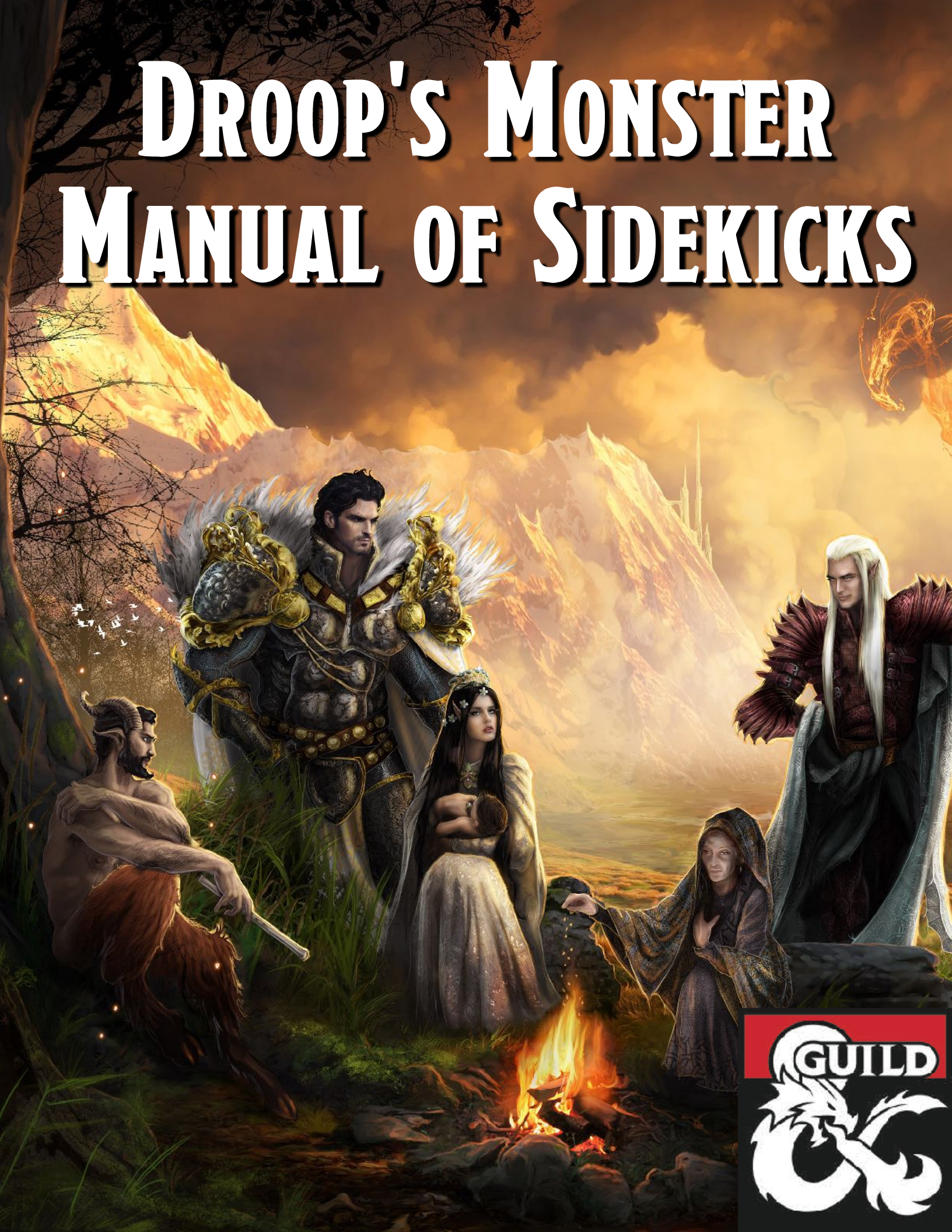


DROOP'S MONSTER MANUAL OF SIDEKICKS



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CREDITS

Crafted by **Paul Metzger** @metzpaul
and **Kathleen Harrington** @KatnBR.

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FOREWORD

When I first visited the revitalized Phandalin, a
small mining settlement in the Sword Mountains
to the southeast of Neverwinter, I was surprised
to find that one of the town's most prominent
residents was a retired adventurer.

Of course, it is not uncommon for one who has
taken on a life of delving into dungeons and
slaying terrible monsters to eventually move on
to retirement in a cozy out-of-the-way villa. What
I found extraordinary about my now-good friend
Droop is — well, let's not beat around the bush in
the name of politesse — he's a goblin.

