familiars, Eldritch Knights can learn the *find familiar* spell once they reach 3rd level as their one non-abjuration, non-evocation choice. Familiars can be a great boon for the enterprising Eldritch Knight for all of the reasons specified in previous chapters.

PALADIN

She appeared atop the hill, the knight on horseback, a hawk perched on her arm. I didn't have time to look too closely because the enemy was upon us and I took a blow to my head that dropped me. As I lay in the mud, gripped by pain and waiting for death, the hawk appeared before me, and it touched me with its beak, and I felt warmth flood into me. Somehow, I was made whole once more. I know how it sounds, and that I was close to death, but I swear 'tis the truth.

— Meryl Lysor, soldier

While paladins don't have access to *find familiar*, and instead have the *find steed* spell (see *Chapter 10*), those with the Magic Initiate or Ritual Caster feats can benefit from a familiar's ability to deliver touch spells.

Additionally, paladins who devote themselves to the Oath of Vigilance gain familiar-like guardian spirits which take the form of birds.

SACRED OATH: OATH OF VIGILANCE

The Oath of Vigilance is for paladins who are devoted to being vigilant against threats to the world. These threats may take a variety of shapes and each Oath of Vigilance paladin must choose a type of threat that they are vigilant against, whether that be intrusions from the lower planes, undead, evil magic, monstrosities, or some other source.

While these paladins are always alert for such threats, being perceptive is not enough. Paladins who follow the Oath of Vigilance must seek out these threats when they are identified, hunt them down, and eliminate them for the good of all.

TENETS OF VIGILANCE

The tenets of the Oath of Vigilance vary slightly depending on the paladin's chosen threat, but usually stay close to the following.

Be Wary. The forces of evil are always preparing. Do not be complacent. Be ready.

Be Vigilant. You are the eyes that guard the world. Keep those eyes ever open.

Seek Out Danger. When you find a threat, it is not enough to wait for it to appear. You must go to meet it.

Eliminate Threats. And when you meet it, destroy it, so that it can't threaten anyone else.

OATH OF VIGILANCE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Alertness (10 ft.)
15th	Spirit Restoration
18th	Aura of Alertness (30 ft.)
20th	Vigilant Angel

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Vigilance Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF VIGILANCE SPELLS

Paladin Level	Spells
3rd	<i>bane, hunter's mark</i>
5th	<i>knock, misty step</i>
9th	<i>slow, spirit guardians</i>
13th	<i>arcane eye, freedom of movement</i>
17th	<i>far step, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Spirit of Vigilance. You can use your Channel Divinity to summon a spirit of vigilance which takes the form of a hawk, owl, or raven. This spirit has the statistics of its beast form, but is a celestial, fey, or fiend (your choice).

This spirit acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own



turn. A familiar can take actions as normal, however it can only attack if you forgo one of your own attacks when you take the attack action. You can add your Charisma modifier to its attack rolls and ability checks, and it gains temporary hit points equal to half your paladin level.

When the spirit drops to 0 hit points, it disappears, leaving behind no physical form. It reappears the next time you use this feature.

While the spirit is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through the spirit's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

The spirit remains with you until it is reduced to 0 hit points, or until you take a short or long rest. Alternately, you can dismiss the spirit as an action. Once dismissed, the spirit will only reappear if you use this Channel Divinity feature again.

Finally, when you cast a spell with a range of touch, the spirit can deliver the spell as if it had cast the spell. The spirit must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. Additionally, the spirit can also deliver your Lay on Hands

class feature in the same way — it must be within 100 feet of you, and must use its reaction to touch the target creature.

Attentive Watcher. You can use your Channel Divinity to augment your senses. As a bonus action, you grant yourself a +5 bonus to Wisdom (Perception) checks and Intelligence (Investigation) checks for the next 10 minutes.

AURA OF ALERTNESS

Starting at 7th level, you and friendly creatures within 10 feet of you can't be surprised while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

SPIRIT RESTORATION

Starting at 15th level, if your spirit of vigilance is reduced to 0 hit points, or is dismissed, you can summon it again as a bonus action. The spirit returns with full hit points and unaffected by any conditions it may have had previously.

VIGILANT ANGEL

At 20th level, you can assume the form of a vigilant angel. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- A third eye opens on your forehead, granting you 60 feet of truesight. This enables you to see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane within the same range.

Once you use this feature, you can't use it again until you finish a long rest.

ROGUE

He never went anywhere without that snake. It was like a part of him. That's what earned him the name Two Snakes.

— Tol Quickfingers, Thief

Arcane Trickster rogues can learn the *find familiar* spell once they reach 3rd level as their one non-enchantment, non-illusion spell. Arcane Tricksters tend to select familiars with good stealth capabilities that can be easily concealed such as rats, snakes, and spiders, though it should be noted that familiars can help to enable sneak attack for the rogue by positioning themselves within 5 feet of an enemy. If that is a priority for the arcane trickster, then a more mobile familiar, like a hawk, owl, or raven, could be more useful.

SORCERER

I had to ask Jaron if I had been drinking because I couldn't believe my eyes. She had blue hair, and was festooned with bracelets and beads. That alone would have stood out in the tavern, but floating over her shoulder was a bright red fish with butterfly wings and tiny arms and hands instead of fins. Jaron said I hadn't been drinking, but you can bet I did after that.

— anonymous tavern patron

Sorcerers don't officially have access to the *find familiar* spell, but the DM can allow them to take that spell if it fits with the sorcerer's concept. Of course that spell would take up one of the sorcerer's valuable known spells. Optionally, sorcerers who want a unique familiar can opt for the Dreamweaver sorcerous origin.

SORCEROUS ORIGIN: DREAMWEAVER

Dreamweaver sorcerers contain a spark of divine creation inside of them. You may be distantly related to, or be blessed by, a god of creation, or else you are connected to an entity of dreams. You tend to be very creative, though that sometimes may strike others as odd or eccentric. Dreamweaver sorcerers often dye their hair in unusual colors or wear flamboyant or unique clothing. Others, however, like to be unnoticeable and obscure, letting their creations speak for them.

DREAMWEAVER QUIRKS

d6 Quirk

- 1 You like to dye your hair unusual colors.
- 2 You wear lots of jewelry, which you make yourself.
- 3 Your fingers are constantly stained by ink or paint.
- 4 You like to wear brightly colored or unconventional clothing.
- 5 You are extremely shy and socially awkward unless you are talking about one of your creations.
- 6 You speak in rhyme or in a singsong voice more often than not.

DREAMWEAVER FEATURES

Sorcerer Level	Feature
1st	Fictive Familiar
6th	Project Nightmare
14th	Fictive Revision
18th	Dream Cloak

FICTIVE FAMILIAR

Starting at 1st level, you gain a familiar which is a manifestation of your imagination,

a creature pulled from dreams. This familiar has the statistics below, but can be of any appearance that you desire, save that it must be Tiny in size, and must be visible.

As an action, you can cause this familiar to manifest, appearing in an unoccupied space within 10 feet of you. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A fictive familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. After you complete a short or long rest, you can manifest the familiar again as an action.

When your fictive familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn. During this time you are deaf and blind with regards to your own senses.

As an action you can dismiss your familiar. It disappears back into your dreams where it awaits your summons. As an action, while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

Alternatively, you can dismiss your fictive familiar forever. If so, you can always manifest a new fictive familiar, as long as you've completed a long rest. You can choose a new unique form for this new familiar.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, use your attack modifier for the roll.

FICTIVE FAMILIAR

Tiny aberration, unaligned

Armor Class 12

Hit Points 4 (1d4+2)

Speed 30 ft., fly 30 ft.

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

Skills Perception +3, Stealth +3

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

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

PROJECT NIGHTMARE

Starting at 6th level, you gain the ability to reach into an enemy's mind and draw out an image from their nightmares and manifest it. Choose one creature within 30 feet of you. As an action you can spend 1 sorcery point to cause that creature to make a

Wisdom saving throw against your sorcerer spell save DC. If that creature fails its saving throw, it is frightened for 1 minute. A creature that makes its saving throw is immune to this ability for 24 hours.

Additionally, for 1 additional sorcery point, you can transmit the nightmare image through your familiar, affecting one creature within 30 feet of it instead of you.



FICTIVE REVISION

Beginning at 14th level, you can reach into your imagination to give your fictive familiar additional abilities.

Choose one of the following revisions. As an action, you can give your familiar these additional abilities which last for 1 hour. You choose how these abilities manifest in your familiar, whether they sprout additional body parts, transform or some other option.

Aquatic. Your familiar gains aquatic abilities, manifesting as gills, fins or other revisions of your choice. It can breathe underwater for as long as the feature lasts and gains a swim speed of 60 feet.

Covert. Your familiar becomes stealthier, turning darker, or more shadowy, or smaller, or another revision of your choice. It gains a +4 bonus to all Dexterity (Stealth) checks and Wisdom (Perception) checks to detect the familiar are made with disadvantage.

Defensive. Your familiar assumes a defensive form, gaining armor or plates or another revision of your choice. It gets a +2 bonus to its Armor Class and gains 2d10 temporary hit points.

Offensive. Your familiar assumes an aggressive combat form, gaining claws or spikes or another revision of your choice. It can take the attack action on its turn and gains the following:

Revision. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) psychic damage.

Swift. Your familiar assumes a faster form, gaining feet, or bigger wings or another revision of your choice. All of its movement speeds are doubled for the duration and it gains a +4 bonus to its initiative rolls.

Once you use this feature, you can't use it again until you finish a long rest.

DREAM CLOAK

Starting at 18th level, you can spend 6 sorcery points as a bonus action to merge with your familiar, magically cloaking yourself in dreamstuff. While cloaked in this way, your familiar can not move or take any actions and you have resistance to all damage except psychic damage and any hostile creature within 5 feet takes 1d6 psychic damage every turn they remain within range.

You remain cloaked for 1 minute. The cloak ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action. Once this feature ends, your familiar returns to its natural form.

WIZARD

What I don't understand is how they expected me to pick just one school of magic to focus on. Just one. Instead I opted for a way to help enhance all of my magic.

— Sefraim Dulesh, Lifebond Wizard

Wizards, along with warlocks, most commonly utilize familiars through the *find familiar* spell. However, some wizards choose to devote their attention to working with their familiar rather than focusing on one specific school of magic. Such wizards are known as Lifebond Wizards.

ARCANE TRADITION: THE LIFEBOND

Unlike wizards who follow a specific school of magic, lifebond wizards focus their magical development around their familiar, which becomes a central part of their spellcasting ability. Lifebond Wizards have learned the secret to infusing the familiar with some of their life essence, forming a strong bond that allows them to accomplish more with the familiar and also grants the familiar additional agency and power.

LIFEBOND FEATURES

Wizard Level	Feature
2nd	Vital Bond
6th	Life Transference
10th	Arcane Connection
14th	Mystic Evolution

VITAL BOND

Beginning when you select this tradition at 2nd level you can cast the *find familiar* spell in a fraction of the time it would normally take — 10 minutes (or 20 minutes if casting the spell as a ritual). When you cast this spell for the first time, you summon a familiar of above average intelligence and abilities and create a mystical bond with it, instilling the familiar with some of your life essence. Your familiar gains a bonus to its Intelligence and armor class equal to your Intelligence bonus. This bonus increases if your Intelligence bonus increases. Additionally, your familiar gains a bonus to its maximum hit points equal to your level. This bonus increases every time you gain a level.

Additionally, on each of your turns when your familiar is present, you can forgo one of your attacks to allow your familiar to attack instead.

Because of your bond with the familiar, and the life essence shared with it, if your familiar dies or is dismissed and not resummoned within 8 hours, your maximum hit points will be reduced to half until your familiar is resummoned.

LIFE TRANSFERENCE

Starting at 6th level, if your familiar is within 30 feet of you, and is damaged by an attack, you can choose to transfer the damage from that attack to yourself, subtracting the damage amount from your own hit points.

Alternately, if your familiar is within 30 feet of you and you are damaged by an attack, you can apply that damage to your familiar's hit points instead of your own. Once you use this ability, you can't use it again until you complete a long rest.

Additionally, when your familiar is within 30 feet of you, you gain a bonus as indicated on the following table based on the familiar's current form:

FAMILIAR BONUSES

Familiar form	Bonus
Almiraj	+2 to Wisdom (Perception) checks that rely on hearing or sight
Badger	+ 3 to Wisdom (Perception) checks that rely on smell
Bat	+3 to Wisdom (Perception) checks that rely on hearing
Cat	+2 to Stealth or + 5' climbing speed
Crab	+10' swimming speed
Dog	+3 to Wisdom (Perception) checks that rely on smell
Flying monkey	+2 to Acrobatics
Flying squirrel	+2 to Acrobatics
Fox	+3 to Wisdom (Perception) checks that rely on smell
Frog (toad)	+5' to jumping distance
Hawk	+3 to Wisdom (Perception) checks that rely on sight
Large centipede	+5 to Constitution saving throws vs poison
Large Fire Beetle	+2 to Perception
Lizard	+5' climbing speed
Monkey	+2 to Acrobatics
Octopus	+2 to Stealth
Otter	+5' to swimming speed

Owl	+2 to Perception
Poisonous snake	+5 to Constitution saving throws vs poison
Quipper	+10' to swimming speed
Rat	+3 to Wisdom (Perception) checks that rely on smell
Raven	+2 to Performance
Sea Horse	+10' swimming speed
Scorpion	+5' climbing speed
Spider	+5' climbing speed
Tressym	+3 to Wisdom (Perception) checks that rely on smell
Weasel	+2 to Stealth

ARCANE CONNECTION

Starting at 10th level, your connection with your familiar allows you to include it in some spell effects. When you cast a spell that targets you, you may also target your familiar. This doesn't count as an additional target for spells that allow for multiple targets. The familiar must be within 5 feet of you to be affected and for spells with a duration longer than instantaneous, the familiar must remain within 5 feet to continue to be affected. If it leaves this range, the spell stops affecting it for the duration of the spell.

Additionally, you can choose to have a spell with the target of Self affect your familiar rather than yourself.

MYSTIC EVOLUTION

At 14th level, your familiar's exposure to your magical arts grant it additional benefits. It gains resistance to damage from spells and has advantage on saving throws against magical effects. Additionally, its natural attacks count as magical when figuring out resistance.

PART 2: ANIMAL COMPANIONS





CHAPTER 7: ANIMAL COMPANIONS

Unlike familiars who are bonded to their spellcasters and linked mentally, animal companions, available to the Beast Master Ranger, are just that — companions, animals that accompany the ranger and are trained to fight alongside them. Animal companions do not share a telepathic link and do not always follow the ranger's commands, but they are loyal and aid the ranger as best they can.

COMPANIONS VS. FAMILIARS

It's not just that animal companions lack the telepathic link that familiars have and are larger (Medium size or less); their very purpose is different. The ranger's animal companion is meant to help the ranger track

and navigate the wilderness, and to help the ranger in combat.

Animal companions are actual beasts, not spirits that take beast form, and live out natural lives during their service to the ranger. If the companion dies, the ranger must form a bond with a new creature, spending 8 hours to bond with it.

The Beast Master's animal companion acts on the ranger's initiative, so in effect the ranger and beast share an action — either the beast takes an action or the ranger does. When the ranger gains the Extra Attack feature, each gets one attack. The ranger must command the beast to act, otherwise the companion can take the dodge action.

Also unlike standard familiars, the animal companion can grow and improve over time. The ranger adds their proficiency bonus to the companion's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. As the ranger's bonus increases, so does the companion's.

Additionally, the companion's hit point maximum is its normal maximum or four times the ranger's level, whichever is higher. As the ranger gains levels, this can allow the companion to become heartier and withstand more damage.

Finally, the companion can move stealthily with the ranger through the ranger's favored terrain, when it's only the two of them.

THE REVISED RANGER

The alternative to the Beast Master ranger is the unofficial (at the time of this writing) revised ranger from *Unearthed Arcana*. The Beast Conclave option for such rangers also grants an animal companion, though this companion is handled slightly differently.

Unlike the standard ranger from the *Player's Handbook*, the revised ranger's animal companion gets its own initiative roll and gets to attack on its turn, having no

effect on the ranger's attacks. When the ranger reaches 5th level, in lieu of the Extra Attack feature the companion gets the ability to make a melee attack as a reaction on the ranger's turn as long as the companion can see the ranger, giving them together the possibility of 3 attacks in a round.

If the animal companion dies, the ranger can bring it back to life in a magical procedure that takes 8 hours. In this way, a ranger can theoretically keep the same companion for their entire career.

As with the standard Beast Master ranger, the revised ranger's companion gets to add the ranger's proficiency bonus to skills and attack rolls as well as AC and damage rolls. However, the revised animal companion also becomes proficient in 2 skills (the ranger's choice) and all saving throws, allowing it to add the proficiency bonus to any saving throw it needs to make.

The revised animal companion is capable of more growth than the standard companion as well. For each level after 3rd level (when the ranger gains the Beast Conclave feature), the companion gains a hit die and increases its hit points accordingly giving it a steady growth in durability. It also gains an Ability Score Improvement every time the ranger does, either increasing one ability score by 2, or two ability scores by 1.

As if that wasn't enough, the companion gets the benefits of the ranger's Favored Enemy feature (and Greater Favored Enemy) giving it a bonus to damage rolls against those enemies, and advantage on Wisdom (Survival) checks to track them (as well as giving it advantage on saving throws against spells and abilities used by the greater favored enemy). If your DM allows the Beast Conclave Revised Ranger, it definitely is an improvement on the standard Beast Master Ranger.

STANDARD COMPANIONS

The *Player's Handbook* establishes the guidelines for animal companions as a beast of no larger than Medium size with a challenge rating (CR) of 1/4 or less.

Below is a list of all possible choices from the *Monster Manual* and *Volo's Guide to Monsters*. Also included in the list are the ape and black bear, companions allowed to the Unearthed Arcana Revised Ranger despite their CR of 1/2.

Ape. One of the ape's biggest advantages is that it has both melee (fist) and ranged (rock) attacks. Rocks are easy to come by and one could even fit the ape with a bag of rocks to have plenty of ammunition.

Black Bear. The black bear offers a climbing speed of 30 feet, keen smell, and some potent attacks.



Boar. Boars are a solid choice for an animal companion as their charge ability can knock enemies prone, helping the ranger in combat.

Deep Rothe. Deep rothe are Underdark cattle, and while that may seem unimpressive, they are well-suited for an underdark campaign and their ability to cast the *dancing lights* spell gives the ranger some interesting options.

Deer. Deer are definitely a flavorful choice for a ranger, but they are relatively fragile



and don't offer much in the way of utility compared to other companions.

Dimetrodon. These dinosaurs don't add a lot of extra abilities other than a bite attack, and might be a stretch for many campaigns, but you have to admit that having a dinosaur companion is pretty cool.

Dolphin. For aquatic campaigns, the dolphin can't be beat. It has a swim speed of 60 feet, blindsight because of its echolocation and the ability to charge.

Giant Badger. Even with a low AC (10), the giant badger has a complement of decent attacks and both keen smell and a burrow speed. Solid choice.

Giant Crab. A great choice for campaigns that spend some time in or on the water, crabs are amphibious, have a decent AC and hit points and its claws can grapple.

Giant Frog. Another amphibious choice with the ability to grapple and swallow (if the target is a Small or smaller creature). Frogs can also jump.

Giant Poisonous Snake. A decent swim speed in addition to its normal movement, a decent AC, and an attack with poison damage make the snake quite powerful.

Giant Weasel. While not a powerhouse, the weasel is a solid choice for stealth and comes with a decent perception.

Giant Wolf Spider. With movement that includes walking across ceilings and

climbing up most surfaces the wolf spider is a strong choice, especially when you factor in the bite that does poison damage and can paralyze as well. It's also pretty impressive to walk around with a giant spider, though it might make you miss a few dinner invitations.

Goat. Like the boar, the goat can knock targets prone and has resistance to being knocked prone itself. Don't forget that Thor's chariot was pulled by goats. Goat statistics can also be applied to mountain rams.

Hyena. Perfect for more arid settings, the hyena also brings with it pack tactics which grant it advantage if its allies are within 5 feet of an enemy.

Mastiff. Another companion that can knock creatures prone, the mastiff also has keen hearing and smell which can be used to a ranger's advantage.

Mule. Not the most exciting of companions since mules are common and often used as beasts of burden but it can carry a lot of equipment at least.

Panther. The panther is both an effective choice and a cool one. In addition to a decent amount of hit points, keen smell, and decent attacks, the panther's pounce



allows it to knock enemies prone *and* get a bonus action bite on top of that. Panther statistics can be used for other medium-sized cats like cheetahs, leopards, jaguars or pumas, depending on what animals are available in your area.

Pony. Like the mule, the pony is a less impressive choice simply because such animals are often found in adventuring parties but it is the choice of Samwise Gamgee's everywhere.

Pteranodon. The pteranodon has more utility than the dimetrodon, with a flying speed of 60 feet and the flyby ability, allowing it to swoop down on enemies to attack or perform the help action before flying back out of reach without provoking an opportunity attack. A very impressive option if allowed by the DM.

Vulture. The other option on this list with a flight speed, and one more likely to be found in an average campaign. Keen sight and smell and pack tactics add some value, though the low AC and hit points make it an iffy choice for combat (though these can be improved if using the revised ranger).



Wolf. A classic, favored by rangers everywhere. Like the vulture it gets keen senses and pack tactics but it has a better AC, more hit points on average and a decent bite attack than can also knock targets prone.



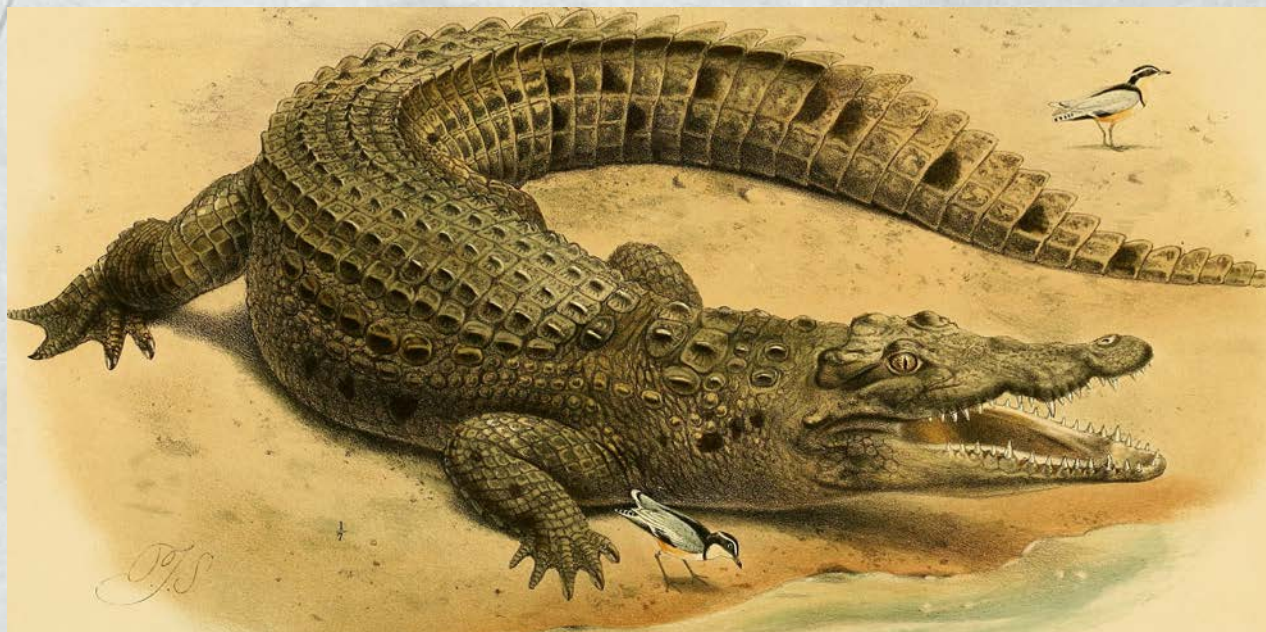
SMALL BEASTS

While Medium size animal companions are the most common, Small beasts are technically also allowed. These smaller animals generally have less power, but can be used more for reconnaissance and investigation (their size allowing them to venture into smaller spaces) rather than for their abilities in combat. Possible choices include the **baboon**, **blood hawk**, **eagle**, **giant centipede**, **giant fire beetle**, and **giant rat**. Of these, the blood hawk is of note due to its flying speed, decent hit points, keen sight, and pack tactics. It even outdoes the vulture on most criteria.

NEW COMPANIONS

ALLIGATOR

Not quite as large as a crocodile, the alligator is a fearsome companion. Despite its small legs and its cold-blooded nature, alligators can move quickly when they need to. While they can move on land, they prefer to be close to water.



ALLIGATOR

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 15 (3d8+2)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2 (+4 in water)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The alligator 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, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the alligator can't bite another target.

BLINK DOG

While not beasts (they're fey), blink dogs have a CR of 1/4 and can be used as companions if the DM agrees. If the blink dog's teleport ability creates concern, its frequency can be limited, by making it Recharge 6, or by

limiting it to 1/day, or having it refresh on a short rest. Statistics can be found in the *Monster Manual*.

CRANE

Tall and graceful, cranes may not be the strongest animal companions, but they are often studied for their graceful movements that some monks try to duplicate. They have loud, varied calls that can be heard miles away.



CRANE

Medium beast, unaligned

Armor Class 12

Hit Points 6 (1d8+2)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Aggressive. As a bonus action, the crane can move up to its speed toward a hostile creature that it can see.

ACTIONS

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

GIANT MANTIS

As tall as a human or elf, the giant mantis seems even more alien than its normal-sized cousins. Its front limbs, which appear almost to be praying, can lash out quickly, and with great reach to savage effect. The presence of such a creature in towns and cities unnerves those who encounter it.



GIANT MANTIS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d8)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	2 (-4)	8 (-1)	3 (-4)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Embrace. If the mantis successfully grapples a target, it gets to make a bite attack against it as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

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

GIANT PORCUPINE

Larger and more aggressive than a normal porcupine, giant porcupines are protected by large quills that help to deter attack (and can damage attackers). They can also slam their tails into enemies, using their quills offensively.



GIANT PORCUPINE

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Senses darkvision 30 ft, passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Quills. Any creature that attacks the porcupine with a melee attack takes 3 (1d6) points of piercing damage on a successful hit. A creature that grapples the porcupine takes 7 (2d6) points of piercing damage for each round it remains grappled.

ACTIONS

Tail Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 7 (2d6) piercing damage.

GIANT TORTOISE

Medium beast, unaligned

Armor Class 15 (natural armor), 10 while prone

Hit Points 15 (3d8+2)

Speed 25 ft., swim 40 ft.

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

Senses darkvision 60 ft, passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Amphibious. The tortoise can breathe both air and water.

Stable. Whenever an effect knocks the tortoise prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone turtle is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

ACTIONS

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

GIANT TORTOISE

Faster than they appear, the giant tortoise is protected by a hard shell and can breathe both air and water making them excellent companions for rangers who travel in both terrestrial and aquatic territories.



GIANT WASP

Like the blink dog, the giant wasp has a CR of 1/2, but otherwise fits in with the creatures on this list and can be allowed with the DM's permission. Its flying speed (50 ft.) and poison sting make it a potent companion, if of limited intelligence. Statistics for the giant wasp can be found in the *Monster Manual*.

Considering that some grown adults struggle not to run away from normal wasps, I challenge you to stand your ground when a boar-sized wasp is flying straight at you, with a stinger larger than a dagger blade.

KANGAROO

Tall, powerful marsupials who hop on strong legs, kangaroos may only be available in certain campaigns. Their powerful legs can be used to kick with great effect.

KANGAROO

Medium beast, unaligned

Armor Class 13

Hit Points 5 (2d8)

Speed 50 ft., jump

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

Skills Acrobatics +4, Perception +3

Senses passive Perception 13

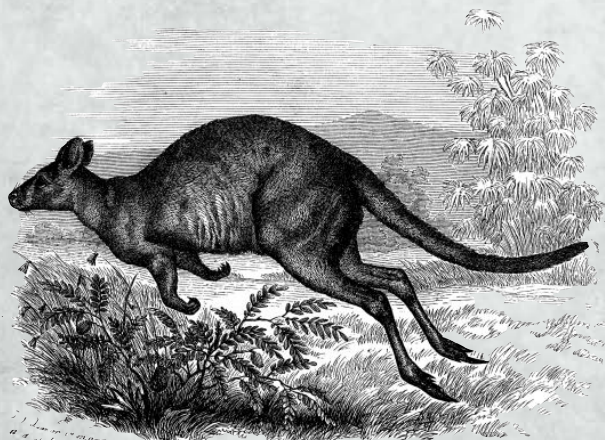
Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage.



MONITOR LIZARD

Monitor lizards are powerful and while they may seem like they are slow, they can move quickly when hunting prey or defending themselves. Their bites contain venom that can continue to do damage to their prey even after a bite.

MONITOR LIZARD

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2

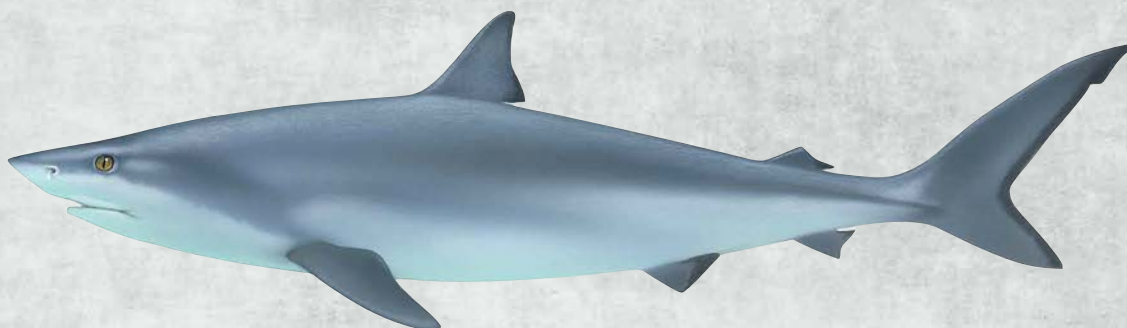
Senses darkvision 30 ft, passive Perception 12

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage.

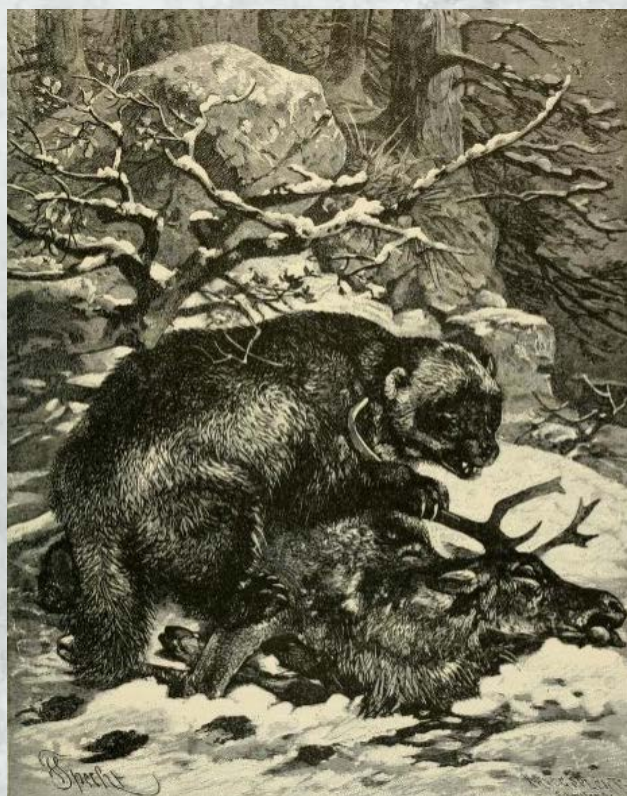


REEF SHARK

Suitable only for aquatic campaigns, the reef shark is a powerful predator and a vicious attacker. While they have a CR of 1/2, some DMs may allow them to be animal companions in such campaigns. Their statistics can be found in the *Monster Manual*.

WOLVERINE

Possessed of powerful jaws, strong legs, and a ferocity beyond their size, the wolverine makes a strong companion.



WOLVERINE

Medium beast, unaligned

Armor Class 13

Hit Points 13 (3d8)

Speed 40 ft.

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

Skills Perception +3

Senses darkvision 30 ft, passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

CHAPTER 8: ANIMAL COMPANION CLASS OPTIONS

THE FOLLOWING CLASS OPTIONS GRANT animal companions to classes other than the ranger.

BARBARIAN

You druids and rangers may think that you understand animals, but you know nothing compared to someone who has the heart of a beast beating inside their chest.

— Grimmuk Wolfblood, Wildheart Barbarian

PRIMAL PATH: PATH OF THE WILDHEART

Barbarians of the Path of the Wildheart believe that they are connected to powerful beast spirits who long ago empowered their bloodlines. They believe that these spirits power their rage, putting them in touch with their bestial nature, and they can manifest their inner spirit beasts to aid them as companions.

PATH OF THE WILDHEART FEATURES

Barbarian Level	Feature
3rd	Beast Kin, Heart's Call
6th	Steadfast Defender
10th	Heart's Roar
14th	Savage Retribution

BEAST KIN

At 3rd level, when you adopt this path, you choose the animal whose spirit lives in your



heart. Choose one of the following animals: **ape, black bear, boar, ram (goat), vulture, wolf, or wolverine** (though your DM may allow other choices). You have advantage on any ability checks that use Animal Handling, Medicine, Nature, Perception, and Survival when dealing with such animals.

HEART'S CALL

Also starting at 3rd level, you learn to release the animal spirit within, manifesting it as a physical creature who can travel alongside you and assist you in your endeavors.

You can manifest this beast as a bonus action on your turn. Use the statistics for your chosen animal. Though this animal is a manifestation of a spirit within you, it is a beast as long as it is manifested. The beast acts on your initiative in combat though it can only attack in place of your attack. When you gain the Extra Attack feature, you can each make one attack on your turn.

The beast adds your proficiency bonus to its attack rolls, damage rolls, AC, and saving throws, as well as to any skills it is proficient in. Additionally, its maximum hit points is half of your maximum hit points.

If your beast ever dies, you immediately take damage equal to 2d10 plus your barbarian level. If you are raging when this happens, you only take half that damage.



After your beast is killed, you can only call it back after you have taken a short or long rest.

STEADFAST DEFENDER

Beginning at 6th level, your beast can act to help shield you in battle when you attack recklessly. Once per rage, when you use the Reckless Attack feature, you can have your companion help defend you, preventing attack rolls against you from having advantage until your next turn. During the period, your companion can't move or take any other action.

HEART'S ROAR

Beginning at 10th level, when you summon your beast for the first time in combat, you can choose to have it manifest in a savage fury, roaring and gnashing its teeth or pounding on its chest. Until the start of your next turn, hostile creatures within 30 feet of you have disadvantage on all attack rolls and

saving throws, and attack rolls against those hostile creatures are made with advantage.

Once you use this feature, you can't use it again until you finish a long rest.

SAVAGE RETRIBUTION

At 14th level, when you are raging, your inner beast can retaliate against foes that attack you. When you are hit by an enemy in combat and your inner beast is within 30 feet of you, it can use its reaction to teleport into your space to attack your attacker. This attack deals an extra 1d8 force damage. Your inner beast then immediately moves to the closest unoccupied space next to you.

DRUID

Nature is about change. Sometimes that involves changing yourself. Sometimes that involves changing your companion.

—Falcon Flight, Soulbound Druid

DRUID CIRCLE: CIRCLE OF THE SOULBOND

Druids who belong to the Circle of the Soulbound give up some of their wild shape power to instead focus on bonding with an animal companion. The ritual involved bonds the spirits of both druid and beast so that they remain connected.

CIRCLE OF THE SOULBOND FEATURES

Druid Level	Feature
2nd	Soulbound Companion, Fierce Defender
6th	Mystic Empowerment
10th	Uncanny Evolution
14th	Protean Form



SOULBOUND COMPANION

At 2nd level you gain your animal companion through the ritual that your circle practices. Pick a companion from those listed in Chapter 9 (certain choices may not be allowed by your

DM). Your animal companion is smarter and more powerful than others of its type because of the bond between you. You may add your Wisdom modifier to the companion's Intelligence and to its maximum hit points. Additionally, you add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.

Your bond with the animal allows it to understand you when you speak, no matter the language, and you can understand it, though it communicates in a way natural for that animal. You also gain the ability to sense the animal's emotions over a distance of up to 100 feet.

If your animal companion is ever killed, the magical bond you share with it allows you to bring it back to life. With 8 hours work and the expenditure of 25 gp worth of rare herbs and substances, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

FIERCE DEFENDER

Also starting at 2nd level you can use a bonus action on your turn to expend one use of your wild shape ability to infuse your companion with energy. This energy lasts for a number of hours equal to half your druid level (rounded down). During this time you can have your animal companion attack in combat. The companion acts on your initiative. You can also use a bonus action to expend one spell slot to allow your companion to regain 1d8 hit points per level of the spell slot expended.

MYSTIC EMPOWERMENT

Starting at 6th level, the bond between you and your companion helps to strengthen it. Its armor class increases by 2 and the damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

UNCANNY EVOLUTION

Beginning at 10th level, you can use your wild shape ability to shape your animal companion in ways that enhance its own abilities. As an action, you can select one of the following transformations which lasts a number of hours equal to half your druid level, rounded down. You can cause your companion to revert to its normal form earlier by using a bonus action on your turn. Your companion also automatically reverts if it falls unconscious, drops to 0 hit points, or dies.





Barb. You cause barbs, quills, spines, or thorns to grow from your companion's body. These natural weapons add 1d6 piercing damage to your companion's melee attacks and deal 1d6 piercing damage to any enemy which attacks your companion with a melee attack. If your companion is grappled, the grappling creature takes 2d6 piercing damage for the duration of the grapple.

Harden. You thicken your companion's hide, emulating bark or stone, or causing bony ridges to grow on its body, making it more resistant to damage. Your companion's AC improves by 1 and they gain resistance to damage from bludgeoning, piercing, and slashing from nonmagical weapons.

Hone. You enlarge, harden, and sharpen your companion's natural weapons granting them +1 to all attack and damage rolls they make while transformed.

Mask. You alter your companion by causing it to grow foliage, or altering its color or patterning, or even giving it the abilities of a chameleon. For the duration of the transformation, your companion gets +4 to all Dexterity (Stealth) checks.

Sharpen. You enhance your companion's senses, improving the senses they already have and bolstering those that might not be as developed. Your companion gains +4 to their Wisdom (Perception) checks (all senses) for the duration and gains 60 feet of darkvision if it doesn't already have it.

Strengthen. You cause the companion's muscles to grow and make its skeleton sturdier. The companion gets +1 to its Strength and Constitution for the duration of the transformation. It also counts as one size higher when determining its carrying capacity and the weight it can push, drag, or lift.

Unleash. You cause fins, or wings, or climbing limbs to grow from your companion granting it one of the following for the duration: 40 feet of flight, 40 feet of swimming, or 40 feet of climbing.



PROTEAN FORM

Starting at 14th level, your wild shape ability allows you to change the form of your animal companion from its current form to any of the other possible choices for an animal



companion (minus any your DM doesn't allow and including any that they have added). Doing so requires one use of your wild shape ability. The companion retains its new shape for the duration of the wild shape, returning to its original form at the end of the period.

While in the new animal form, your companion's game statistics are replaced by the statistics of the new beast, but it retains its alignment, personality, and Intelligence. It still adds your proficiency bonus to its attack rolls, damage rolls, and AC as well as to any skills and saving throws it is proficient with.

The companion assumes the new beast's hit points and Hit Dice but gets to add your Wisdom modifier to the new hp maximum.

When it reverts to its normal form, it returns to the number of hit points it had before it was transformed. However, if it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

If your companion is wearing or carrying any equipment, you choose whether that equipment falls to the ground in the companion's space, merges into the new form, or is worn by the new beast. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

The Uncanny Evolution ability can be used in conjunction with Protean Form, assuming you still have a use of wild shape to expend on it.

It can be complicated to track all the different statistics for multiple forms that a companion can take. The player is encouraged to keep the other companion stat blocks handy for such transformations to cut down on confusion and error. Otherwise, take the new statistics, make sure to calculate the new hp and carry over the Intelligence.

MONK

She executed a perfect crane kick, which would have been impressive enough, but then an actual crane joined her in the fight and they moved together as if dancing, but far, far deadlier.

— Jeroen Silverfish, Druid

MONASTIC TRADITION: WAY OF THE SPIRIT BEAST

Monks of the Way of the Spirit Beast not only study the movements of animals to inspire their attacks, but they have learned to commune with spirit beasts to create coordinated strikes and maneuvers.

WAY OF THE SPIRIT BEAST FEATURES

Monk Level	Feature
3rd	Beast Bond, Spirited Defense
6th	Coordinated Strike
11th	Beast Blessing
17th	Spirit Technique

BEAST BOND

When you choose this tradition at 3rd level, you select a spirit beast to form a bond with. That spirit beast will become your spiritual guardian, it will accompany you as a companion, and it will be the basis for your fighting style. Choose one of the following animals: **crane**, **eagle**, **leopard**, **mantis**, **monkey**, or **snake**.

You learn a ritual to summon the physical manifestation of your beast spirit. This ritual takes one hour to complete. At the end of the ritual, you summon an animal companion with the statistics indicated in the table below, except that it's a celestial, fey, or fiend (your choice).

SPIRIT BEAST STATISTICS

Spirit Beast	Statistics
Crane	Crane (Ch. 9)
Eagle	Blood Hawk
Leopard	Panther
Mantis	Giant Mantis (Ch. 9)
Monkey	Ape
Snake	Giant Poisonous Snake

Your companion loses its Multiattack action, if it has one. You add your proficiency bonus to your companion's attack rolls, damage rolls, AC, and saving throws, as well as to any skills it is proficient in. Additionally, every time you gain a level after 3rd, you increase your companion's hit points by your new level.

Your spirit beast companion rolls its own initiative but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

If your spirit beast companion is ever killed, it returns to its home plane. You can perform the ritual again to cause the companion to manifest again on the Material plane. Once you complete the ritual, you can not attempt it again until you complete a long rest. If you attempt to complete the ritual while your spirit beast companion is still alive, nothing will happen.

The DM can choose to allow other beasts as spirit beasts. Some possibilities include centipede, crab, lizard, scorpion, and turtle. For animals where there is not a medium-sized option, the DM can either scale down a large creature (such as the giant scorpion) or else scale up a smaller variant, although small sized companions have their uses.