The Cragmaws, as Droop's clan had dubbed
itself, were in league with a band of ruffians
terrorizing the locals. Poor Droop, who had then
not yet found his bravery, was the subject of
constant abuse at the hands of his superiors. He
now jokes that before he joined up with the
adventuring party that raided the hideout and
slew his tormentors, his best hope in life was to be
taken by a Nilbog spirit (see page 39)!

Fortunately, these heroes took pity on my good
friend and he accompanied them on their
adventures, gaining a great amount of skill and
treasure of his own along the way!

I ascribe the honorific "adventurer" to Droop,
but he shies away from the term. In his own
words, he was a loyal "sidekick."

In his travels, he came across individuals from
other races whom we in civilized society would
deem "monstrous," but who had taken on similar
roles. His stories fascinated me, and I set about
seeking out others who fit this mold.

My publisher warns that too many books with
my own name gracing the title becomes confusing
to the reading public and dilutes my personal
brand. So, Droop, I affix your name to this
compilation of those who have journeyed as you
have.

— Volothamp Geddarm

THE ESSENTIALS OF SIDEKICKS

The sidekicks in this book are based on the official mechanics for sidekicks as presented in Appendix A of the *Essentials Kit Rulebook*.

As a sidekick should be both simpler than and not overshadow a player character, a sidekick is represented by a stat block similar to those for monsters and NPCs in the *Monster Manual*. An accompanying table shows how to adjust the stat block as the sidekick gains levels.

Further details on how to use sidekicks in your game can be found in *Sidekicks Essentials*, available on DMsGuild.com.

ABILITY SCORES

Most monster sidekicks improve their ability scores at certain levels, just as PCs do. In order to save space on the level advancement table, the specific changes to the stat block are not enumerated. Sidekicks' related modifiers change the same as those of player characters.

When the sidekick gains an ability score improvement adjust the following items in the stat block accordingly:

Saving Throws. The saving throw modifier for an ability is equal to the ability modifier plus proficiency bonus (if applicable).

Skills. Although they are not explicitly listed on the stat block, the ability score modifier for a skill is the same as listed on a player character sheet. For example, Arcana uses the Intelligence modifier. A sidekick need not have a skill listed in order to use it; the listed skills merely indicate that the sidekick is *proficient* in that skill (the proficiency bonus is also added).

Spellcasting. Some sidekicks have spellcasting tied to a certain ability, and will list the spell save DC and to hit bonus with spell attacks. The formula for these is the same as for spellcasting classes in the *Player's Handbook*.

Spell save DC = 8 + proficiency bonus +
spellcasting ability modifier

Spell attack modifier = proficiency bonus +
spellcasting ability modifier

Weapon Attacks. The to-hit and damage bonuses of a weapon attack are based on Strength for melee attacks, Dexterity for ranged attacks, or your choice of either for weapons that are thrown or have the finesse property.

You can generally tell which ability to use based on the existing bonus at first level and the corresponding ability score modifier.

PROFICIENCY BONUS

The proficiency bonus for monster sidekicks is specifically stated in the stat block. A sidekick is proficient in the items on the stat block, and assumed to not be proficient in those omitted.

The modifiers listed in the stat block for the sidekick at its base level include the appropriate proficiency bonus modifier.

When a sidekick's proficiency bonus increases, adjust the bonuses to listed saving throws, skills, spellcasting, and weapon attacks.

LANGUAGES

For the ease of play, the monster sidekicks are all assumed to be able to communicate with the adventuring party in Common (or a language spoken by at least one member of the party).

Many, if not most, of these monsters as found in the *Monster Manual* do not, however, speak Common. Consider if the challenge of a language barrier between the monster sidekick and the adventuring party is a good fit for your game.



MONSTERS AS SIDEKICKS

Whereas the sidekicks found in the *Essentials Kit* and *Sidekicks Essentials* are based on character classes and could fit any player race, these monster sidekicks focus on what makes a monster race unique.

Even though the sidekicks have been adjusted to be similar in power at the same levels, they are not and should not be perfectly balanced. Different monsters have different strengths and weaknesses, and these sidekicks reflect that.

STARTING LEVEL

Although most of the monster sidekicks in this book start at 1st level, some start at a higher level. The convention of a sidekick having one more hit die than their current level has been retained.

The level advancement tables for all the sidekicks provide progression for five levels beyond the starting level.

In general, a sidekick should start at the same level as the players when they obtain the sidekick and advance levels alongside the players.

Although the starting level for each sidekick is largely based on the base monster's challenge rating, in some cases a monster may have been dramatically weakened or strengthened to support inclusion in a party of adventurers.

SIDEKICK PERSONALITIES

Each of the monster sidekicks presented in this book is exemplified by an individual with a name, short backstory, personality, ideals, bonds, and flaws.