SPIRITED DEFENSE

Also at 3rd level, you can coordinate with your spirit beast to avoid being hit in combat. If your companion is within 10 feet of you, you can expend 1 ki point to increase both your AC and your companion's AC by 1 until the start of your next turn. This benefit ends early if either of you are incapacitated, unconscious, or drop to 0 hit points.

COORDINATED STRIKE

At 6th level you get the benefit of having trained with your spirit beast so that it compliments and enhances your own fighting prowess. When you take the attack action on your turn, you can use a bonus action and spend 1 ki point to allow your companion animal to attack on your turn as a reaction as long as your spirit beast companion can see you.

BEAST BLESSING

At 11th level you gain an ability related to your chosen fighting style.

Crane. You can spend 4 ki points to gain a 60 feet flying speed for 10 minutes. At the end of this period, you fall if you are still aloft unless you have some way to stop your fall.

Eagle. You can spend 4 ki points to gain truesight for 10 minutes, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 60 feet.

Leopard. You can spend 4 ki points to give yourself 20 additional feet of movement as well as +1 to initiative rolls and +1 to Dexterity ability checks for 10 minutes.

Mantis. You can spend 3 ki points to increase your reach with monk weapons and unarmed strikes to 10 feet for 1 minute.

Monkey. You can spend 4 ki points to give yourself the ability to make a flying leap across 30 feet to an unoccupied space



passing over creatures of Medium or smaller who are standing between you and your destination. You can make these leaps for 1 minute.

Snake. You can spend 4 ki points to give yourself an additional 1d6+1 poison damage on each of your attacks for 1 minute.

SPIRIT TECHNIQUE

At 17th level, you master a technique related to your spirit beast.

Crane. You master defensive fighting. Beginning with your first attack on your turn, you can take a -2 penalty to all attack rolls to give yourself +1 to your AC until the start of your next turn.

Eagle. You master the technique of striking from above, leaping into the air over a target and using gravity to aid your attack. You gain a +2 bonus to such strikes. If you

hit your target, they must succeed on a Dexterity or Strength saving throw vs your Ki save DC or be knocked prone.

Leopard. You master the double fist strike. When you hit an opponent in combat with an unarmed strike, you can spend 2 ki points to add your other hand, adding its damage to the damage of the first hand.

Mantis. You master the use of swift, precise strikes to pressure points and joints. When you successfully use the Stunning Strike feature, you may spend 4 ki points to keep the target stunned for 1 minute. Once you use this feature, you can't use it again until you complete a long or short rest.

Monkey. You master the monkey style of fighting. For 2 ki point each, you can choose to move out of an enemy's reach without provoking an attack of opportunity, you can ignore the effects of being prone, and you can stand up as a bonus action without using movement.

Snake. You master the art of the retaliatory strike. By spending 2 ki points, you can use your reaction to make one melee weapon attack against a target within 5 feet that has attacked you.

RANGER

She rode up on a giant hyena, riding it like she was riding a horse. We told her our Rowan was trapped in the ruin and the hyena shrank and went in to investigate. They had her out in no time, and when the monster came out that hyena turned into a monster itself to help defend us.

— Lucie Wrott, Mother

For standard animal companions, the Beast Master archetype (or the Beast Conclave, if using the *Unearthed Arcana* Revised Ranger) is the original and gold standard. For players who want something a little different, there

is the option of the Totem Invoker, a ranger which reveres and has a connection with a specific animal totem that grants them the ability to summon a totem avatar.

ARCHETYPE: TOTEM INVOKER

Totem Invokers have existed for countless generations, in a variety of humanoid societies. Some of these groups grew out of the worship of primal animal gods or spirits, while others arose from the respect and reverence of their totem beast's essence. Whatever their specific origin, Totem Invokers have formed a mystical connection with their totem animal, allowing them to call forth an avatar of that beast to aid and assist them.

TOTEM INVOKER FEATURES

Ranger Level	Feature
3rd	Totem Beast, Totem Familiarity, Summon Avatar
7th	Refined Avatar
11th	Mark Quarry
15th	Primal Form

TOTEM BEAST

When you take this archetype at 3rd level, you choose a totem beast, an animal which your tribe has been associated with for countless generations. Choose from one of the following animals: **bear**, **goat**, **hyena**, **spider**, **tiger**, or **wolf**. This totem will give you further abilities as described below.

TOTEM FAMILIARITY

Because of your familiarity with your totem animal, you have advantage on Intelligence or Wisdom checks associated with that animal.

SUMMON AVATAR

Beginning at 3rd level, you can summon an avatar of your totem beast which can accompany you on your adventures and fight alongside you. As an action, you can invoke your totem beast and cause its avatar to appear in an unoccupied space within 10 feet of you.

This avatar can take one of two forms — its standard form, which is always a Medium beast with a CR of 1/2 or less, or its mount form, which is a Large beast that can be ridden like a standard mount without the need of special gear. The choice must be made at the time the totem is invoked.

For the statistics of both the standard form and the mount form, use the base creatures as indicated in the table below (full statistics can be found for each creature in the *Monster Manual*).

TOTEM AVATAR STATISTICS

Totem	Standard Form	Mount Form
Bear	Black bear	Brown bear
Goat	Goat	Giant Goat
Hyena	Hyena	Giant Hyena
Tiger	Panther	Tiger
Wolf	Wolf	Dire Wolf

You can add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It rolls its own initiative but can not attack unless you forfeit your own Attack action. When you gain the Extra Attack feature, you can choose to attack once and allow the avatar to attack.

While traveling through your favored terrain with only the avatar you can move stealthily at a normal pace.

The avatar accompanies you until it is reduced to 0 hit points, until you take an action to dismiss it, or until you take a long rest. If the avatar is within 100 feet of you, you can take an action to change it from one form to another.

Once you use this feature, you can't use it again until you take a long rest.

REFINED AVATAR

At 7th level, you have learned to summon an avatar of exceptional ability and may choose one of the following features for your avatar.

Perceptive. Your avatar gets +5 to all Wisdom (Perception) checks and gains 60 feet of darkvision if it doesn't already have it.

Resilient. Your avatar gets +1 to its AC.

Swift. Your avatar gets +10 feet to its standard form's speed and +20 feet to its mounted form's speed. It also gains advantage on Dexterity saving throws.



MARK QUARRY

Beginning at 11th level, you can mark an enemy to be your avatar's quarry. As a bonus action, select one creature within 30 feet. For the next hour, your avatar has advantage on Wisdom (Perception) or Wisdom (Survival) checks made to find it. Additionally, your avatar deals an extra 1d6 damage to the marked target whenever it hits. If the target drops to 0 hit points before the hour ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Once you use this feature, you can't use it again until you finish a long rest.

PRIMAL FORM

Starting at 15th level, you gain the ability to invoke a primal form of your avatar, a slightly larger, stronger, and ancient version of the beast. If the avatar is within 100 feet of you, you can shift the avatar to its primal form as an action. Alternately, when first summoning the avatar you can choose to have it assume its primal form. Once invoked, the avatar will remain in its primal form for 1 minute. At the end of 1 minute, the avatar will return to its mount form.

In its primal form, the avatar has the same statistics of its mount form (including the bonus gained by the Refined Avatar feature) with the following changes:

- It gains 3d10 temporary hit points.
- It gains +2 to Strength, Dexterity, and Constitution.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.
- Its attacks do double the standard damage.

Once you use this feature, you can't use it again until you finish a long rest.

ROGUE

You remember ol' Fila the Flourish? You remember that lil' monkey they used to have? Brought home more bob than either of my boys, that's for true. Lil' nip would pinch a pretty trinket, drop it in Fila's hand, and climb up on their shoulder while they fed it grapes or nuts. Poor thing snuffed it by eating a poisoned date. I never seen it coming. Not even when I was poisoning them dates.

—Bold Baran, Thief

ROGUISH ARCHETYPE: MAGPIE

Rogues known as Magpies work with animal companions to help complete their roguish schemes. Magpies get their name from the group of rogues who used trained magpies (similar to ravens) to help them commit thievery and other crimes. Modern Magpies use a variety of animal companions to help complement their activities.

MAGPIE FEATURES

Rogue Level	Feature
3rd	Firm Hand, Roguish Companion
9th	Cunning Misdirection, Sly Pilfering
13th	Trip Attack, Keen Detection
17th	Unerring Distraction, Fine Manipulation

FIRM HAND

When you choose this archetype at 3rd level, you gain proficiency with the Animal Handling skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

ROGUISH COMPANION

Starting at 3rd level, you gain an animal companion which you train in roguish activities. Select one animal from the



following list, or else choose a Tiny beast with a challenge rating of 1/4 or less:

bat, cat, lizard, monkey, rat, raven, snake, or weasel.

Such animals are

usually bred by Magpie groups to be smarter and more skilled than others of their kind, and are provided to new members in their ranks, though the companion can also be gained in other ways and trained by the rogue.

This companion has the base statistics of other creatures of its kind, but if its Intelligence is 5 or less, it becomes 6. It gains proficiency in the following skills: Acrobatics, Deception, Perception, Sleight of Hand, and Stealth. It also gains proficiency in Dexterity saving throws. You add your proficiency bonus to ability checks involving these skills and to saving throws the companion is proficient in, as well as to the companion's AC and initiative.

The beast obeys your commands as best as it can. It rolls its own initiative, but doesn't take an action unless you command it to. It is not trained to attack but can take any other action on its turn.

If your companion dies, you can obtain another one by spending at least 8 hours bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

CUNNING MISDIRECTION

At 9th level, you and your companion can aid each other when using stealth. As a bonus action, you can distract opponents within 30 feet of you, granting your familiar advantage on Dexterity (Stealth) checks against those opponents for 10 minutes. Alternately, your companion can distract enemies within 30 feet of it to grant you advantage on Dexterity (Stealth) checks against those enemies.

SLY PILFERING

Also at 9th level, your roguish companion can steal or pickpocket small items from other creatures. The companion must succeed on a Dexterity (Stealth) check. If the check succeeds they may make a Dexterity (Sleight of Hand) check with a +2 bonus. If that succeeds, they manage to pilfer one small item that they could reasonably carry.

TRIP ATTACK

Starting at 13th level, your companion can attempt to trip an opponent within 5 feet of it. The target must be no more than two sizes larger than your companion. Using its action, your companion makes a Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics). If the companion wins the contest, the target is knocked prone.

Note that some creatures, such as oozes, creatures without legs, and flying creatures, can't be tripped.

KEEN DETECTION

Also at 13th level, your companion gains the ability to detect traps using its senses. Your roguish companion gets a +2 bonus on Wisdom (Perception) checks used to detect traps.

UNERRING DISTRACTION

By 17th level, when your roguish companion takes the Help action in combat to aid your attack against a creature within 5 feet of you,

your Sneak Attack damage against that creature increases by 2d6.

FINE MANIPULATION

Also at 17th level, your roguish companion gains the ability to pick locks using Thieves' Tools. The companion must have access to

lockpicking instruments and gains proficiency in their use. They can make a Thieves' Tools check with a +2 bonus to pick locks.





CHAPTER 9: FINDING AND KEEPING AN ANIMAL COMPANION

AS WITH FAMILIARS, IT IS POSSIBLE TO find and train your own animal companion without it being part of your class features. If the DM allows such companions, they should be integrated into the campaign and the DM should determine the steps a character must take to obtain one. Unlike familiars, animal companions don't need to be magically bonded to their characters — they just need to be loyal. Because of this, finding and training an animal companion can play out over multiple sessions and be a continuously evolving relationship. Following are some options for including such companions in your game.

THE COMPANION AS QUEST

In a companion quest, the DM creates a quest specifically oriented around obtaining

an animal companion. It doesn't have to be the sole object of an adventure, but can be part of a larger series of adventures or a campaign.

For example, let's say that an adventuring party has been asked to investigate a wizard's lair inside a nearby mountain. One of their members, Trevalla, is a ranger with the hunter archetype but has always wanted to find an animal companion and has made that her priority in terms of developing her character. The DM is receptive and has decided to make that part of the quest to investigate the wizard's lair.

As part of the information that the party learns about the mountain they also learn that unusually striped mountain lions inhabit the slopes of said mountain. As the party talks to various NPCs, trying to find out more information about the wizard and the mountain lair, Trevalla also asks about the mountain lions and learns of the places that they nest and hunt and learns what they like to eat and how best to approach them (the hunters and trappers who work on the mountain are a great source of information about this).

As the party climbs the mountain, closing in on the wizard's lair, Trevalla begins to leave out scraps of the mountain lion's favorite food every time they camp, and together her player and the DM play out a series of encounters whereby she attracts a curious mountain lion who begins to follow the party and eat the food. It is then up to the DM to decide if her actions are enough to form the initial bond with the animal companion before the party reaches the lair, or whether it will take more effort before the mountain lion will be willing to follow her.

It is up to the DM to determine what steps are necessary to obtain the companion. In the example above, Trevalla's actions, coupled with a few key Wisdom (Animal

Handling) checks could be enough to gain her animal companion. The difficulty of such checks is also up to the DM, but the DC shouldn't be less than 10, and may be as high as 15 or more. The character's actions may decrease the difficulty or else give them bonuses to the checks, with spells like *animal friendship* and *speak with animals* helping to decrease the difficulty (while a spell like *dominate beast* might actually work against the character).

A companion quest can be customized however the DM and players (assuming they have input) want. Once the animal agrees to accompany the character, it is up to the DM whether any further checks or roleplaying needs to take place to keep the companion loyal. Some companions will agree to accompany the character for a trial period where they will assess the character's worthiness and character. This may involve further ability checks, or not. Certainly any behavior on the part of the character that endangers the companion needlessly or disregards their happiness or safety should confound any attempts to keep them. Whether the companion allows the character to try to repair the relationship or simply leaves is up to the DM's judgment and should be based on the severity of the infraction.

In most cases, found companions are limited to beasts, though the DM may allow other creatures if they desire.

THE COMPANION AS REWARD

Typically player characters are rewarded for their efforts with a combination of experience, wealth, and magic items. However, DMs looking to try alternate forms of reward can use an animal companion as one such option.

In this case, the character typically does not have to exert any additional effort to earn

their companion — it is instead a reward for activities that they've already accomplished.

The DM should make every effort to keep such a reward appropriately thematic. A wolf companion makes sense as a reward from an Archfey of The Hunt, for example, but not from a tribe that worships a cat god. On the other hand, if an entity of sufficient power offers the PC a boon of their choosing, and the character chooses an animal companion of a specific type, that would be suitable.

Such companions can be mundane beasts (a king grants a character a trained mastiff from his own kennels) or spirit animals, or even other supernatural creatures.

In the case of companion rewards, it is up to the DM to decide if the companion will remain blindly loyal to the character or if the character will need to continue to maintain that relationship and keep the animal loyal.

IMPROVED COMPANIONS

While the assumption with finding and training an animal companion is that it will follow the general rules for such companions, the DM may wish to allow for more powerful companions in their campaign. Such companions should still be Medium size but can be of a challenge rating higher than 1/4 (or even 1/2) and can be of a type other than beast (though humanoids should always be excluded). They should also have a base Intelligence score of 7 or less.

The following is a list of suggested animal companions from challenge levels 1 & 2. Many of these creatures are evil, so they should have a good reason for serving a character of non-evil alignment.

CR 1

Death Dog. Death dogs are evil creatures full of hatred and with a taste for humanoid flesh, so attracting and training one would



be highly difficult if not impossible. However, they can be rewarded as companions, perhaps by a death deity or other dark power. Such creatures are ugly, but they do say two heads are better than one.

CR 2

Grick. Driven primarily by food, gricks can potentially be attracted with a steady supply of it. It can take weeks, but if a character overcomes the grick's natural suspicion and can ensure (and prove to the grick's satisfaction) a steady supply of food, the grick may choose to follow the character and may come to regard them as alpha. In such cases, the grick will likely abandon the character if the food supply ever dries up.

Guard Drake. Guard drakes are perhaps the easiest companions on this list to justify as they are created to serve. *Volo's Guide to Monsters* describes them as gifts from dragons and that is the primary source for such creatures as the ritual to create the guard drake involves 10 pounds of fresh dragon scales. Drakes also imprint on the first creature to feed them, and can be trained within a matter of weeks, making them easy and desirable companions.

Peryton. Another evil creature, the peryton enjoys feeding on humanoids, making the prospect of gaining one as a companion very difficult. Perytons should either be rewards or else the character should be required to find a juvenile creature

and train it diligently until it can serve as a companion. Such trained specimens must be taught to ignore their instincts to attack and eat humanoids, or those instincts must be redirected. Since consuming the heart of a freshly killed humanoid is part of the peryton reproductive cycle, care must be taken to prevent the strong reproductive urge from unraveling the creature's training.

Shadow Mastiff. These mastiffs could potentially be a gift from a Shadowfell entity, though their evil nature requires a good reason for their service. The ability to see ethereal creatures is highly situational, but their high stealth and ability to turn invisible in darkness or dim light make them great creatures for sneaking around. Unfortunately, they suffer from a weakness to sunlight that makes them far less effective in such situations.



PART 3: STEEDS





CHAPTER 10: FIND STEED

PALADINS HAVE ACCESS TO THE UNIQUE *find steed* spell, a 2nd level spell which they can choose starting at 5th level which allows them to summon a spirit that assumes an animal form suitable to serve as a mount. As with familiars, a given steed is either a celestial, fey, or fiend (player's choice), but otherwise has the statistics of the chosen form.

Steed is more intelligent than their normal brethren. If the steed's Intelligence is 5 or less, it becomes 6, and it gains the ability to understand one language of your choice that you speak. Additionally, the paladin can communicate telepathically with the steed as long as they are within 1 mile of one another.

Even beyond the telepathic link, the *find steed* spell forms a strong and powerful bond with the mount. It serves the paladin both in combat and out and they fight together as a

seamless unit, the mount knowing what the paladin is doing and vice versa.

While mounted on the steed, the paladin can also make any spell they cast that targets only them also target the steed. This includes all paladin spells with a range of Self that don't have any additional range modifiers, but also should include any spells that are cast specifically on the paladin, such as *cure wounds*. A full list of such spells and their possible uses is below, but it is much smaller than lists for previous categories.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. The paladin can also dismiss the steed as an action, causing it to disappear. Casting the *find steed* spell again summons the same steed, fully restored to its hit point maximum, a handy trick, though one that consumes a 2nd level spell slot.

A paladin can only have one steed bonded by the spell at a given time, however, if the paladin ever wishes to replace the steed, they can release the steed from its bond at any time which causes it to disappear. Any time after that, the paladin can cast the *find steed* spell again and choose a new type of steed.

It should be noted that nothing in the spell forces the paladin to use their steed as a mount. Though these creatures tend to be large, they can act similarly to companions and familiars, especially given the telepathic link between the paladin and steed.

PALADIN SPELLS THAT AFFECT STEEDS

The following spell list includes paladin spells that can be cast on the paladin that can also target their steed. Spells that can be cast on others are indicated, and will only work on the steed if cast only on the paladin. Oath spells for all the current subclasses are

included in the list as well though they are not available to all types of paladins. Spells with an asterisk can be cast on other creatures and so only can affect a steed if cast only on the paladin. As always, the DM is the ultimate arbiter of whether these spells can be used in such a way.

1ST LEVEL SPELLS

Armor of Agathys. A nice little source of extra hit points that can also help buff your steed.



Cure Wounds. Heal yourself and heal your steed as a bonus. Since this scales, this is a really great use of the effect and can keep both paladin and steed in the fight for longer.

Detect Evil and Good. While not as useful if the paladin is mounted, since both paladin and steed will know the same thing and be in the same location, this can be a boon if sending your steed out to scout.

Detect Magic. Same as *detect evil and good*.

Detect Poison and Disease. As with *detect evil and good*.

Divine Favor. This is a great two-for-one, granting your steed additional radiant damage when you get it (assuming your DM considers the steed's attacks to be weapon attacks).

***Heroism.** A nice buff with some temporary hit points.

***Protection from Evil and Good.** A great source of protection if facing one of the creature types specified in the spell. Grants disadvantage on attack rolls against both the paladin and the steed.

***Sanctuary.** Extremely useful if the paladin and steed are out on their own and trying not to be noticed. If an enemy does discover their presence, it can prevent an attack and at least delay any fight until the paladin can escape or help can arrive.

***Shield of Faith.** A nice defensive buff for both paladin and steed.

Speak with Animals. One of the more unusual spells to cast on your steed, it can nevertheless be useful in cases where an animal distrusts a humanoid. Having another beast speak on the paladin's behalf might be of benefit.

2ND LEVEL SPELLS

***Lesser Restoration.** A nice source of recovery if both the

paladin and steed are affected by the same condition or disease.

Misty Step. Perfect for a mounted paladin to gain a short teleport to avoid hazards, reach difficult locations (i.e. across a gorge) or confound enemies.

***Protection from Poison.** Useful if the paladin knows they will face creatures who have poisonous attacks and also neutralizes poison in both the steed and rider.

Locate Object. Another spell that benefits both paladin and steed when splitting up to locate something.

3RD LEVEL SPELLS

***Beacon of Hope.** Using this on just the paladin is probably a waste of the spell since it has no upper limit on creatures it can affect within range, but can be used if necessary.