Note that the sidekick stat block and leveling table refers to the sidekick monster type, not the individual.

NAMED SIDEKICKS FROM PUBLISHED ADVENTURES

Most of individual sidekicks found here are based on named (and some unnamed) monsters that appear in official published adventures. As always, the DM should have the final say as to whether a given sidekick is suitable for use in their campaign.

CREATING A NEW MONSTER SIDEKICK

Any monster your adventuring party encounters has the potential become a sidekick if the situation warrants. You can create new sidekicks in the format presented in this book by following these general guidelines.

Level. A sidekick should not overshadow player characters of the same level. In general, a monster can be turned into a sidekick matching a general tier of play based on its challenge rating.

SIDEKICK LEVEL RANGE BY CHALLENGE RATING

Challenge Rating	Tier of Play
< 2	Levels 1 – 4
2 – 4	Levels 5 – 10
5 – 6	Levels 11 – 16
7+	Levels 17 – 20

Stat Block and Leveling. As a rule of thumb, the stat block mostly remains the same, but some attributes are removed to bring the sidekick's starting level to the bottom of its tier range. Those attributes are then moved to appropriate level advancements. This may include adjusting an ability score or the monster's proficiency bonus (which is opaquely and not always uniformly) applied to skills and attacks.

Abilities and Actions. Many monsters have interesting abilities or special actions. These tend to be perfect candidates for the sidekick to gain as it advances in level.

Be flavorful! Look at the monster's descriptive text and investigate historic lore to invent your own abilities. Puns and wordplay are a great way to come up with ideas for abilities to give a bland monster. Player character class abilities, spells, and feats can be good places to find ideas for specific game mechanics.

Personality. A new sidekick you are incorporating into your campaign will likely be NPC monster with a backstory and motivations. Ideals, bonds, and flaws can be of your own invention or chosen from player character backgrounds.

INDEX OF MONSTER SIDEKICKS

5	Aarakocra	Kazra	PoTA 125
6	Awakened Tree	Lifferlas	SKT 47, 51
7	Bugbear	Klarg	LMoP 12
8	Bullywug	Torbit	DMM 115
9	Centaur	Xanth	DIP 20
10	Cyclops	Paulfemus	
11	Derro	Buppido	OotA 5 §
12	Drow	Sarith	OotA 5 §
13	Dryad	Ashaldri	‡
14	Duergar	Hemeth	OotA 48
15	Ettin	Oinker-Boinker	SKT 143
16	Gazer	Whitey	WDH 105*
17	Gnoll	Gash	OotA 181
18	Goblin	Droop	LMoP 24
19	Grell	C'arl	WDH 107*
20	Grimlock	Garkul	
21	Grung	Imbok	ToA 101
22	Harpy	Sicord	DIP 41
23	Helmed Horror	Victorosguard	WDH 120*
24	Hill Giant	Moog	SKT 116
25	Hobgoblin	Klarz	SKT 220
26	Hollyphant	Lulu	DiA 50 †
27	Hook Horror	Clack	OotA 32
28	Intellect Devourer	Id	
29	Kenku	Corvus	
30	Kobold	Meepo	TYP 16
31	Kuo-toa	Glooglugogg	
32	Lizardfolk	Sauriv	GoS 79
33	Meazel	Garret	
34	Merfolk	Talrand	
35	Minotaur	Zegdar	PotA 120
36	Myconid	Stool	OotA 5 §
37	Niblewright	Nim	WDH 46
38	Night Hag	Granny Nightshade	GoS 22
39	Nilbog	Prood	
40	Nothic	Wyx	PotA 120
41	Ogre	Nob	SKT 30
42	Orc	Ront	OotA 5 §
43	Poltergeist	Lif	WDH 32
44	Quaggoth	Derendil	OotA 5 §

45	Redcap	M'durhoebo	DiA 84 *
46	Sahuagin	Oshalla	DiA 18
47	Satyr	Greenwhistle	SKT 51
48	Scarecrow	Threadneedle	ToA 183
49	Skeleton	Bones	
50	Skulk	Brandul	
51	Spectator	Spud	LMoP 48
52	Svirfneblin	Jimjar	OotA 5 §
53	Thri-kreen	Tiktikik	
54	Xvart	Nexlit	
55	Yeti	Bumble	
56	Yuan-ti	Nahth	ToA 114
57	Zombie	Brian	

* unnamed

† Lulu is thrust upon the party at the end of Chapter 1 and is meant to be a tagalong for the entire campaign. Rather than leveling Lulu alongside the party, have her gain levels in chapters 2, 4, and 5 as outlined on page 50.