***Dispel Magic.** Useful if both the paladin and steed are affected by a magical effect.

***Haste.** This spell, available only to Oath of Vengeance paladins, is a powerhouse. It's good when cast only on the paladin, but through the link it also doubles the steed's speed (120 feet of movement, anyone?) increases its AC by 2, gives it advantage on Dexterity saving throws, and grants it an additional action each turn. Sure, both paladin and steed must take a turn off when the spell ends, but by then they will have done a lot of damage if in combat, or traveled twice as far for the spell's duration.

***Protection from Energy.** More protection that can also extend to your steed.

***Remove Curse.** Again, useful for effects that apply to both rider and mount.

4TH LEVEL SPELLS

***Death Ward.** A nice defensive buff that can prevent your steed from disappearing in the

middle of a battle and also helps the paladin as well.

***Dimension Door.** This is a marginal case that may not be allowed by the DM, but if so, gives you the ability to teleport your steed with you and a lot of gear, if necessary as your steed's carrying capacity comes into play. In order for this spell to apply to the steed, no other creature can be transported.

***Freedom of Movement.** Can be a big help if the steed must travel over difficult terrain. While it can simply be cast on the steed normally, by casting it on the paladin, they are able to dismount and still benefit from the effect if necessary.

Locate Creature. As with *locate object*.

***Stoneskin.** Another nice defensive buff that applies to both paladin and steed.

5TH LEVEL SPELLS

Dispel Evil and Good. Essentially protection from evil and good with benefits, you get two banishments for the price of one. Some DMs may have issues with the steed making a melee spell attack for the special functions of the spell so check with them before taking this one.

Tree Stride. Another movement spell that can be used to great effect with some creativity (assuming both paladin and steed are in a place with a decent number of trees).

STEED ANIMALS

STANDARD BEASTS

Per the find steed spell, the options given for the type of animal include **warhorse**, **pony**, **camel**, **elk** or **mastiff**.

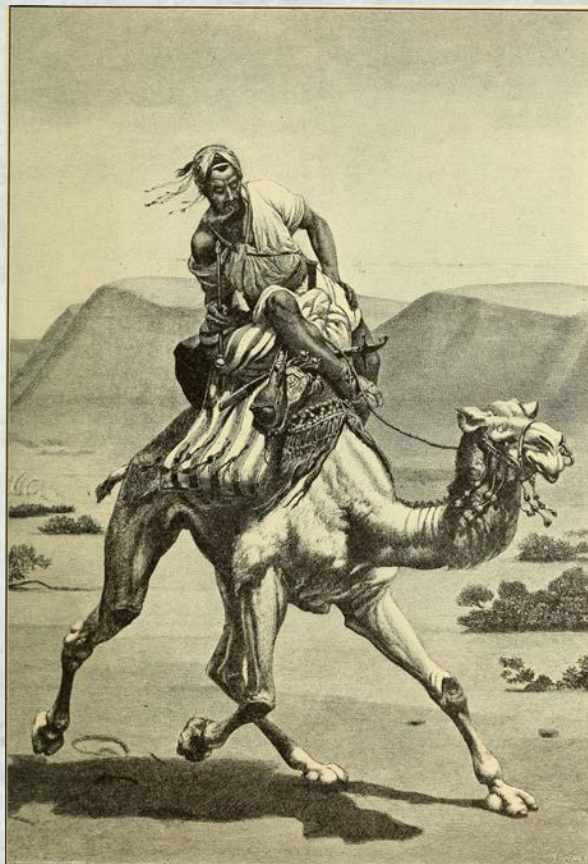
Of these, the camel, elk, and warhorse are Large creatures (suitable for Medium sized characters to ride) and the pony and mastiff are Medium, and suitable for halflings, gnomes, and other Small creatures.

Of the Medium sized steeds, the pony has the slight edge with greater hit points and a more potent attack than the mastiff (though the mastiff can knock creatures prone). The mastiff, however, has a higher AC (12 vs. the pony's 10). Purely as a mount, the pony is a better choice, though the mastiff's Keen Hearing and Smell ability makes it more useful in scouting situations. Both animals have a movement speed of 40 feet.

When it comes to the Large steeds, the warhorse is the clear frontrunner. It has the highest speed (60 feet), the highest base hit points (3d10+3), the most savage attack (a trampling charge with a possible two attacks from its hooves), and the second highest base AC of 11. Additionally, the warhorse can more easily be equipped with barding which can increase its AC.

The two other Large choices are fairly similar to one another, though the elk does have more combat options with a charge, a ram attack and a hooves attack.

Warhorses and ponies are also common mounts, though if using them for reconnaissance and scouting, it might seem unusual to find a solitary horse or pony out in the wild whereas an elk (or a camel in the right environment) may blend in more easily.



OTHER BEASTS

The *find steed* spell allows for other options with the DM's permission. A general rule for other kinds of steeds is that they should generally be beasts (though there are a few exceptions that work well), they should have a challenge rating of less than 1, and they should not be able to fly. The following list contains some of these options, though the DM is free to revise this list or add to it as desired. Statistics for these creatures can be found in the *Monster Manual* or in *Volo's Guide to Monsters*.

MEDIUM CREATURES

While the pony and mastiff are strong choices in the category of Medium size steeds, certain characters may want something different. The following options can be included. The weakness that many of these creatures share (including the mastiff)

is their relatively low hit points, which makes them easy to bring down so defensive buffs are recommended.

Deep Rothe. Despite their lackluster speed (30 feet), deep rothe make good mounts for an Underdark campaign because of their darkvision with the added bonus of the dancing lights cantrip. They also have more hit points, on average, than other choices in this category.

Giant Crab. With a 15 AC and two grappling claws, the giant crab is already formidable, but its amphibious nature makes it perfect for campaigns that are both aquatic and terrestrial.

Goat. The goat is outclassed by the mastiff and pony, though with its charge ability, it can knock enemies prone and the Sure-footed ability makes it resistant to effects that would knock it prone. Can also be considered to be a ram, which might be slightly more impressive.

Hyena. One of the more unusual choices for a Medium mount, the hyena is faster than most of the other options, with a speed of 50 feet. Pack tactics give it a good chance of gaining advantage in combat.

Dolphin. A great choice for aquatic campaigns, dolphins have a swimming speed of 60 feet and decent statistics. Keep in mind, though, that they can't breathe underwater and can only hold their breath for 20 minutes at a time.

Mule. Not a great choice compared to the pony, but included on this list because it is a standard mount.

Panther. If your DM allows them, they are a solid choice for a Medium mount. They have a speed of 50 feet, which is higher than most of the other animals here, and a climb speed of 40 feet as well as having Keen Smell, a Pounce ability, and both bite and claw attacks. They are also better than

average with regard to both AC and hit points. Probably the best choice in this category.

Reef Shark. If you are in an aquatic campaign, the reef shark is probably your best choice. While not as fast as the dolphin, the reef shark has a decent spread of statistics and can breathe underwater.

LARGE CREATURES

The choice of Medium size humanoids everywhere, this list includes some additional options, though the warhorse remains hard to beat. It should be noted that the official mount rules only specify that a mount has to be at least one size larger than its rider, so these creatures can also become steeds to Small characters with the DM's permission.

Axe Beak. People have been known to ride ostriches, so it's not a stretch to imagine a character riding an axe beak. With a speed of 50 feet and a powerful beak attack, it sits squarely in the middle of the pack in terms of statistics, but is definitely distinctive in terms of style.



Giant Goat.

The giant goat has a slower movement speed than some of the other animals on this list (40 feet), but like it's

smaller cousin, it has both the ability to knock enemies prone with its Charge ability, as well as the Sure-Footed ability which makes it harder to knock it prone.

Giant Hyena. Riding on a giant hyena may seem strange, but it has great hit points, a decent AC compared to other animals on the list, and the nifty Rampage ability which allows it to move and make a free attack when it reduces a creature to 0 hit points with an attack.

Giant Lizard. Per the *Monster Manual*, these creatures are often used as mounts or draft animals, both on the surface and in the Underdark. They have a natural climbing speed of 30 feet and at the DM's discretion, they can be given a swim speed of 30 feet as well (per the variants in the *Monster Manual*) making it a truly versatile mount.

Giant Sea Horse. Trained as mounts by aquatic elves, the giant sea horse makes a perfect mount for an aquatic campaign (and is the only suitable Large creature on this list).

Giant Spider. The giant spider packs a lot of options into one steed including stealth, the Spider Climb ability (which definitely requires a specially constructed saddle), a poisonous bite, and a restraining web attack. Giant spider mounts may be restricted to Underdark campaigns or to drow.

Lion. Let's face it — lions are pretty impressive. While their hit points aren't near the top of the list, they have a variety of attacks and abilities that they can bring to bear, including Keen Smell, Pack Tactics, a Pounce ability that knocks enemies prone and triggers a free attack, and a Running Leap that enables it to jump when needed.

Tiger. Unfortunately, they are not as good as the lion. Everything the tiger can do, the lion can do better save that they have more hit points on average.

Worg. Since worgs are evil, a DM may not allow them as mounts, but seeing as these are really spirits, there's nothing to prevent a spirit from taking the shape of a worg. Worgs

have good speed, a good AC, Keen Hearing and Smell and a solid attack. Plus they naturally intimidate folks in polite society when you ride in on one.

FIND GREATER STEED

Xanathar's Guide To Everything introduced the *find greater steed* spell, a fourth level spell available to the paladin at 13th level. The spell is almost identical to the *find steed* spell detailed above except that it summons more powerful creatures.





Creatures you can summon with the *find greater steed* spell include the **dire wolf**, **griffon**, **pegasus**, **peryton**, **rhinoceros**, or **saber-toothed tiger**.

Of the creatures on the list, the rhinoceros is perhaps the most mundane, though it does have a challenge rating of 2, and it makes for an imposing mount. The griffon, pegasus, and peryton all add flying into the mix which allows for greater movement options.

Dire Wolf. A dire wolf makes a very impressive mount. It can keep up with many of the other mounts on this list, it has some decent hit points, a nice AC, and some extra utility with its Keen Hearing and Smell ability and proficiency in Stealth. Additionally, it has Pack Tactics which should be a reliable source of advantage, and a decent bite (which can also knock enemies prone).

Griffon. Griffons are truly remarkable steeds with flight speeds of 80 feet, solid hit points, and decent attacks.

Pegasus. The second of the winged steed option, the pegasus is faster than the griffon in both the air (90 feet of flight) and the

ground (60 feet). They don't offer much more except for a hooves attack, but for freedom of movement, they are excellent (and who hasn't dreamed of riding a pegasus).

Peryton. A Medium size creature, the peryton offers a winged steed option to Small characters who may want a compact steed. While the peryton is slower than the other flying options, it has strong attack options and also has the Flyby ability which can be used when the paladin is dismounted in the same way as the owl familiar.

Rhinoceros. While these may be limited to certain areas, the rhino is a solid mount with a Strength of 21 and the potential for some impressive damage, though its speed is only 40 feet.

Saber-toothed Tiger. While these tigers only have a speed of 40 feet, and no flight option, they are still savage creatures with powerful attacks and robust hit points and make great allies.

ADDITIONAL OPTIONS

While the *find greater steed* spell doesn't explicitly allow for additional choices in the way that the *find steed* spell does, the DM may still choose to expand the list of greater steeds available. Such creatures should be Large (or Medium if available to Small characters) and have a challenge rating of 2. The following are possible additions to the list (statistics can be found in the *Monster Manual* and *Volo's Guide to Monsters*).

MEDIUM CREATURES

Adult Kruthik. The kruthik has a very high AC of 18, Keen Smell, Pack Tactics, and two solid attacks. Additionally, it has a climbing speed of 40 feet as well as a burrowing speed of 20 feet. It can also tunnel, moving through solid rock and leaving a tunnel behind it, great to get the paladin places they need to go.



Guard Drake. While mentioned as companions in the previous chapter, guard drakes can also serve as steeds for a Small character. Their speed, at 30 feet, isn't great, but they have decent statistics and gain greater utility if the chromatic variants are allowed. They are also the closest you can get to riding a dragon within these rules.

Shadow Mastiff. Also included as powerful companions in the previous chapter, shadow mastiffs come with a number of interesting abilities, including the ability to see ethereal creatures and objects, and the ability to turn invisible in dim light or darkness (along with anything it is carrying, which would include the paladin, if mounted). This is balanced by a weakness to sunlight, but the weakness doesn't cancel out the mastiff's movement and the paladin can always restrict the steed's use to conditions with no sunlight.

LARGE CREATURES

Aurochs. Not terribly impressive compared to some of the other options, these war bulls nevertheless have incredible strength and a staggering gore attack.

Carrion Crawler. Though Large, carrion crawlers should only be allowed as mounts for Small characters since they are low to the ground. What they lack in speed, they make

up for in the ability to climb, though if moving across ceilings, the paladin would have to be secured appropriately.

Giant Boar. One of the slower creatures on the list, the giant boar still comes with solid hit points, a decent AC, and the ability to charge and knock enemies prone, as well as being harder to kill because of the Relentless ability.

Giant Eagle. A classic flying mount option, the giant eagle has a flying speed of 80 feet, Keen Sight, and both beak and talon attacks.

Hippogriff. An additional flying mount, the hippogriff is a little slower than the steeds mentioned above, but still has a solid 60 feet of flying speed and stellar Perception.

Hunter Shark. The improved choice for aquatic campaigns, hunter sharks have better statistics than reef sharks and their Blood Frenzy ability gives them advantage on attacks against creatures that have lost hit points.



CHAPTER 11: OTHER MOUNTS

UNLIKE FAMILIARS AND COMPANIONS (which differ from pets), mounts are common elements of society, albeit without the additional benefits granted by the *find steed* spell. Riding animals are one of the key methods of travel throughout the world.

As such, it's a lot easier to gain a mount without having access to the *find steed* spell. On the simplest level, you can just purchase a horse or pony that someone else has gone to the trouble of training for you. The Player's Handbook gives the cost of a pony as 30 gp and horses as anywhere from 50 gp to 400 gp based on the type of horse. It also includes prices for camels, donkeys, elephants, and mastiffs, all of which can be available for purchase, depending on the area (with elephants being the most exotic).

FINDING A FANTASTICAL MOUNT

The acquisition of more exotic mounts is possible, but as the *Player's Handbook* states, it often requires extra effort on the part of the character, much in the way that it's possible to acquire familiars or animal companions without using a spell or through a class feature.

Riding such mounts requires, at minimum, an exotic saddle suited for that type of creature. Such saddles aren't commonly available and must be created by a knowledgeable saddle or animal handler familiar with the creature in question, or must be acquired some other way. If the exotic mount is a gift, for example, it may come with the appropriate saddle. At the



DM's discretion, certain vendors may also have exotic saddles for sale.

PURCHASING A MOUNT

In some areas, mounts such as griffons and hippogriffs might be bought from expert trainers, ready to accept new riders. However, such creatures cost a minimum of 5000 gp and require specialized stables and care. Additionally, such creatures usually become loyal to their trainer which can be a hard bond to break.

RAISING YOUR OWN MOUNT

Another way to obtain an exotic mount is to acquire an egg or baby, either by buying one or finding/stealing one, and raise the animal,

training it yourself an early age. Such animals learn to easily accommodate their owner's presence and become extremely loyal as long as they are well cared for. The disadvantage with this approach is the time it takes for the creature to mature and the time involved in training it. However, if a campaign spans years, this can be a valid way of gaining an exotic mount.

Still there can be other drawbacks. The *Monster Manual* entry on the griffon mentions that while griffons can be raised from eggs and trained, the food the creature requires can make the prospect expensive and dangerous in addition to time consuming. Still, the ferocity and fierceness of such mounts might make a character willing to chance it.

In game terms, the training process can either be covered entirely in the background of the campaign, or during downtime, or can be an active and ongoing concern, requiring Wisdom (Animal Handling) checks along the way with failures potentially lengthening the process.

THE MOUNT AS PAYMENT OR GIFT

As with familiars and companions, another way for a character to acquire a mount, whether exotic or not, is to receive one from someone who has access to creatures of that type, or is otherwise powerful. This can be as simple as the local lord or ruler granting the character a trained warhorse or a powerful celestial granting a pegasus. Such animals should already be trained, though they still may require Wisdom (Animal Handling) checks while first being acquainted with the character.

These mounts may be rewards for services that the characters have performed, boons granted to aid in an adventure, or the results of some other kind of bargain.

Alternately, instead of a fully grown and trained mount, the granter of the gift or

reward may give the character a juvenile or baby animal to raise and train on their own, though this causes the same timing issues as described in the previous section.

ACQUIRING A MOUNT THROUGH NEGOTIATION

A third method of acquiring a mount is to negotiate with the mount directly. This requires a mount of a certain Intelligence, obviously, as the character must be able to convince the mount that allying makes sense. A character could negotiate with a giant eagle or pegasus, for example, assuming they could communicate, but would not be able to with a griffon or hippogriff. Such negotiated alliances are usually temporary and tied to a specific goal or journey, though this can also allow for more powerful creatures as mounts, such as unicorns or nightmares.





CHAPTER 12: STEED CLASS OPTIONS

The Paladin is the only official class to benefit from the *find steed* spell, but the following option incorporates steeds into the fighter and warlock class features.

FIGHTER

Some warriors view their weapon as an extension of themselves, as their truest companion. But for me, it's my camel. Far more trustworthy and reliable, and also more deadly.

— Asim Tarkos, Beast Rider

While the cavalier martial archetype is based around mounted combat, and benefits from abilities the deal with such combat, the following martial archetype takes this one step further, with a specific bonded mount.

MARTIAL ARCHETYPE: BEAST RIDER

The Beast Rider bonds with a specific mount that accompanies it on all of its travels and

acts in some ways like an animal companion. Unlike cavaliers, who are often of noble birth or background, beast riders come from a variety of backgrounds, from tribal warriors to specialized sects of warriors who ride into battle on their bonded steeds.

BEAST RIDER FEATURES

Fighter Level	Feature
3rd	Bonded Steed, Born to Ride
7th	Swift Response
10th	Speed Reserves
15th	Overrun
18th	Stunning Charge

BONDED STEED

When you choose this archetype at 3rd level, you gain a particularly intelligent and loyal steed. Pick a **camel**, **elk**, **mastiff**, **pony**, or **warhorse**. That beast becomes your bonded steed. The beast has the statistics of others of its kind, except that you add your proficiency bonus to its attack rolls, damage



rolls, AC, and any skills and saving throws it is proficient with.

Through rigorous training, you can coordinate together with your steed. Your steed remains an independent mount, but it is loyal to you and will do everything it can to follow your commands.

BORN TO RIDE

Starting at 3rd level you gain proficiency in the Animal Handling skill. Additionally, you have advantage on saving throws to avoid falling off your steed. Finally, mounting or dismounting your bonded steed costs you 5 feet of movement, rather than half your speed.

SWIFT RESPONSE

At 7th level, you learn to work together with your steed in combat. If your steed is



targeted with an opportunity attack, you can immediately make an attack against that attacker as a reaction.

SPEED RESERVES

At 10th level, your relationship with your mount allows you to inspire it to greater effort when needed. As a bonus action, you can spur your steed to go faster, doubling its speed for 1 minute. At the end of this period, your steed can't move or take any actions until the after its next turn as it stops to catch its breath and regain its strength.

OVERRUN

Starting at 15th level, when you are mounted, if you are able to move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, you do an extra 3d6 damage and your movement doesn't provoke any opportunity attacks. You can use this feature only once on each of your turns.

STUNNING CHARGE

Starting at 18th level, your Overrun feature does an extra 5d6 damage and when you hit a creature using your Overrun feature, that creature must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be stunned for 1 minute. You can use this feature only once on each of your turns.

WARLOCK

Pray you never end up with the Wild Hunt chasing you. I can imagine fewer fates worse than that.

— Sherrine Lassat, Warlock of the Wild Hunt

While warlocks are most often associated with familiars, as described in *Chapter 3*, warlocks who opt for the Wild Hunt patron gain access to the *find steed* spell.

PATRON: THE WILD HUNT

Warlocks of the Wild Hunt gain their power from one of the the supernatural groups of entities who gather to ride and hunt across the planes. The fey have their own version of the Hunt, as do fiends (both demons and devils). Pantheons of gods have been known to join together to hunt across the planes, and similar groups have been spotted in the Shadowfell, made up of the undead. Such powerful entities hunt all kinds of creatures — mortals, fiends, undead, or even other gods. Most who have seen any manifestation of the Wild Hunt pray that the Hunt never comes for them.

WILD HUNT FEATURES

Warlock Level	Feature
1st	Fearsome Visage
6th	Spectral Hound
10th	Wild Resistance
14th	Call the Hunt

EXPANDED SPELL LIST

The Wild Hunt lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

WILD HUNT EXPANDED SPELLS

Spell Level	Spells
1st	<i>ensnaring strike, hunter's mark</i>
2nd	<i>beast sense, find steed</i>
3rd	<i>haste, water walk</i>
4th	<i>freedom of movement, locate creature</i>
5th	<i>commune with nature, wrath of nature</i>



FEARSOME VISAGE

Starting at 1st level, your patron bestows upon you the ability to take on the fearsome aspect of the Hunt. As an action, you can cause each creature within a 30 foot radius of you to make a Wisdom saving throw against your warlock spell save DC. Creatures that fail their saving throws are frightened by you until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

SPECTRAL HOUND

Starting at 6th level, you gain the ability to summon a spectral hound, drawn from the Hunt, to help track your enemies. As a bonus action, you can cause the hound to appear in an unoccupied space within 30 feet of you.

The hound uses the mastiff's statistics (see the *Monster Manual*) except that the DC for its bite attack is 15 and it gains a number of temporary hit points equal to half your warlock level. Roll initiative for the hound, which has its own turns.

When the hound appears, you must specify a non-incapacitated creature within

30 feet of you to act as the hound's target. On each of its turns, the hound will pursue the target. If not within 5 feet of the target, the hound will use its movement to position itself as close to the target as possible and ignores difficult terrain to do so. If within 5 feet of the target, the hound will attack with its bite.

The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

If there is no valid target when the hound manifests, i.e. if there are no enemies within range that aren't incapacitated, the hound deals 2d10 psychic damage to you before disappearing.

WILD RESISTANCE

Starting at 10th level, you and any mount you are riding gain resistance to cold and fire damage and ignore the effects of difficult terrain.

CALL THE HUNT

At 14th level, you become able to draw on the Wild Hunt and manifest part of it around you. When you hit a creature with an attack, you can use this feature to have spiritual hounds and horseman appear to aid your attack. The creature is knocked prone and takes 5d8 slashing damage and 5d8 bludgeoning damage.

Once you use this feature, you can't use it again until you finish a long rest.

PACT BOON CHANGES

While the Pact of the Blade and Pact of the Tome operate normally under the Wild Hunt patron, the Pact of the Chain offers different advantages. The following replaces the information presented in the *Player's Handbook*.

PACT OF THE CHAIN

You learn the *find steed* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for the steed or one of the following special forms: blink dog, death dog, dire wolf, giant hyena, giant wasp, hippogriff, lion, warhorse skeleton, or worg. The steed has the statistics of the chosen form but remains a celestial, fey, or fiend (your choice).

Additionally, when you reach 7th level, you may have your steed assume one of the following forms instead: displacer beast, giant boar, griffon, guard drake, hell hound, mantichore, nightmare, pegasus, peryton, saber-toothed tiger, or winter wolf.



PART 4: OTHER RULES & OPTIONS





CHAPTER 13: PERSONALIZING YOUR COMPANION CREATURE

WHAT REALLY MAKES A FAMILIAR, companion, or steed unique are the touches put into developing the creature's personality. The player should develop that personality along with their character, though the DM may have input. The more effort and care that is put into developing the animal, the more alive and important they will feel.

Please note that the following rules mostly apply to summoned or created familiars, summoned steeds, and animal companions gained through a class feature. Other animals and creatures tend to be created and run by the DM and generally have their own names and personalities already.

The DM and player should discuss other situations, such as animals raised from babies or hatched by the character. In these cases, the player can usually name the animal and determine aspects of its personality, but it is ultimately the decision of the DM.

For simplicity's sake, this section will refer to familiars, steeds, and animal companions collectively as companion creatures.

THE NAME

Personalizing a familiar or companion starts with its name. Names obviously vary widely between characters and campaign worlds, and should reflect the player's wishes, but the following guidelines may help the player find a name suitable for their animal friend.

It should be noted that because familiars are magical creatures, and names hold power in magic, many spellcasters keep their familiar's true names secret and give the familiar a nickname that can be used in public.

People Names: As with pets, animals are often given the same names that people are. In this case, the animal could be given a name native to the player's race, or could be given a name from a different race. For sample names, see the sample racial names in the *Player's Handbook* or in Appendix B of *Xanathar's Guide to Everything*.

Legendary Names: Some people name their familiars and companions after individuals of power and can include historical names, mythological names, names of current rulers or heroes, and names taken from the gods. Examples: Alustriel, Baervan, Berronar, Bruenor, Corellon, Drizzt, Eldath, Elminster, Haela, Khelben, Laeral, Moonbow, Moradin, Mystra, Nezram, Nymeria, Sehanine, Selune, Sune, Taern, Tyr, Uthgar, Valkur, Vajra, Vangerdahast, Yondalla.



Object & Event Names. Some animals are given the names of objects or events, often for the image they conjure up or because the animal is associated with that object or event. Once again, these names can be in the character's native language or in Common. Examples: Amber, Arrow, Autumn, Book, Brandy, Brook, Bubbles, Castle, Comet, Cookie, Crystal, Diamond, Echo, Ember, Grey Wind, Horseshoe, Hurricane, Jade, Jasper, Jewel, Lance, Lightning, Mace, Magic, Midnight, Opal, Pearl, Puppet, Quill, Ruby, Scroll, Shadow, Sky, Snowball, Star, Storm, Streak, Summer, Thunderbolt, Topaz, Winter

Creature Names: Since time immemorial, people have been naming their animals after other animals, such as a dog being called Tiger, or a hawk named Dragon. Examples: Angel, Bear, Birdie, Bug, Demon, Devil, Dragon, Fox, Ghost, Giant, Goblin, Griffon, Jaguar, Newt, Ogre, Owlbear, Phantom, Spirit, Tiger, Wolf

Plant Names: Self-explanatory. Also includes some food names. Examples: Beans,

Blackberry, Blossom, Bluebell, Bodhi, Buttercup, Clover, Cowslip, Dahlia, Daisy, Dandelion, Flower, Hazel, Holly, Iris, Jasmine, Laurel, Lotus, Mistletoe, Nightshade, Nutmeg, Peanut, Pickles, Poppy, Pumpkin, Sage, Truffles, Violet, Willow

Role/Occupation Names: Names based on jobs or ranks or positions. Examples: Admiral, Baron, Bishop, Captain, Chamberlain, Champion, Chief, Dancer, Deacon, Duke, Dutchess, Harper, Hunter, King, Lady, Piper, Pirate, Princess, Queenie, Rogue, Sailor, Skipper, Soldier, Tinker, Tracker, Tramp, Wizard

Appearance Names: When an animal is named after an element of their appearance. Some of these names can be ironic (such as a large animal being called Tiny). Examples: Beauty, Bigwig, Blackie, Blaze, Blondie, Blue, Bones, Boots, Cinder, Copper, Ebony, Fluffy, Fuzzy, Ginger, Itsy, Ivory, Mittens, Onyx, Patch, Patches, Powder, Red, Scruffy, Shaggydog, Shorty, Silver, Smokey, Smudge, Socks, Sooty, Spike, Spot, Stripes, Tiny, Twinkle, Whiskers

Behavior Names: When an animal is named after an aspect of their behavior. Examples: Acrobat, Buddy, Bully, Chaos, Charisma, Charmer, Flash, Frisky, Grumpy, Jumpy, Lucky, Mischief, Monster, Precious, Random, Rover, Sassy, Scamp, Scrappy, Snuffles, Sunny, Thumper, Wiggles

Cute/Diminutive Names: Baby, Bits, Boy, Honey, Kitty, Missy, Pooch, Pup, Sugar, Sweetie.

PHYSICAL CHARACTERISTICS

SEX

Summoned familiars and steeds manifest in the body of an actual animal. As such, the

creature has a sex that you can choose. Regardless of the sex of the animal's physical body, its gender identity can be whatever you choose. In the case of many of these creatures, they are ultimately spirits, no matter what form they inhabit, and as such their notions of sex and gender can be non-binary. However, this holds true for beast companions and other gained creatures that are not spirits,

Constructed familiars do not have to have sex or gender, though they can identify with those if the player so chooses.

SIZE AND WEIGHT

Your creature companion will be roughly the same size and shape as others of its kind, though natural variation means that the exact dimensions of your companion will vary. The player should decide if their companion is average in size, or if it might be lighter or heavier, longer or taller or shorter. These variations don't have an effect in terms of the game rules, but do help create a picture of the familiar or companion.

OTHER PHYSICAL CHARACTERISTICS

While your creature companion is roughly the same size as others of its type, other aspects of its appearance can differ if you so choose. Particularly in the case of familiars, as magical creatures they sometimes have more unusual features than normal animals of that type. This can be a different color, or a smell, or a sound or any other kind of change to cosmetic features. Again, these changes don't affect anything in terms of the rules, however, the DM may choose to make small adjustments based on what the different element is. For example, if your raven familiar had eyes that glowed red, when the familiar was present, it might give a small bonus (+1) to Charisma (Intimidation) checks. Though that same feature might cause a small penalty (-1) to any Charisma (Persuasion) checks because it

unnerves people. Players are encouraged to use their own creativity within the bounds that the DM sets, but the table below can be used as a starting point, or if the player wishes.

d10 Unique Appearance

- 1 The creature's eyes glow a certain color (either all the time or only at certain times)
- 2 The creature has a particular odor which intensifies at times of stress. This can be freshly baked bread, fresh grass, pine, brimstone, a deep animal musk, ozone, the ocean or any other smell of the player's choice.
- 3 The creature has unusually colored feathers, fur, skin, or scales over part or all of its body, such as a rat with blue fur, or a vulture with bright red feathers.
- 4 The creature makes an unusual sound either in place of, or in addition to, its normal sounds. Its barks or yaps may be particularly deep or sound ghostly, or its call may sound like a young humanoid.
- 5 Otherworldly energy swirls around the creature causing a slight distortion, a shimmer or blur like intense heat.
- 6 The creature is particularly cold, or warm, to the touch despite having a normal internal temperature.
- 7 The creature is bald or has bald patches on its body where no hair or feathers will grow.
- 8 The creature moves in a way that seems slightly off. It doesn't affect their movement speed, but is discernible if they are watched for some time.
- 9 The creature's shadow doesn't always point in the direction it's supposed to.
- 10 Parts of the creature's body (but never all of it) turn invisible from time to time.

THE PERSONALITY

Companion creature personalities can and should be as varied and unique as character personalities. The player is encouraged to come up with as distinct a personality as possible to distinguish their animal friend from countless others. And in the case



ALIGNMENT

Traditional familiars, animal companions, and steeds always share the alignment of the character they are bonded to. Found familiars and gained animal companions as well as steeds gained without the *find steed* spell can be of any alignment, though as indicated in previous chapters, a large alignment difference makes it harder to attract and keep such animals.

PERSONALITY TRAITS

As with characters, players should define personality traits that apply to their companion creature. As with character personality traits, they should be as specific as possible.

The tables below list some sample personality traits that can apply to familiars, animal companions, and steeds. Players can roll on the table or use the table as a starting point for devising their own personality traits. It is recommended that players roll for or choose two personality traits to help

distinguish your companion creature from others of its kind.

d12 Personality Trait

- 1 I am always watching so that my companion doesn't have to.
- 2 I am a fierce defender of my companion and always ready to leap into action to help keep them safe.
- 3 I try to seem as unassuming and mundane as possible and keep my abilities secret to gain an edge over those around me.
- 4 I will never give up until I die.
- 5 I am driven by the new discoveries and mysteries that I uncover with my companion and hope they never stop.
- 6 I view my companion's friends and allies as if they were my own brood/pack/school/flock.
- 7 I aspire to become greater than I am and believe that I can accomplish this goal through service to my companion.
- 8 Since my role as companion, I no longer feel connected to others of my kind. I am happy with my service but no longer know what I am.
- 9 I always obey my companion but I am happiest when our activities cause chaos and destruction.
- 10 I am obsessed with food and root it out and stash it away as often as I can.
- 11 I insist on being clean at all times and consistently bathe and preen to maintain my cleanliness.
- 12 While I am loyal and accommodating to my companion, I am endlessly curious and can't stop myself from asking questions.

IDEALS

Like characters, companion creatures have ideals, but because of the bond of loyalty to the character, the companion creature shares the ideal of the character.

BONDS

A companion creature's bond is always the same. It is "The character who travels with me is a beloved companion/master for whom I would gladly give my life."

FLAWS

Like Personality Traits, the player can develop flaws for the companion creature to further distinguish them and their personality. Players can choose to roll on the table below or else use those choices as a starting point for developing their own flaws.

d12 Flaw

- | | |
|----|--|
| 1 | Because of my special nature, I think of myself as better than others of my kind. |
| 2 | My insecurity causes me to be obsequious to my companion and constantly look for their approval. |
| 3 | I am cynical because of what I have seen and I express this in a constant tone of sarcasm. |
| 4 | While my companion would generally be considered more intelligent than me by their own standards, I know that being clever isn't about books but about understanding the world, and by that measure I am superior. |
| 5 | My love for life drives me to try every type of food and smell/see/hear/sense every new kind of object or even that I can, often to the chagrin of my companion. |
| 6 | My companion is the only humanoid that I can tolerate. Everyone else I treat with disdain or else outright hostility. |
| 7 | I appreciate the security of contact with others and will greet new friends by jumping on them and investigating every aspect of their bodies. |
| 8 | I am obsessed with trinkets and badger my companion to pick new trinkets up and keep them on my behalf and if I can carry them myself, I do. |
| 9 | My companion once made a mistake that put my life in danger and now I never let them forget. |
| 10 | Now that I am able to express my thoughts and feelings to my bonded companion, I feel an obligation to do so, especially when my opinions differ from my companion. |
| 11 | I value humanoids over other animals OR I value other animals over humanoids (save my companion) |
| 12 | I view every attempt to change me (my form/my appearance/my behavior) as a slight. |

OTHER DETAILS

The player can fill in other details about the companion creature as well as including the above. If it is an animal companion, what was its home territory and how big was its family? Had the animal mated? For familiars and steeds that can change their forms with subsequent find spells, do they have a form that they consider their default form? Are they attached to any certain animal shapes? How do they feel about the things that they are asked to do? Do they enjoy some tasks more than others? For familiars and steeds, how do they feel when they are dismissed, or when they die? Companion creature backgrounds and histories can be as detailed and intricate as those for characters.



CHAPTER 14: NEW BACKGROUNDS

THE OPTIONS IN THIS CHAPTER CAN BE added to your game with the DM's permission.

BACKGROUNDS

The following backgrounds concern animals and other creatures and can be used in addition to those provided elsewhere.



ANIMAL TRAINER

You spent your formative years training animals which could be horses for riding, or dogs, or even performing animals. You are comfortable around animals and understand them on a level that most people don't.

Skill Proficiencies: Animal Handling, Insight

Tool Proficiencies: Leatherworker's Tools, Smith's Tools

Equipment: A set of common clothes, leatherworker's tools, and a belt pouch containing 20 gp

SPECIALTY

To determine the animals that you specialized in, roll a d6 or choose from the options in the table below.

d6	Animal
1	Riding horses
2	Guard Dogs
3	Hunting Dogs
4	Hunting Birds
5	Other mounts (camels, mastiffs, ponies)
6	Performing animals

FEATURE: TRAINER'S EYE

Your time spent with animals has given you a keen eye for their condition and behavior. When buying or otherwise choosing trained animals, you can spot the best and worst of the bunch and can acquire a suitable mount for 25% less than they normally cost. This also applies to any tack or harness that applies to these animals.

SUGGESTED CHARACTERISTICS

Animal trainers tend to be patient yet firm. Whether they have worked with horses or dogs or even exotic animals, they must learn to understand their animals and read them well. Some trainers feel most comfortable when practicing their trade with animals while others crave the company of other people when they're not working.

d8 Personality Trait

- 1 I'm a perfectionist and will put in the extra time and effort to make sure everything I do lives up to my expectations.
- 2 I like to understand the behavior of people as well as animals and analyze those I meet.
- 3 It's hard to get me to shut up when I'm talking about my job.
- 4 I stop to examine animals that I see to assess their condition and their training (if any).
- 5 I remember the names of all of the animals that I have trained and every quirk about them.
- 6 I am strict and firm in my job and this carries over into the other parts of my life.
- 7 I believe that the best way to get an animal (or person) to trust me is to form an empathic relationship with that animal (or person).
- 8 I like helping others, whether that's giving them the best service or else aiding them when they're in need.

d6 Ideal

- 1 **Order.** Rules are meant to be followed. (Lawful)
- 2 **Respect.** People and animals deserve to be treated with dignity and respect. (Good)
- 3 **Freedom.** All people should have the opportunity to practice their craft. (Chaotic)
- 4 **Power.** Dominating others is the best path to personal power. (Evil)
- 5 **Beings.** I'm committed to the animals I care for and the people I care about, not to ideals. (Neutral)
- 6 **Aspiration.** I work hard to be the best at my job and am always seeking to improve. (Any)

The Animal Handling skill applies to all animals equally, but at the DM's discretion, the character may work better with animals of the kind they spent training as part of their background, granting them a bonus when working with those animals (and potentially a penalty when working with others).

d6 Bond

- 1 The stable or shop where I learned my trade is the most important place in the world to me.
- 2 The master who I apprenticed to taught me everything I know and I will never forget them.
- 3 I'll always remember the first animal that I trained.
- 4 A rich noble once cheated me and now I fight against any wealthy people I find to be unfair.
- 5 I chose my career over someone that I loved and lost them, but I never stopped loving them.
- 6 I value the techniques that I have learned and seek to preserve them and pass them on to someone worthy.

d6 Flaw

- 1 I once injured an animal I was training and I live with my secret shame.
- 2 I like the simplicity of animals more than people.
- 3 I try to get the upper hand in any negotiation I undertake.
- 4 I sometimes try to "train" people that I meet.
- 5 I can be stubborn in the face of defiance.
- 6 I am stingy with my wealth.

BEAST-REARED

You were raised by animals for part of your childhood. This could have been if you were abandoned and left alone in the wilderness, or if your family was killed, or for some other reason. Wild animals took you in and cared for you and raised you as if you were one of their kind. While you were later returned to civilization, you still retain the knowledge you learned from your animal family, and that strangeness has marked you in your dealings with other humanoids.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Hunter's Tools (see next chapter)

Languages: One of your choice



Equipment: A sling, a hunting trap, a trophy from an animal that you killed (a tooth, or horn, or other body part), simple animal hide clothes, and a pouch containing 20 gp worth of small gems that you found

FEATURE: PART OF THE PACK

Your time spent in the wild, living with the animals, has gained you the ability to feel at home in the wilderness and to read signs that others might not recognize. You can find twice as much food and water while foraging as you normally would.

Additionally, if animals of the same type as those that raised you are present in the area, you can find shelter and protection with them, assuming you and any companions are respectful and don't endanger them.

SUGGESTED CHARACTERISTICS

Some beast-reared spent years with their animal families and thus are awkward and sometimes crude around other humanoids and in civilization. Others have integrated into society but maintain their bond to those who took them in and cared for them. For some, the time spent in the wild have shown them that the veneer of so-called civilization is thin and what lies underneath is not as superior as people might believe.

d8 Personality Trait

- 1 I consider my friends to be my new pack and am fiercely loyal to them.
- 2 I secretly regret returning to civilization and miss the simple life among my animal family.
- 3 I once helped my animal family fight off a much stronger beast and it taught me what is possible with determination and teamwork.
- 4 The importance of wealth and its trappings is a lie. Wealth won't help you in the wild.
- 5 I hold onto food for as long as I can, often stuffing it in my pockets or pack.
- 6 I don't trust the rich.
- 7 I have never managed to master the manners required in civilization.
- 8 I pepper my conversation with stories of my time in the wild and the things that I saw and did.

d6 Ideal

- 1 **Growth.** Improvement is only possible in the face of adversity. (Chaotic)
- 2 **Order.** Hierarchy and established roles are as important in the world as they are in the pack. (Lawful)
- 3 **Nature.** The natural world is more important than all the constructs of civilization (Neutral)
- 4 **Greater Good.** It is each member's responsibility to act in the best interests of the pack. (Good)
- 5 **Strength.** The only way to survive in this world is to be the strongest and most savage. (Evil)
- 6 **Pride.** I must provide for my pack and bring them greatness. (Any)

I have met noble savages and savage nobles, and I can tell you, I far prefer the former to the latter.

d6 Bond

- 1 Despite having left my pack, they are still the most important and truest family that I have.
- 2 Someone who despoils my wilderness home or attacks my pack attacks me.
- 3 I must carry on the lessons of my pack and pass them on to any who will listen.
- 4 I still pursue vengeance against those who caused me to be lost in the wilderness.
- 5 I believe my true family to still be alive and will not rest until I find out what happened to them.
- 6 My friends and companions are my new pack and I am devoted to them.

d6 Flaw

- 1 I follow the lead of my pack leader no matter what.
- 2 I have a weakness for alcohol after my time in the wild.
- 3 I find it difficult to let go of my time with the pack and sometimes growl or posture to people who upset me.
- 4 I sometimes sniff people when I meet them.
- 5 I never back down from a direct challenge.
- 6 I find it hard to trust people who grew up in civilization.

BEAST-REARED VARIANT: MONSTER-REARED

Instead of being raised by beasts, you were taken in and raised (or partially raised) by a group of good and generous monsters, such as goblins or orcs or some other kind of monstrous humanoid. You generally know the language of the creature that took you in and your Part of the Pack feature applies to these monsters and the environment in which they live. Note that while the group that raised you may have been friendly to you, the average monster won't be.



CREATURE CHRONICLER

You are a scholar interested in chronicling information about exotic creatures, either for publication in tomes of learning, or else to add to the overall knowledge of society. You cut your teeth learning and writing about normal animals but soon set your sights on more rare and unusual creatures. You may be affiliated with a school or a group of sages or may be completely independent, seeking to make your name by chronicling creatures that no one else has.

Skill Proficiencies: Nature, Perception

Tool Proficiencies: Calligrapher's Supplies

Languages: One of your choice

Equipment: A quill, ink, a journal for notetaking, a set of traveling clothes, and a belt pouch containing 10 gp

FEATURE: CREATURE LORE

Due to your study of wild animals and exotic creatures, when traveling you can identify the presence of wild creatures by studying their spoor or other signs of their activity. You can also recall several details about such

animals, though some of these may be exaggerations or false.

SUGGESTED CHARACTERISTICS

Creature chroniclers tend to be bookish sorts who value knowledge over all else. Most of their learning comes from books rather than the field, but many see adventuring as the ultimate goal, though they are often not ready for such travels.

d8 Personality Trait

- 1 I never miss an opportunity to display the depth and breadth of my learning.
- 2 I have spent so much time learning alone that I often talk to myself, even when others are around.
- 3 Once I hit upon a question or area that need study, I won't rest until I can find out more information to help illuminate those questions.
- 4 I am endlessly excited by the amazing variation of the natural world and that excitement keeps me motivated and moving.
- 5 I believe that I can one day write the work that will revolutionize the field of natural history and become the new gold standard in the field.
- 6 I am a perfectionist. When taking notes or writing, even the calligraphy and layout need to be perfect for me to be satisfied.
- 7 I see my money as an investment on my future success and so need to justify every expense that I make.
- 8 I am always surprised when someone hasn't heard of me or my treatises or monographs given the time and effort I've put into them.

d6 Ideal

- 1 **Logic.** Facts are more important than feelings or suspicions. (Lawful)
- 2 **Horizons.** There is endless variety in the universe and we should pursue and chronicle it all. (Chaotic)
- 3 **Wonder.** Being open to new truths keeps us from falling into small-minded thinking. (Good)
- 4 **Logic.** Facts are more important than feelings or suspicions. (Lawful)
- 5 **Improvement.** Learning helps improve not just oneself but all of society. (Any)
- 6 **Knowledge.** The path to power and self-improvement is through knowledge. (Neutral)

d6 Bond

- 1 I have been chronicling creatures for all of my adult life and my journals and tomes are my prized possessions.
- 2 I hope to bring esteem to my teachers and the organization that helped train me and prepare me for my research.
- 3 There is a creature, or group of creatures, that I'm dedicated to finding and researching and I won't rest until I find it/them.
- 4 I hope that one day the one I love sees the evidence of my success in the things I write.
- 5 I believe strongly in a text that many don't find to be credible, yet I think it is the key to my own career and success.
- 6 I have dreamed of venturing into the wilds my whole life and now that I have the chance, I won't let anything drag me back.

d6 Flaw

- 1 I sometimes commit to my beliefs before checking to see if they are supported by facts.
- 2 I trust what I've read in a book more than what I've seen with my own eyes.
- 3 I sometimes stop to assess when I should just run.
- 4 I have no filter and bluntly describe what I observe without any tact or social awareness.
- 5 I assume that things worth knowing must be complex rather than simple.
- 6 I chronicle everything, even people's deepest, most private secrets.

MENAGERIST

You grew up helping to run a menagerie, a place where animals are kept and displayed. You cared for the animals and helped set up the exhibits as well as studying lore about the animals to share with visitors. Your menagerie may have been a small, family-run assembly of creatures, a large, fancy zoological garden owned by a noble, or anything in-between.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of nice clothes, a leather apron, a pamphlet describing the attractions of your menagerie, and a belt pouch containing 15 gp

FEATURE: ANIMAL ASSESSMENT

Due to your time spent with animals in captivity, and experience with acquiring such animals and moving them, you can assess when looking at a domesticated or captive animal how long they've been out of the wild, and how they are being treated (including whether they are being fed regularly, groomed, etc).

SUGGESTED CHARACTERISTICS

Menagerists are acquainted with the realities of animals, having had to care for and clean up after them, but they tend to overestimate their familiarity and knowledge, which doesn't always match up with animals in the wild. They sometimes have a flair for the dramatic which comes from their time introducing visitors to the various animals.

d8 Personality Trait

- 1 I like to speak about all the animals that I've had the pleasure to have known and studied.
- 2 I eagerly collect knowledge about animals that I have no experience with and dream one day of having one of them in my menagerie.
- 3 I am obsessed with exotic creatures, the stranger the better.
- 4 I believe that I know more than other people and often look down on the ignorant.
- 5 I am a very visual person and spend a lot of time thinking of how things are displayed and whether it's the best use of space.
- 6 I appreciate carefully controlled situations and get uncomfortable in chaos.
- 7 I've grown so used to city living that camping and hiking in the wilderness are hard for me to deal with.
- 8 My sense of humor is an acquired taste, though that doesn't stop me from making jokes.

d6 Ideal

- 1 **People.** I love entertaining people and feel it's important. (Neutral)
- 2 **Control.** Wild things must be contained and controlled for civilization to flourish. (Evil)
- 3 **Community.** Civilized people have a responsibility to strengthen the bonds of community and maintain civilization. (Lawful)
- 4 **Respect.** All people and animals deserve to be treated with dignity and respect. (Good)
- 5 **Discovery.** People should be constantly exposed to new things to help them learn and grow. (Chaotic)
- 6 **Knowledge.** I believe that sharing knowledge is the highest pursuit in life. (Any)

d6 Bond

- 1 I feel a responsibility to the people I help to educate.
- 2 My family went into debt because of the menagerie and now I try to help them get back on their feet.
- 3 My menagerie is my favorite place and I dream of returning to it with new creatures to display.
- 4 I take my duty to look after the animals in my care very seriously.
- 5 A traveler came to the menagerie and captivated me. Now I constantly hope I will run into them in my travels.
- 6 One day I will return with the most amazing addition to the menagerie

d6 Flaw

- 1 I like animals but am most comfortable when they are behind bars or glass.
- 2 I can't stop pointing things out to the people around me.
- 3 I don't like people telling me what to do and get hostile in response.
- 4 When I set my mind on acquiring something, nothing will stop me.
- 5 I'm not afraid to embellish the truth if I feel it will be more impressive.
- 6 I'm never satisfied with what I have — I always want more.

STREET PERFORMER

A cross between street urchins and entertainers, street performers make their living entertaining people on the streets of cities and towns, trying to attract the attention of passersby and hoping for a coin or two in response. You may have been a street musician, an acrobat, a puppeteer, or even someone who ran games on the street.

Skill Proficiencies: Performance, Sleight of Hand

Tool Proficiencies: One type of musical instrument, or a gaming set, or one type of artisan's tools

Languages: One of your choice

Equipment: A musical instrument, gaming set, puppet, or artisan's tools (your choice), colorful clothing, and a belt pouch containing 15 gp

FEATURE: STREET KNOWLEDGE

Your time performing on the streets has given you an instinctual knack for understanding the ebb and flow of towns and cities. After spending a minimum of 10 minutes in a new city or town you can get a rough feel of which areas are safe and which aren't. After spending an hour in a city or town you can easily find your way to generic locations such as shops, churches, palaces, etc. You can also find locations that might be illegal.

SUGGESTED CHARACTERISTICS

Street performers learn to live with uncertainty, with regard to how much they can earn, and what they might encounter in a given day. For some, they become cynical and unfazed by even the most dangerous or unusual circumstances. Others manage to continue to find the wonder in each day, a talent that enabled them to keep going when others would have given up. But almost all still get tremendous satisfaction from a captive audience.



d8 Personality Trait

- 1 I am footloose and carefree and it takes a lot to faze me.
- 2 I love attention and am happiest when in the center of it.
- 3 I am an expert at insults from my time spent on the streets and still practice to keep myself sharp.
- 4 I am intrigued and excited by the endless variation in humanoid society and enjoy meeting as many people as I can.
- 5 I aspire to the perfect performance and don't feel like I've ever reached the heights of what I'm capable of.
- 6 I prefer the dusty streets and the common people to the upper classes and the wealthy (though I do appreciate their coin).
- 7 I hated my time working on the streets and intend never to have to return to that life.
- 8 The purest form of artistic expression is one that is done for the love of the form and without thought of the audience.

d6 Ideal

- 1 **People.** I love entertaining people and feel it's important. (Neutral)
- 2 **People.** I bring beauty to people of all walks of life, regardless of wealth or social station. (Chaotic)
- 3 **Art.** Making art makes the world a better place. (Good)
- 4 **Greed.** All that matters is what I get for my efforts, whether that be money, fame, or power. (Evil)
- 5 **History.** I tell the stories/sing the songs/repeat the performances of my culture and others so they are never forgotten and so that they bring people together. (Lawful)
- 6 **Truth.** What connects us, more than any history, is our connection to art. (Any)

d6 Bond

- 1 I will never forget the first friends I made on the street and the kinship I felt for them.
- 2 During my time on the street, one person (a lawman or noble) did their best to try to run me off or get me arrested. I have committed myself to one day getting revenge on them.
- 3 The tools of my trade, the instruments that help me create art, are my most prized possessions and I will protect them above all else.
- 4 I feel a deep connection to the first streets that I performed on and I will always do what I can to try to protect them.
- 5 I began performing to help support my family and still do what I can to support them.
- 6 My mentor taught me all that I know and I owe them more than I can ever repay.

d6 Flaw

- 1 I will always bend my moral boundaries when it comes to gold.
- 2 I continue to use my talents to try to attract romantic partners.
- 3 I like to use my talents to challenge the local rulers or nobles and stir up resentment against them.
- 4 I look down on others who can't create or perform.
- 5 I have a weakness for gambling.
- 6 I am jealous of others with artistic talents and try to prove my superiority at every opportunity.

VARIANT STREET PERFORMER: CON MAN

Instead of artistic performances, you used to run games on the street. While these may have been legitimate gambling opportunities, in many cases they were just the means for fraud or outright theft, with no way for the average person to win, and many ways for them to lose. Some of your games may have included the shell game, Three-Dragon ante, or the cup and balls trick.

CHAPTER 15: FEATS

THESE VARIANT RULES ALLOW FAMILIARS and other companion creatures to be obtained by feats rather than, or in addition to, using the *find familiar* spell or having the appropriate class feature.

These feats can either be used to grant companion creatures to characters who normally wouldn't have access to them, or to grant extra abilities to companion creatures gained through spells or class features. They can replace the existing rules for companion creatures or else complement those already in place.

BEAST COMPANION

Prerequisite: 3rd level or higher

You gain the service of a loyal animal companion who accompanies you on your adventures and travels with you. Choose a beast that is no larger than Medium and that has a CR of 1/4 or lower (or choose one of the options from *Chapter 9* if your DM allows).

The companion loses its Multiattack action, if it has one. It obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your companion uses your proficiency bonus rather than its own. In addition to areas where it normally uses its proficiency bonus, the companion also adds its proficiency bonus to its AC and to its damage rolls.

Your companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

If your animal companion is ever slain, you may spend 8 hours and 50 gp worth of materials (including food and herbs) to attract and bond to another animal companion.

BONDED FAMILIAR

Prerequisite: The ability to cast at least one spell

You learn the *find familiar* spell and can cast this spell as a ritual. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for this spell can be either Charisma, Intelligence, or Wisdom (your choice).

Additionally, you can add your proficiency bonus to your familiar's armor class, ability checks and saving throws.

BRUTAL COMPANION

Prerequisite: An animal companion or steed

When your companion hits with a melee weapon attack in combat, that attack deals one extra die of its damage.

CLEVER COMPANION

Prerequisite: A familiar, animal companion, or steed

Your companion creature is more intelligent than others of its kind. It gains 2 points to its Intelligence score, or gains an Intelligence score of 7, whichever is higher. It also gains the ability to speak in one language of your choice.

COMBAT FAMILIAR

Prerequisite: A familiar

Your familiar can attack in combat, though it uses up one of your attacks to do so. When your familiar attacks, it can add your

proficiency bonus to its attack and damage rolls.

CONNECTED FAMILIAR

Prerequisite: A familiar

Your strong link with your familiar allows you to communicate with it telepathically and see through its senses at any distance, as long as it is on the same plane of existence as you.

EVOLVING FAMILIAR

Prerequisite: A familiar

Your familiar has better than usual statistics and improves over time. You add your proficiency bonus to your familiar's AC, to any skills or saving throws it might be proficient in, and to its attack and damage rolls, if applicable. Its hit point maximum equals its normal maximum or four times your level, whichever is higher.

IMPROVED FAMILIAR

Prerequisite: A familiar

You can choose more powerful forms for your familiar. When you cast the *find familiar* spell, you can choose to have your familiar take one of the following forms: imp, pseudodragon, quasit, or sprite. Your DM may allow you to choose alternate forms (including those specified in previous chapters).

LINKED COMPANION

Prerequisite: An animal companion or steed

You form a telepathic bond with your animal companion or steed. As long as your creature companion is within 100 feet, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this



time, you are deaf and blind with regard to your own senses.

LOYAL STEED

Prerequisite: 3rd level

You gain an unusually intelligent, strong, and loyal steed which is bonded to you as rider. You may choose a warhorse, pony, camel, elk, or mastiff. The steed has the normal statistics of an animal of its kind except that if its Intelligence is 5 or less, it gains an Intelligence of 6.

Your steed serves you as a mount, both in Combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit.

If your steed is killed, you may spend 8 hours and 100 gp worth of materials to gain another steed,

MAGEBANE COMPANION

Prerequisite: An animal companion

Your companion excels in fighting against spellcasters.

- When a creature within 5 feet of your animal companion casts a spell, it can use its reaction to make a melee attack against that creature.

- When the companion damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- Your companion has advantage on saving throws against spells cast by creatures within 5 feet of it.

MAGICAL COMPANION

Prerequisite: The ability to cast at least one spell and an animal companion

Your animal companion can deliver touch spells like a familiar. When you cast a spell with a range of touch, your animal companion can deliver the spell as if it had cast the spell. The companion must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Additionally, when you cast a spell with a target of self, you can choose to have that spell affect your animal companion in addition to yourself.

PERCEPTIVE COMPANION

Prerequisite: A familiar, animal companion, or steed

Your companion creature is more perceptive than others of its kind. It gains 60 feet of darkvision if it doesn't already have it and it has advantage on all Wisdom (Perception) checks.

RECKLESS COMPANION

Prerequisite: Prerequisite: An animal companion

Your companion sometimes attacks with little heed for the consequences. At the start of its turn, it can choose to gain advantage on melee weapon attack rolls it makes during that turn, however attack rolls against it have advantage until the start of its next turn.

SPELL-AMPLIFYING FAMILIAR

Prerequisite: A familiar

When your familiar delivers a touch spell on your behalf, if the spell doesn't require concentration and doesn't have a duration of instantaneous, the duration for that spells is doubled.

Additionally, any spell that you cast on your familiar that isn't a concentration spell and doesn't have a duration of instantaneous has double its normal duration for the familiar.

STEALTHY COMPANION

Prerequisite: A familiar, animal companion, or steed

Your companion creature is stealthier than others of its kind. It can attempt to hide in lightly obscured conditions. Additionally, it gains advantage on Dexterity (Stealth) rolls.

SURE-FOOTED STEED

Prerequisite: A steed

Your steed can always find its footing. It ignores the effects of difficult terrain and has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

SWIFT COMPANION

Prerequisite: A familiar, animal companion, or steed.

Your companion creature is faster than others of its kind.

- It gains 10 feet in one of its movement types (your choice).
- It can quadruple its speed for one hour. After this hour, it must take an hour's rest before moving again. Once this feature is used, it can't use it again until it takes a long rest.



CHAPTER 16: NEW SPELLS

THE FOLLOWING SPELLS OFFER MORE options for familiars and companions and can be added to those provided in other official sources. Rather than allow them outright, the DM may require that the character seek out and learn these before being able to add them to their spellbook or having them as known spells.

The class restrictions listed below are meant as a starting point, but DMs can allow them to other classes as desired. Additionally, any of the new rules and variants from previous chapters can be used with these spells as desired.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a

ritual, the ritual tag also appears in the parentheses.

BARD SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

CLERIC SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

4TH LEVEL

Raise companion (necromancy)

DRUID SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

4TH LEVEL

Raise companion (necromancy)

PALADIN SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

4TH LEVEL

Raise companion (necromancy)

RANGER SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

4TH LEVEL

Raise companion (necromancy)

WARLOCK SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

4TH LEVEL

Improved Find Familiar (conjuration, ritual)

WIZARD SPELLS

1ST LEVEL

Beast shield (abjuration)

2ND LEVEL

Mirror companion (illusion)

3RD LEVEL

Aura of fear (enchantment)

Jennia's Tiny Stable (evocation, ritual)

4TH LEVEL

Improved Find Familiar (conjuration, ritual)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AURA OF FEAR

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkle of sand mixed with powdered bone)

Duration: Concentration, up to 1 minute

Choose a familiar, animal companion, or steed within range. For the duration of the spell, any creature within 5 feet of the target must succeed on a Wisdom saving throw against your spell save DC or drop whatever it is holding and become frightened for the duration.

BEAST SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

Choose a familiar, animal companion, or steed. When you touch the creature, you give it the ability to manifest an invisible barrier of magical force. Once, during the spell's duration, when the creature is hit by an attack or targeted by the *magic missile* spell, the creature can use their reaction to gain a +5 bonus to AC that lasts until the start of its next turn and also applies to the triggering attack. They also take no damage from *magic missile* for that period.

IMPROVED FIND FAMILIAR

4th level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (500 gp worth of powdered gems, incense, charcoal, and herbs that must be consumed by a fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: imp, pseudodragon, quasit, or sprite. (Your DM might allow other animals to be summoned as familiars.) Appearing in an unoccupied

space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. When you take the attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own. The familiar takes other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

JENNIA'S TINY STABLE

3rd-level evocation (ritual)

Casting Time: 1 minute

Range: Touch (5 foot radius)

Components: V, S, M (a tiny iron cage)

Duration: 8 hours

You create a pocket dimension for the purpose of sheltering and protecting companion creatures. The stable can fit one Large creature, 2 Medium creatures, 4 Small creatures, or 8 Tiny creatures. The spell fails if these limits are exceeded.

When first cast, a set of shining doors appear within 5 feet of the caster, large enough to accommodate a creature of Large size. Once the chosen creatures enter, they are transported to the pocket dimension which exists inside the tiny iron cage used to cast the spell.

While inside the stable, creatures are protected from attacks and from environmental effects and spells and other magical effects can't extend into the stable or be cast through it. No other creatures can enter the space. The atmosphere inside the stable is comfortable and dry, regardless of the weather outside.

At the end of the spell's duration, the shining doors reappear within 5 feet of the tiny iron cage and the creatures inside the stable can exit. The caster can also cause the exit doors to appear early as a bonus action.

If the tiny iron cage is destroyed, the creatures within appear in the nearest unoccupied spaces to the site of the cage's destruction.

MIRROR COMPANION

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

This spell works identically to the *mirror image* spell, except that it can be cast on a familiar or animal companion.

RAISE COMPANION

4th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a ruby worth at least 250 gp, which the spell consumes)

Duration: Instantaneous

This spell functions exactly like the *raise dead* spell, except that it only affects familiars, animal companions, and steeds.



PART 5: EQUIPMENT & MAGIC ITEMS



CHAPTER 17:

EQUIPMENT

The following equipment includes both normal items that can be used with animals of all kinds, as well as items specifically useful for creature companions.

TOOL PROFICIENCIES

The previous chapters included references to new tool proficiencies that can be used in addition to those provided in the *Player's Handbook* and *Xanathar's Guide to Everything*. These are detailed below, following the format set out in *Xanathar's Guide to Everything*.

HUNTER'S TOOLS

Hunter's tools contain a variety of items used to aid in hunting, fishing, and trapping in the wilds.

Components. Hunter's tools include fishing line, hooks, two traps suitable for catching Tiny creatures, or one trap suitable for catching a Small creature, snares, and in some cases, snowshoes or other foot coverings. Many hunter's tools also include camouflage elements, such as a cloak covered in leaves or coverings designed to blend into the hunter's surroundings. Depending on what animal the hunter is hunting, it might also include lures or special calling instruments to mimic the sounds of animals.

Survival. Proficiency with hunter's tools allows you to gather more food when using Survival checks to survive in the wilderness, assuming your surroundings have animals to hunt, fish, or trap. You also excel at tracking animals that you hunt, fish, or trap.

Investigation. When inspecting an animal carcass that was killed, you can get insight

into what weapon may have killed the animal as well as how long ago it happened, and the sequence of events leading up to the animal's death.

Stealth. You are practiced in the art of getting close to the animals that you hunt and are skilled at remaining unseen to common beasts.

HUNTER'S TOOLS

Activity	DC
Feed a party of 5 in the wilderness	10
Find food in extreme environments	15
Hunt exotic game	15

SADDLER'S TOOLS

Saddler's tools are used in the making of saddles and tack and harness and consist of some leatherworker tools along with metalworking tools.

Components. Saddler's tools consist of a hammer, an awl, a knife, a cutter, and edger, a hole punch, leather scraps, and thread.

Animal Handling. Your expertise with tack and harness allows you to make adjustments to those items when fitted to mounts to make the animals more comfortable and earn their trust, as well as making them easier to control while riding.

Riding. You can make adjustments to your own saddle and tack and harness to make it more difficult to fall off of your mount.

SADDLER'S TOOLS

Activity	DC
Make a makeshift bit and bridle	10
Modify a saddle for a different creature	15
Create a makeshift military saddle	15

TRAINER'S TOOLS

Trainer's tools are used in the the training of wild animals and include tools used for dog training, horse training, bird training, and other animals as needed.

Components. Trainer's tools consist of a variety of implements used to train animals For horse trainers, it contains various bits of tack and harness (special bridles and bits and reins), a brush, and a training whip. For dog trainers, the tools contain a collar, a leash, a harness, a muzzle, a whistle, a brush, and strips of meat to reward the dog with. Dog trainers who are training attack dogs often include a padded sleeve glove which they train the dog to attack. Bird trainers include a birdcage, a whistle, and a salt lick while trainers who train hawks and other birds of prey carry a falconry gauntlet with a tassel and ring for the falcon's tether, a hood, a jess, and a tether.

Animal Handling. Your expertise with these tools gives you an edge with training animals of the appropriate type.

Persuasion. Your constant assessment of animals' moods and your firm way of handling them can assist in persuading non-beasts by reading their behavior and altering your approach to best convince them.

Intimidation. Your mastery of command and whips and training tools also gives you an edge when trying to intimidate someone.

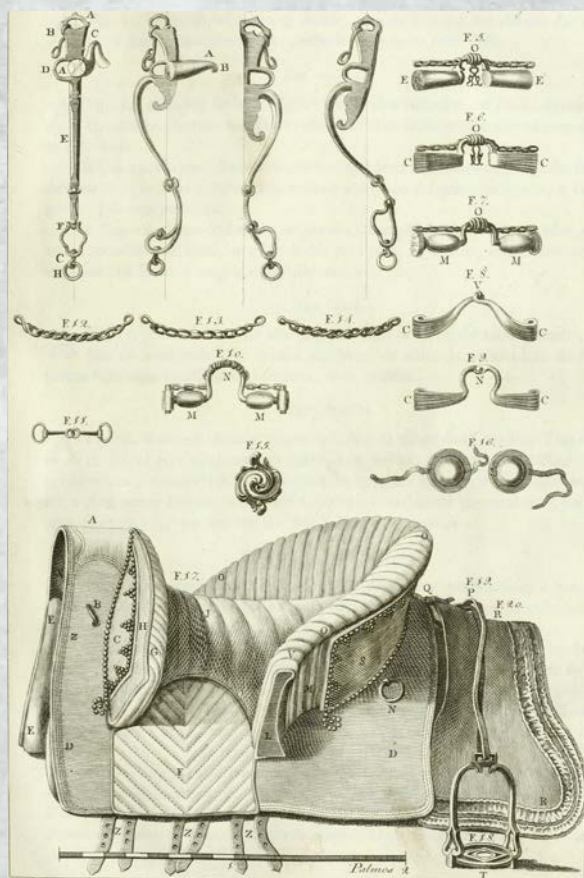
Teach Tricks. Your profi ciency allows you to teach any animal a simple trick which might include sitting, jumping, performing some kind of simple action, or moving to a certain location.

TRAINER'S TOOLS

Activity	DC
Teach a simple trick	10-15
Calm an animal	15
Incite an animal	15

TOOL COST AND WEIGHT

Item	Cost	Weight
Hunter's Tools	10 gp	5 lb.
Saddler's Tools	10 gp	6 lb.
Trainer's Tools	15 gp	8 lb.



ANIMAL GEAR

Normal animals don't usually require equipment, but the following are items that can be used with animals or used to train them.

BARDING

Used primarily for warhorses (and sometimes also for mastiffs), barding is essentially armor for a mount.

Barding available to purchase from smiths or shops will usually be for horses or for mastiffs. Barding for warhorses generally costs four times what armor would cost for a person and weighs twice as much. The table below gives the cost, AC, and weight for different types of barding for a warhorse.

WARHORSE BARDING

Type	Cost	Armor Class (AC)	Weight
Leather	40 gp	12	20 lb.
Studded Leather	180 gp	13	26 lb.
Ring mail	120 gp	14	80 lb.
Scale mail	200 gp	15	90 lb.
Chain mail	300 gp	16	110 lb.
Splint	800 gp	17	120 lb.
Plate	6,000 gp	18	130 lb.

Barding for ponies generally costs twice what armor would cost for a character and weighs about the same.

Barding for mastiffs is similar to that for ponies in areas and cultures where mastiffs are commonly used as mounts (such as in halfling towns). In other locations, barding for mastiffs can cost the same as what it would cost for a warhorse due to the extra labor involved.



PONY BARDING

Type	Cost	Armor Class (AC)	Weight
Leather	20 gp	12	10 lb.
Studded Leather	90 gp	13	13 lb.
Ring mail	60 gp	14	40 lb.
Scale mail	100 gp	15	45 lb.
Chain mail	150 gp	16	55 lb.
Splint	400 gp	17	60 lb.
Plate	3,000 gp	18	65 lb.

Barding for other mounts needs to be custom made and as such can be extremely costly, sometimes up to 10 times as much as a normal suit of armor. Additionally, flying mounts such as griffons and hippogriffs, can not fly in medium or heavy barding.

TACK AND HARNESS

Tack and harness includes the additional gear necessary to ride a mount or have it draw a vehicle. This includes bits, bridles, saddles, and saddlebags.

The *Player's Handbook* includes prices and weights for common tack and harness for mounts such as horses and mastiffs as well as military saddles (which grant advantage on checks to stay mounted) and exotic saddles which are needed for non-traditional mounts (such as griffons and hippogriffs).

TRAINING GEAR

As touched upon in the entry for trainer's tools, training gear is used to train various animals and generally can be purchased to train normal animals. Some examples are included below.

TRAINING GEAR

Type	Cost	Weight
Beast Whistle	5 gp	—
Cage (Tiny)	2 gp	5 lb.
Cage (Small or Medium)	15 gp	60 lb.
Coat Brush	2 sp	2 lb.
Dried Meat Strips	5 cp	—
Falconry Gauntlet	10 gp	1 lb.
Leash	5 sp	1 lb.
Muzzle	2 gp	1 lb.
Salt Lick	2 sp	—
Training Harness (Tiny or Small)	2 gp	2 lb.
Training Harness (Medium)	5 gp	5 lb.
Training Harness (Large)	10 gp	10 lb.
Training Whip	5 gp	2 lb.

Beast Whistle. These whistles come in a variety of types, the most common being a dog whistle. The sound of the whistle is audible only to the specific beast for whom it was designed. In addition to dog whistles, there are versions designed for birds, cats, rodents, and reptiles, and the DM can allow other options as needed. When used for training, the whistle provides a +1 to Wisdom (Animal Handling) checks.

Cage. Any portable enclosure that can be used to hold an animal. They can be made from iron, wood, bamboo, or other materials. Cages hold one animal of the size indicated in their description, or four animals of the next size down (so a small cage can hold four Tiny creatures and a medium cage can hold four Small creatures or 16 Tiny creatures). They are generally only used in the training process, though they can also be used to help keep animals safe.

Coat Brush. A stiff-bristled brush that slips over the trainer's hand and can be used to clean and groom an animal's coat. When used regularly, they can add a +1 to Wisdom (Animal Handling) checks for the groomed animal.

Dried Meat Strips. These thin strips of meat are used as treats to reward animals such as dogs and other carnivores while being trained.

Falconry Gauntlet. A gauntlet made of thick leather and worn on a falconer's hand to give the falcon a place to stand. Usually comes with a jess (tether) and hood. When used to train a bird of prey, it gives a +1 to Wisdom (Animal Handling) checks.

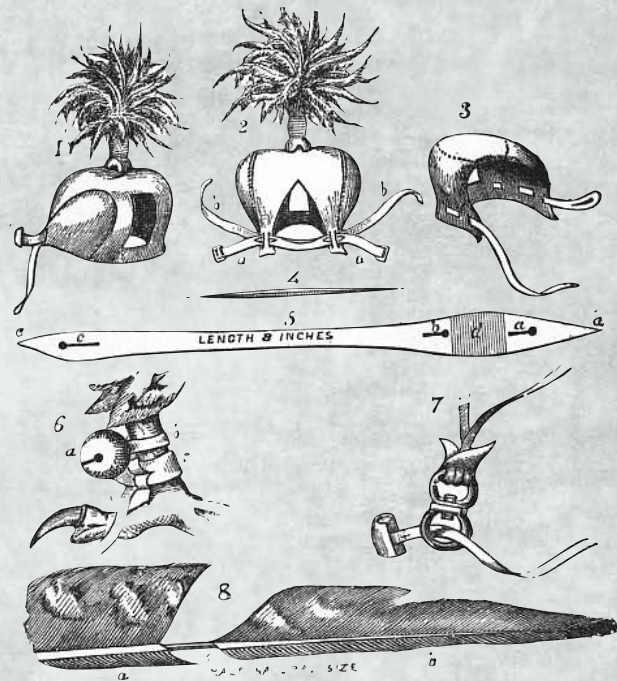
Leash. A standard leash used to control a dog or other animal. Can be made out of leather or rope or any other strong, flexible material.

Muzzle. A device used to secure an animal's snout, mouth, and jaws to prevent biting. Dog muzzles (suitable for dogs and mastiffs) are the most common variety, though others can be custom-made (but cost twice the price).

Salt Lick. A small, hard lump of mineral salt used as a reward for birds.

Training Harness. These come in a variety of sizes and are used to train animals, usually in concert with a leash or with reins. Each size can be used with an animal of the comparative size category. Harnesses for similar animals don't require much in the way of modification — a harness for a cat can usually be adjusted for a similarly sized dog — but animals with unusual shapes may require a custom made harness which will cost twice as much.

Training Whip. Frowned upon by most ethical animal trainers, nevertheless some trainers rely on the whip to help teach their animals obedience, though this often can breed resentment in the animal.



CHAPTER 18: MAGIC ITEMS FOR CHARACTERS

Several magic items already presented in the *Dungeon Master's Guide* approximate or otherwise enhance the use of a creature companion, and these are complemented by the items in this chapter which can be used by a character to emulate a companion creature or enhance the use of an already existing one.

EXISTING MAGIC ITEMS

The following magic items can be found in the *Dungeon Master's Guide* and either simulate in some way the effect of having a companion creature, or help enhance the use of one you may already have.

Bag of Tricks. The bag of tricks allows a character to produce a random animal from the bag. The produced creature is friendly to you and your companions and can be commanded to move and take actions. Once an animal is manifested, there is no time limit to how long they stick around. Bearers of a bag of tricks tend to treat the animals as disposable, but there's nothing to say that you couldn't try to keep the creature alive and prevent it from being hurt. Such creatures could be given a name and personalities as per *Chapter 14* and become regular companions until their deaths.

Figurines of Wondrous Power. These figurines transform into creatures that are friendly to the owner and their companions and obeys the owner's spoken commands. The only difference with the figurines is that the creature only exists for a certain period of time, unique to that type of figurine. Once used, they can't be used again until a certain

amount of time has passed. However, despite the time-dependent nature of these items, they function very similarly to companion creatures. Rather than transforming into a generic creature, these items can instead be used to continually transform into the same creature with a personality of their own (see *Chapter 14* for suggestions). Several of the figurines can be used as mounts, while all of them function in many ways like animal companions.

Quaal's Feather Token. The bird feather token summons a giant multicolored bird with the statistics of a roc that obeys your commands. The bird can't attack, but it can transport several creatures over vast distances. Like other feather tokens, the bird token is single use.

Ring of Animal Influence. The ring, which can be useful for those with companion creatures or without, can be used to cast the *animal friendship* and *speak with animal* spells, or to cast *fear* with a limitation of targeting only beasts with an Intelligence of 3 or lower.

Saddle of the Cavalier. The saddle is extremely useful for any kind of mount, especially since attacks rolls against the mount have disadvantage when it's in use.

Staff of the Python. The staff can transform into a giant constrictor snake which you can mentally command when it's within 60 feet. The snake can be summoned repeatedly, assuming it is never killed while in snake form. Once again, the python can be regarded to be a unique creature with its own personality and identity and can be given the traits given in *Chapter 14*.

NEW CATEGORIES

Chapter 4 introduced constructed familiars and introduced the concept of formulae which are considered magic items.

Additionally, *beast brands* are included as a new type of magic item.

FAMILIAR FORMULAE

As described in *Chapter 4*, formulae contain the instructions for creating and bonding with a constructed familiar. Each one contains a list of ingredients necessary to construct the familiar, as well as a description of the ritual necessary to assemble the familiar's body, and bring it to life, creating the familiar bond.

Formulae vary widely in their rarity and in their contents. Below are some examples of specific formulae, but the DM is encouraged to create additional formulae to meet the needs of their campaign and characters.

COSMIC CRYSTAL FORMULA

Wondrous item, very rare

This formula which contains the instructions for creating a crystalline spider familiar is actually embedded within a crystal sphere. In order to access the instructions, the sphere must be held up to the moon each night for a full lunar cycle. As the moonlight hits the crystal, one page of the formula is projected from the sphere. The spellcaster must copy each page as it appears and then assemble the full formula once all pages are recorded.

The ingredients detailed in the formula include 2000 gp worth of flawless gemstones, 1000 gp worth of platinum (or 100 pp that can be melted down), and a small quantity of phosphorous (100 gp worth).

The gems must be carefully shaped into the delicate limbs of the spider requiring Jeweler's Tools (or the DM may allow Tinker's Tools) and the platinum must be used to join the pieces together. The process of constructing the familiar's shell takes a minimum of 2 weeks work. The creator must pass 3 checks with their associated tools versus a DC of 15. If they succeed on all 3

checks, the spider's shell is created and the ritual can take place. If any of the checks are failed, the shell is not adequate for the ritual and the process must be extended for another 2 weeks and another 1000 gp worth of materials (a mix of gems and platinum) must be obtained.

Once the shell is complete and acceptable, the ritual must be performed. It must take place in the light of the moon and stars, beginning at the first full touch of night and continuing through to just before sunrise. It requires the use of mystical symbols on the ground, coinciding with the alignment of the stars and the moon on that particular night. An Intelligence (Arcana) check, or an Intelligence (Nature) check is necessary versus a DC of 15 to correctly inscribe the symbols.

Completing the ritual requires the creator's life essence, costing them 4d8 hit points, and the use of five levels of spell slots in whatever arrangement the creator wishes (i.e. 5 1st level slots, a 2nd and 3rd level slot, one 5th level slot, etc.).

At the end of the ritual, the crystalline spider awakens and is bonded with the creator.

GOURD SPROUTLING FORMULA

Wondrous item, rare

This formula contains instructions for creating a sproutling as detailed in *Chapter 2* and *Chapter 4*. The formula is written on handmade pages of wood pulp bound in a simple cover.

The formula is written in code, and at first appears to be a simple guide to growing crops. The formula can be deciphered by making an Intelligence (Investigation) check against a DC of 20, or else the creator can decipher the code by spending 1 week studying the formula (at least 8 hours spent each day in this pursuit).

The ingredients include 2000 gp worth of flawless emeralds, and magnesium, phosphorous, and saltpeter, which must be mixed into the soil where the gourds will be grown. The creator must obtain seeds for suitable gourds and perform a ritual, contained in the formula, to prepare them for growth. This ritual requires the use of 3 levels of spell slots in whatever arrangement the creator wishes.

Once the seeds are prepared, they must be placed in soil that has been treated with the mixture of reagents. A small amount of the creator's blood (about a thimble's worth), must be added to the soil along with water on a daily basis. If any one day is missed, the ritual will fail.

The growing period takes 4 weeks to complete. The creator must make a series of four Intelligence (Nature) checks, or Herbalism Kit checks, against a DC of 15 to ensure that the cultivation goes according to plan. If the creator is proficient in both the skill and the tools, they can make the checks with advantage. If 3-4 of the checks are successes, the cultivation is successful. If only 2 of the checks are successful, another month of growth is necessary and the checks must be repeated. If only 1 check is successful, the cultivation fails. The use of the *plant growth* spell can aid in this, as long as the spell is used to enrich the soil. If the spell is cast, it counts as an automatic success. The spell also halves the growing time, shortening it to 2 weeks.

At the end of the growing season, the creator must select the best and most suitable gourds to use as the familiar's body and head. The vines and leaves of the plants will form the rest of its body. The creator can choose whether to carve the sproutling's face, or else to paint it on.

The ritual takes 4 hours to complete and requires the expenditure of 8 levels of spell

slots in whatever arrangement the creator wishes. The sproutling body must be placed upon the soil that was used to grow the gourds, and the emerald must be placed alongside the body as the creator reads aloud the ritual spell to bring it to life. The emerald is consumed in the process.

At the end of the four hour ritual, the gourd sproutling awakens, bonded to the creator.

BEAST BRANDS

Beast brands are magical images inscribed on a humanoid's skin. Characters can acquire beast brands in three ways: if they are lucky enough to encounter someone who knows the art of creating them, if they find a *needle band* (see below), or if they take or acquire a beast brand that was inscribed on someone else's skin. Needle bands are the most common method.

Beast brands are a series of runes no larger than 3 inches in diameter, assembled in roughly the shape of a particular animal. Though the meaning of the runes is undecipherable to others, the person who bears the brand can read it and understand the command word that matches the brand.

If you use an action to speak the brand's command word and touch the brand with your hand, you can summon a living creature that appears in the closest available space within 30 feet of you.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each brand. At the end of the duration, the creature disappears. It disappears early if it drops to 0 hit points or if you use an action to speak the command word again while touching the brand. When the creature

disappears, the brand can't be used again until a certain amount of time has passed, as specified in each brand's description.

There are two ways to remove a *beast brand*. If the bearer is alive, *dispel magic* can remove the brand. The brand counts as a 6th level spell for the purpose of calculating the DC. If the bearer is dead, the brand can be transferred to a new bearer if skin to skin contact is made and the command word spoken. A brand can not be transferred while the original bearer is still alive.

BOAR BRAND

Wondrous item, rare

This brand resembles a boar's head with curved tusks. When the command word is spoken, a boar appears in the closest available space within 30 feet.

The boar has its usual statistics with the following changes:

- It gains 1d8 additional hit points.
- Its AC is 13.
- Its speed is 60 feet.

The boar remains for 8 hours or until dismissed. Once used, the boar can't be called again until 24 hours have passed.

CAMEL BRAND

Wondrous item, rare

This brand looks like the profile of a camel. When the command word is spoken, a camel appears in the closest available space within 30 feet.

The camel has its usual statistics with the following changes:

- Its AC is 13.
- It gains an additional 2d10 hit points.
- Its speed is 60 feet.
- It gains 60 feet of darkvision.

- It can carry twice as much as its strength would normally allow it to carry.

The camel remains for 8 hours or until dismissed. Once used, the camel can't be used until 4 days have passed.

CAT BRAND

Wondrous item, rare

This brand resembles the outline of a cat. When the command word is spoken, a cat appears in the closest available space within 30 feet. You can select your cat's appearance (color, hair length, pattern), though once set the cat's appearance will always be the same.

The cat has its usual statistics with the following changes:

- It gains 2d4 additional hit points.
- Its attacks do 1d6+1 slashing damage.
- It has advantage on Dexterity (Stealth) checks.

As an action, the brand bearer can choose to see through the cat's eyes and hear through its ears, also benefitting from the cat's Keen Smell ability.

The cat remains for 24 hours, or until dismissed. Once used, the cat can't be used again until 48 hours have passed.

GIANT GOAT BRAND

Wondrous item, very rare

This brand resembles a goat in profile. When the command word is spoken, a giant goat appears in the closest available space within 30 feet.

The giant goat has its usual statistics with the following changes:

- Its AC is 13.
- Its speed is 60 feet.
- Its Intelligence is 7 and it can understand and speak one language of your choice.

- It can cast the *misty step* spell once per day, transporting anyone riding as well.

The giant goat remains for 24 hours or until dismissed. Once used, the giant goat can not be called again until 5 days have passed.

NEEDLE BAND

Wondrous item, rare

A needle band is a gold, silver, or copper band, hinged on one side, and meant to encircle a humanoid's arm. Needle bands magically grow or shrink to accommodate humanoids of different sizes. The inside of one half of the band is covered with tiny needles about 1/4 of an inch long. When placed on a humanoid's arm, upper or lower, and the band is closed, the needles sink into the humanoid's skin and magical ink is infused into it. While the band is closed, it can not be opened again, short of dispel magic or a wish spell.

Approximately 30 seconds later, the needle band opens again, falling off of the arm if not held. In the area where the needles punctured the skin will be the beast brand, a pattern of small runes no more than 3 inches in diameter.

OWL BRAND

Wondrous item, very rare

This brand resembles a perched owl. When the command word is spoken, a giant owl appears in the closest available space within 30 feet.

The giant owl has the usual statistics, with the following changes:

- Its AC is 14.
- Its talons gain a +1 to attack and damage and are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

The giant owl can be ridden as a mount without the need for a special saddle.

The giant owl remains for 2 hours or until dismissed. Once used, it can't be used again until 3 days have passed.

PANTHER BRAND

Wondrous item, very rare

This brand resembles a rearing panther. When the command word is spoken, a panther appears in the closest available space within 30 feet.

The panther has the usual statistics with the following changes:

- Its AC is 14.
- It gets a +1 to all attack and damage rolls and its natural weapons are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- While in dim light or darkness, the panther can take the Hide action as a bonus action.

The panther remains for 4 hours or until dismissed. Once used, it can't be used again until 2 days have passed.



NEW MAGIC ITEMS

The following magic items can be added to any campaign.

GAUNTLET OF THE FALCONER

Wondrous item, rare (requires attunement)

This is a gauntlet of the type used in falconry. While you wear this gauntlet, you may use an action to speak its command word to summon a bird of prey as determined on the table below. You must roll for the type of bird each time you speak the command word. This bird is a beast and has statistics as given in the *Monster Manual*.

For 8 hours, the bird will obey your commands to the best of its ability. It rolls its own initiative, and will move and take actions as commanded. Also, for as long as you are wearing the *gauntlet of the falconer*, you have a telepathic link with the bird and can issue it commands through this link as long as it is within 1 mile of you.

At the end of the 8 hour period, the bird will depart, if still alive. At the end of this period, or if the bird dies, you must wait 48 hours to use it again.

If you deliberately attack and kill the summoned bird at any time, the gauntlet will break and its magic will cease.

d12	Bird Type	d12	Bird Type
1	Blood Hawk	6	Giant Vulture
2-3	Eagle	7-8	Hawk
4	Giant Eagle	9-10	Owl
5	Giant Owl	11-12	Vulture

SEED VEHICLE

Wondrous item, rare

These items appear like ordinary seeds of various types. However, when a seed is thrown to the ground, and its command word spoken, the seed transforms into a full

sized vehicle which can be attached with minimal effort and with no additional equipment to a mount or herd animal using light, but incredibly strong, vines that wrap comfortably around the animal. The vehicle is much lighter than other vehicles of its type, but can still carry as much.

Any checks made to control a seed vehicle are made as if you had proficiency with that vehicle.

The type of seed determines the type of vehicle which the DM chooses or determines randomly.

d6	Vehicle Type	Seed
1	Carriage	Pumpkin
2	Cart	Apple
3	Chariot	Pomegranate
4	Sled	Sunflower
5	Sleigh	Juniper
6	Wagon	Hemp

SERPENT DAGGER

Weapon (dagger), rare

This dagger bears a hilt with a stylized snake winding around it.

You gain a +1 bonus to attack and damage rolls made with this magic weapon and when you hit a creature with the dagger you do an additional 1d4 points of poison damage.

Additionally, as an action, you can speak the command word to transform the dagger into a poisonous snake (see the *Monster Manual* for statistics) under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the dagger to its normal form in the space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its dagger form and the command word will not work until after 1 week passes. If the snake reverts to dagger form before losing all its hit points, it regains all of them.

The *serpent dagger* can be used in conjunction with the *serpent ring*.

SERPENT RING

Ring, very rare (requires attunement)

This ring is made of silver and resembles several snakes intertwined and swallowing one another, with small green emeralds for eyes.

While wearing this ring you gain the ability to speak with snakes per the *speak with animals* spell.

The ring has 5 charges. It regains 1d4+1 expended charges daily at dawn.

By expending 2 charges, you can summon a snake to serve you for 1 hour. The type of snake summoned is determined by rolling on the table below.

The summoned snake is under your control and obeys your commands and acts on its own initiative count. On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

At the end of 1 hour, or if the snake is reduced to 0 hit points, it disappears.

If used in conjunction with a *serpent dagger*, and the dagger is in its snake form, you can command the snake up to a distance of 120 feet and you can expend 1 charge to see through the snake's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

d12	Snake Type	d12	Snake Type
1-3	Constrictor Snake	7-8	Giant Poisonous Snake
4-5	Flying Snake	9-11	Poisonous Snake
6	Giant Constrictor Snake	12	Swam of Poisonous Snakes



CHAPTER 19: MAGIC

ITEMS FOR CREATURES

Companion creatures can also use magic items, though there are some limitations depending on the type of creature and their shape.

MAGIC ITEM CATEGORIES

This section details the limitations of companion creatures using the different types of magic items. In general, an item that requires the bearer to cast a spell can not be used by a companion creature unless they are able to cast spells.

ARMOR

Creature companions can only use magical armor if it is in the form of magical barding. Barding only comes sized for Medium or larger creatures (it is too heavy for smaller animals) and must be worn for its magic to function.

Magical barding can come in a variety of armor types, and can be fitted for a variety of creatures. While many forms of magical barding will adjust to fit the creature wearing it, this usually does not allow it to adjust to fit animals of a different type and no magical barding will adjust to fit a creature of a different size. As previously stated, flying mounts can't fly when wearing medium or heavy barding so the vast majority of magical barding that has been created for such creatures is light.

POTIONS

Companion creatures can drink potions just like characters can, though some potions, such as a potion of mind reading, or a potion that enables its drinker to cast a particular spell may not work on most creatures (though intelligent creatures who can speak

and cast spells, such as an imp or sprite, may still benefit from these).

It is at the DM's discretion whether the amount of liquid in a potion is enough to affect a Large creature or whether the efficacy of such potions would be reduced.



RINGS

While rings can be worn by some creatures with limbs, such as an imp or quasit, or perhaps even the talons of a bird, the majority of companion creatures don't have fingers. However, the same effects applied to rings can also be applied to collars and bands and these are most often used on companion creatures. See below for some examples.

RODS

In most cases, companion creatures can't use rods.

SCROLLS

The use of scrolls is limited to companion creatures who can read and speak which rules out the majority of such creatures.

STAFFS

In most cases, companion creatures can't use staffs.

WANDS

The use of wands should be restricted to creatures with hands and the ability to cast spells.

WEAPONS

Companion creatures can not use traditional magic weapons.

WONDROUS ITEMS

The use of wondrous items depends on the item, its use, and its effects. These should be dealt with on a case by case basis and is left to the DM's judgment. Some examples of wondrous items that companion creatures can use are included below.

WORN ITEMS

Unless specified otherwise, companion creatures can not wear items intended for humanoids, such as boots, gloves, hats, and helmets. In order for a creature to be able to wear a magic item, it must be an item particularly created for a creature, though some creature items can be used by other creatures of different types.

ATTUNEMENT

Companion creatures can attune to magic item just as characters can. If an item can be used by a creature, and it requires attunement, and the creature meets all the requirements for that item, it must complete a short rest focused only on that item while being in physical contact with it.

While the *Dungeon Master's Guide* doesn't make a distinction between different types of creatures when it comes to attunement, it is reasonable to limit a companion creature to two attunements rather than the three that characters get.

ACTIVATING ITEMS

Companion creatures can generally activate magic items as long as they can hold the item appropriately. However, if an item requires a command word, the companion creature must be able to speak to be able to activate the item.

EXISTING ITEMS SUITABLE FOR COMPANION CREATURES

The following items from the *Dungeon Master's Guide* can be used by companion creatures with the DM's permission.

Amulet of Proof against Detection and Location. Assuming you can hang the amulet around a companion creature's neck and they become attuned to the amulet, they can benefit from its effect.

Horseshoes of a Zephyr. These can be affixed to horses or horse-like creatures such as warhorses and ponies, though since all four horseshoes are necessary for the effect, it can't be used for creatures with just two horse legs, such as a hippogriff.

Horseshoes of Speed. Like *horseshoes of a zephyr*, these can be used on warhorses and ponies, though not with hippogriffs or other more exotic creatures.

Necklace of Adaptation. The necklace requires attunement but allows a companion creature to venture into noxious environments.

Oil of Etherealness. This, and most other oils, can be applied to a companion creature, though steeds and other creatures of Large size require an additional vial.

Oil of Slipperiness. Useful for familiars, animal companions and steeds. Again, an additional vial is needed for Large creatures.

Periapt of Health. This can be worn around a creature's neck, or even attached to a collar to help protect a creature from disease.

Periapt of Proof against Poison. Another periapt that can protect a creature from poison, including poison damage which can be helpful.

Scarab of Protection. If the scarab is held by a creature, its benefits can be utilized.

POTIONS

As mentioned before, companion creatures can benefit from most potions, assuming the creature can drink the whole potion. The following potions from the *Dungeon Master's Guide* will benefit the majority of companion creatures.

- Elixir of Health
- Potion of Climbing
- Potion of Diminution
- Potion of Fire Breath
- Potion of Flying
- Potion of Gaseous Form
- Potion of Giant Strength
- Potion of Growth
- Potion of Healing
- Potion of Heroism
- Potion of Invisibility
- Potion of Invulnerability
- Potion of Resistance
- Potion of Speed
- Potion of Vitality
- Potion of Water breathing

It should be noted that a *potion of longevity*, if fed to a companion creature,

could potentially reduce them to infancy, or even death.

NEW MAGIC ITEM CATEGORIES

The following new magic item categories are added for creatures.

COLLARS

Collars are similar to rings except they are placed around an animal's neck and must be worn for the collar's magic to function. If an animal can not wear a collar, it can take the shape of a band or other enclosed circle placed around a limb. Collars generally duplicate the properties of magical rings but can have other effects.

NEW MAGIC ITEMS A—Z

The following are new magic items that can be used by companion creatures.

ADAMANTINE BARDING

Armor (medium or heavy, but not hide), uncommon

This barding is reinforced with adamantine, one of the hardest substances in existence. While a mount is wearing it, any critical hit against that mount becomes a normal hit.

BARDING +1, +2, OR +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

A mount has a bonus to AC while wearing this armor. The bonus is determined by its rarity. Most barding is made for warhorses, but sometimes it's available for other animals such as mastiffs.

BARDING OF RESISTANCE

Armor (light, medium, or heavy), rare (requires attunement)

A mount has resistance to one type of damage while wearing this barding. The DM chooses the type or determines it randomly from the following options: acid, cold, fire,



force, lightning, necrotic, poison, psychic, radiant or thunder.

CALLBACK COLLAR

Collar, very rare (requires attunement)

This item consists of a braided leather collar that can fit around a beast's neck and smaller leather bracelet designed to fit around a humanoid's wrist. Both collar and bracelet grow or shrink to accommodate beasts and humanoids of different sizes, though the collar can not fit a creature bigger than Large.

The collar has 3 charges. If the collar is placed around a beast's neck (or other body part), and the bracelet is placed around a humanoid's arm, and the collar is no more than 500 feet from the bracelet, the beast can expend 1 charge to teleport to an unoccupied space within 30 feet of the bracelet's wearer. If there are no suitable spaces, the teleport will fail without using

the charge. The collar regains 1d3 expended charges daily at dawn.

COAT OF PROTECTION

Wondrous item, rare (requires attunement)

While a creature is wearing this coat, which is sized for animals, it gets a +1 bonus to AC and saving throws.

COAT OF SPELL RESISTANCE

Wondrous item, rare (requires attunement)

While a creature is wearing this coat, which is sized for animals, it gains advantage on saving throws against spells.

COLLAR OF AWAKENING

Collar, legendary

While a creature wears this collar, they gain an Intelligence of 10 (if their Intelligence is 9 or less) and they gain the ability to speak one language chosen by the person who puts on the collar.

COLLAR OF THE CHAMELEON

Collar, rare (requires attunement)

While a creature wears this collar, Wisdom (Perception) checks made to see them have disadvantage, and the creature has advantage on Dexterity (Stealth) checks made to hide as the creature's color changes to camouflage it.

COLLAR OF FEATHER FALLING

Collar, rare (requires attunement)

When a creature wearing this ring falls, it descends 60 feet per round and takes no damage from falling.

COLLAR OF FREE ACTION

Collar, rare (requires attunement)

While a creature wears this collar, difficult terrain doesn't cost it extra movement. In addition, magic can neither reduce its speed nor cause it to be paralyzed or restrained.

COLLAR OF INVISIBILITY

Collar, legendary (requires attunement)

While wearing this collar, a creature can turn invisible as an action. Anything it is wearing or carrying is invisible with it. It remains invisible until the collar is removed, until the creature attacks or casts a spell, or until it uses a bonus action to become visible again.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

COLLAR OF PROTECTION

Collar, rare (requires attunement)

A creature gains a +1 bonus to AC and saving throws while wearing this collar.

COLLAR OF REGENERATION

Collar, very rare (requires attunement)

While wearing this collar, a creature regains 1d6 Hit Points every 10 minutes, provided that the creature has at least 1 hit point. If it loses a body part, the collar causes the missing part to regrow and return to full functionality after 1d6 + 1 days if it has at least 1 hit point the whole time.

COLLAR OF RESISTANCE

Collar, rare (requires attunement)

A creature has resistance to one damage type while wearing this collar. The gem in the collar indicates the type, which the DM chooses or determines randomly.

COLLAR OF SWIMMING

Collar, rare

While wearing this collar a creature has a swimming speed of 40 feet.

COLLAR OF WARMTH

Collar, rare (requires attunement)

While wearing this collar, a creature has resistance to cold damage. In addition, it and everything it wears and carries are unharmed by temperatures as low as -50 degrees Fahrenheit.

COLLAR OF WATER WALKING

Collar, rare

While wearing this collar, a creature can stand on and move across any liquid surface as if it were solid ground.

HARNESS OF STRENGTH

Wondrous item, rare (requires attunement)

This harness comes in Tiny, Small, Medium and Large sizes and each version fits an animal of the same size. When wearing the harness, the creature's Strength score is 19. They have no effect if the creature's Strength score is already 19 or higher.

HORSESHOES +1 OR +2

Wondrous item, rare

These horseshoes, which only come in pairs, grant an equipped creature +1 or +2 bonus to attack and damage rolls made with hooves.

HORSESHOES OF STEALTH

Wondrous item, rare

While all four of these matching horseshoes are worn by a horse or similar animal, its steps make no sound, regardless of the surface it is moving across. The mount has advantage on Dexterity (Stealth) checks that rely on moving silently.

MITHRAL BARDING

Armor (medium or heavy, but not hide), rare

Mithral is a light, flexible metal. If the armor normally has a Strength requirement, the mithral version of the armor doesn't. Note that this allows flying mounts to fly with medium or heavy mithral armor.

SADDLEBAG OF HOLDING

Wondrous item, rare

Similar to a *bag of holding*, a *saddlebag of holding* has an interior space much larger than its outside dimensions. The saddlebag can hold up to 1000 pounds, not exceeding a volume of 128 cubic feet. The saddlebag weighs 20 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the saddlebag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the saddlebag is turned inside out, its contents spill forth, unharmed, but the saddlebag must be put right before it can be used again. Breathing creatures inside the saddlebag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *saddlebag of holding* inside an extradimensional space created by a *bag of holding*, *Handy Haversack*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane.

The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

WILD SADDLE

Wondrous item, rare

This saddle magically changes its size and shape to fit any mount, regardless of the creature's size or type. It also acts as a military saddle, granting the rider advantage on any check to remain mounted.

WINTER COAT

Wondrous item, rare (requires attunement)

This coat, sized for an animal, is snug and feels quite warm. While a creature is wearing it, it gains the following benefits:

- It gains resistance to cold damage.
- It ignores difficult terrain created by ice or snow
- It can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.





CHAPTER 20: BEAST RUNES

Somewhere in the space between spells and magic items lie beast runes. Using special formulae, similar to those used for constructed familiars, a character can learn how to use mystical runes to empower their companion creature.

THE NATURE OF THE RUNES

Beast runes were first developed by powerful spellcasters, called runemasters, who wanted to imbue companion creatures with magical effects. As these creatures are often sent to scout and explore, and aren't always within range of conventional spells, beast runes were devised as one kind of solution.

Using a magical ritual, spellcasters can inscribe the magical runes upon a companion creatures. Doing so infuses a certain magical effect into the creature that lasts a specific duration which is based on the runes in question and the ritual used to inscribe them.

Within the duration of the runes, the companion creature can call on the power of

the runes to create a magical effect. Some of these may enhance the natural abilities of the creature, while others create spell-like effects.

RUNIC FORMULAE

The instructions for how to inscribe beast runes are stored in special runic formulae that include the runes necessary to create the desired effect. Sages who have studied beast runes have found no basis for the runes in any known language and many believe that they are a composite form, distilled from a variety of languages and magical forms, a kind of pidgin runic system.

Some formulae are little more than scrolls with the instructions for one kind of runic inscription. Others are tomes containing several inscriptions.

Given their rarity, a runic formula's purpose may not be immediately obvious. However, a successful Intelligence (Arcana) check against a DC of 15 should reveal its purpose and what it is used for. And while the Arcana skill may allow a character to read and understand the formula, only a spellcaster can perform the ritual described in the formula as all runic rituals require the expenditure of at least one spell slot. Additionally, a spellcaster does not need to have access to ritual magic to perform runic rituals as they follow different rules from spells.

OBTAINING RUNIC FORMULAE

As runemasters are rare, most formulae are either found or given. The easiest way for a DM to introduce runic formulae to their campaign is to treat them like scrolls. Formulae can be found like spell scrolls in treasure on a one to one basis. Unlike scrolls, the magic doesn't fade when the formula is used. Formulae can be reused multiple times, however spellcasters usually copy the formula down in a reliable place, and in the case of wizards or Pact of the

Tome warlocks, they are often copied into spellbooks and ritual books. Once learned, the ritual can be repeated again and again, provided the spellcaster has the requisite time, access to a creature, and any other material requirements for the ritual.

The other main way to acquire runic formulae is to get them from a runemaster. Though these individuals are rare, those that developed this type of magic still exist and continue to practice their art. If a runemaster is encountered in a campaign, they can supply existing runic formulae, such as those described below, or they can develop new formulae based on the request of the characters.

Runic formulae, whether existing or new, should always come at a cost. Some runemasters may simply name a price in gold or other wealth, but many will require more than simple coin. They may ask the potential customer to undertake some kind of labor on their behalf, or retrieve an object. The DM is encouraged to tailor the activities and interests of such runemasters to suit their campaign.



RUNIC RITUALS

Once a character has a runic formula, they must perform a ritual to inscribe the runes on a companion creature. The length of the process depends on the formula in question, but takes a minimum of 1 hour. During the ritual, the caster must read out portions of the formula while in contact with the companion creature. Technically, a beast rune can be inscribed on any animal, however, the difficulty of getting a non-bonded animal to sit still, in contact with the caster, for the whole period of the ritual usually restricts them to companion creatures.

At the end of the ritual, the caster inscribes the runes upon the creature's skin, or fur, or feathers, and expends at least one spell slot. Most runes are visible and glow with a ghostly radiance, or else take on a vibrant color. The runes stay visible and active for the duration of the rune's effect, or until the rune is dispelled, as in the *dispel magic* spell, or in the case of the inscribed creature's death or dismissal.

RUNIC EFFECTS

Beast runes can be used to create a number of effects but typically mimic spells or magic items. They may be triggered by the companion creature or, in the case of low-intelligence creatures, can react to circumstances. *Shield runes*, for example, create a magical shield around the inscribed creature the first time that they are hit by an attack.

Each rune series contains the following details:

RUNE DESCRIPTION

Label, school of magic

Ritual time: the time it takes to complete the ritual and inscribe the runes

Ritual components: the type of components required for the ritual

Spell slot: what level spell slot is necessary to complete the ritual; this can be one spell slot of the appropriate level, or a combination of lower level slots adding up to the required amount — this also determines the runes' level when needed for things like the *dispel magic* spell

Duration: How long the runes last before fading and losing their effect

SAMPLE RUNES

Some sample runes and their effects are described below, but the DM is encouraged to create new runes as desired.

DARKVISION RUNES

Beast runes, transmutation

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 3rd level

Duration: 24 hours

For the duration, the inscribed beast gains darkvision out to a range of 60 feet.

ELEMENTAL RESISTANCE RUNES

Beast runes, abjuration

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 4th level

Duration: 4 hours

For the duration, the inscribed beast gains resistance to one of the following damage types: acid, cold, fire, lightning, or thunder. The chosen type determines the sequence of runes and formulae may only include one type of resistance, or multiple types. If the spellcaster has possession of multiple runic sequences, they may be inscribed on the

same beast, though the duration limits how many can be active at one time.

ENHANCED MIND RUNES

Beast runes, transmutation

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 3rd level

Duration: 8 hours

For the duration, the inscribed beast's Intelligence becomes 7 if it normally is lower than that, or else it gains 2 points of Intelligence. It also gains the ability to speak and understand a language of your choice.

ENHANCED MOVEMENT RUNES

Beast runes, abjuration

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 5th level

Duration: 24 hours

For the duration, the inscribed beast gains 10 feet of movement and they are unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

FLIGHT RUNES

Beast runes, transmutation

Ritual time: 1 hour

Ritual components: V, S, M (a feather)

Spell slot: 4th level

Duration: 1 hour

The inscribed beast gains a flying speed of 60 feet for the duration. When the runes fade, the beast falls if it is still aloft, unless it can stop that fall.



INVISIBILITY RUNES

Beast runes, illusion

Ritual time: 1 hour

Ritual components: V, S, a small mirror

Spell slot: 3rd level

Duration: 2 hours

The inscribed beast becomes invisible for the duration. Anything the beast is wearing or carrying is invisible for as long as it is on the beast's body. The effect ends and the runes fade if the beast attacks or casts a spell.

MAGIC ATTACK RUNES

Beast runes, transmutation

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 3rd level

Duration: 4 hours

The inscribed beast gains a +1 to attack rolls and damage rolls with its natural weapons and they are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

PROTECTION RUNES

Beast runes, abjuration

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 2nd level

Duration: 1 hour

The inscribed beast gains a +1 to its AC for the duration.

SHIELD RUNES

Beast runes, abjuration

Ritual time: 1 hour

Ritual components: V, S

Spell slot: 1st level

Duration: 24 hours, or until the inscribed beast is hit by an attack

Once inscribed, the runes last for 24 hours. The first time that the beast is hit by an attack during this period, a shimmering barrier of magical force appears to protect it. Until the start of its next turn, its gets a +5 bonus to AC, including against the triggering attack.

STONESKIN RUNE

Beast runes, abjuration

Ritual time: 1 hour

Ritual components: V, S, M (diamond dust worth 100 gp which the ritual consumes)

Spell slot: 5th level

Duration: 2 hours

This rune turns the inscribed beast's skin, fur, or feathers as hard as stone. Until the end of the runes' duration, the beast has resistance to nonmagical bludgeoning, piercing, and slashing damage.