‡ The franchised adventuring company's CEO — let's call him... "Dim Jerkmagic" — is overly litigious regarding trademarks. This sidekick appears under a slightly different name somewhere in a book we can't mention for legal reasons.

§ These potential sidekicks start the adventure imprisoned with the PCs.

Published Adventure Abbreviations

DiA	<i>Boulder's Gate: Descent into Avernus</i>
DIP	<i>Dragon of Icespire Peak</i>
DMM	<i>Waterdeep: Dungeon of the Mad Mage</i>
GoS	<i>Ghosts of Saltmarsh</i>
HDQ	<i>Horde of the Dragon Queen</i>
LMoP	<i>Lost Mine of Phandelver</i>
OotA	<i>Out of the Abyss</i>
PoTA	<i>Princes of the Apocalypse</i>
RoT	<i>Rise of Tiamat</i>
SKT	<i>Storm King's Thunder</i>
ToA	<i>Tomb of Annihilation</i>
TYP	<i>Tales from the Yawning Portal</i>
WDH	<i>Waterdeep: Dragon Heist</i>

AARAKOCRA SIDEKICK

KAZRA

As a fledgling, Kazra ruffled the wrong feathers and barely escaped with her life.

Personality. "That looks interesting. I should go check it out."

Ideal. "The open sky is where legends take flight."

Bond. "I will seek out Elemental Evil and destroy it."

Flaw. "I can't help sticking my beak where it doesn't belong."

AARAKOCRA SIDEKICK

1st-level Medium humanoid (aarakocra)

Armor Class 12

Hit Points 9 (2d8)

Speed 20 ft., fly 20 ft.

Proficiency Bonus +2

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

Skills Perception +5

Senses passive Perception 15

Languages Common, Aarakocra, Auran

ACTIONS

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

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

AARAKOCRA SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Spread Your Wings. The aarakocra's flying speed increases to 50 ft.
3rd	18 (4d8)	Sky Awareness. The aarakocra always knows which way is north and how many hours there are until the next sunrise or sunset.
4th	22 (5d8)	Ability Score Improvement. The aarakocra's Dexterity score increases to 16 (+3). Keen Hearing. The aarakocra has advantage on Wisdom (perception) checks that rely on hearing.
5th	27 (6d8)	Proficiency Bonus. The aarakocra's proficiency bonus increases to +3. Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.
6th	31 (7d8)	Extra Attack. The aarakocra can attack twice, instead of once, whenever it takes the Attack action on its turn.



AWAKENED TREE SIDEKICK

LIFFERLAS

Happily carrying out his creator's charge to protect Goldenfields, Lifferlas has grown to love the residents of the settlement, especially the children.

Personality. "Gather 'round, children, and I'll tell you a legend of Chauntea."

Ideal. "There is such beauty in watching a seed sprout."

Bond. "I live to see the crops and children of Goldenfields grow to maturity."

Flaw. "Forgive me for calling you by your mother's name. You look just like her at that age."

AWAKENED TREE SIDEKICKS BEYOND 5TH LEVEL

Level	Hit Points	New Features
6th	59 (7d12+14)	Extra Attack. The awakened tree can attack twice, instead of once, whenever it takes the Attack action on its turn.
7th	68 (8d12+16)	Tree Hugger. When the awakened tree hits a creature with its slam attack, the creature is also grappled by it; escape DC 14 (10 + the awakened tree's Strength modifier).
8th	76 (9d12+18)	Ability Score Improvement. The awakened tree's Strength score increases to 21 (+5).
9th	85 (10d12+20)	Thickened Bark. The awakened tree is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
10th	93 (11d12+22)	Sentry. The awakened tree is aware of the location of every creature within 30 feet of any tree that lies within 1 mile of the awakened tree.

AWAKENED TREE SIDEKICK

5th-level Huge plant

Armor Class 13 (natural armor)

Hit Points 51 (6d12+12)

Speed 20 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Senses passive Perception 10

Languages Common

False Appearance. While the awakened tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6+4) bludgeoning damage.



BUGBEAR SIDEKICK

4th level Medium humanoid (goblinoid)

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8+5)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (+1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6+2) piercing damage in melee or 5 (1d6+2) piercing damage at range.

BUGBEAR SIDEKICK

KLARG

Klarg is a delusional bugbear, convinced (wrongly) of his own superiority, and only refers to himself in the third person. In other words, a legend in his own mind.

Personality. “Klarg is the best. The best there’s ever been. There’s no bugbear better than Klarg.”

Ideal. “Klarg will conquer every mortal being! And then he will start on the immortals!”

Bond. “If the price is right, Klarg will deign to work with lesser beings.”

Flaw. “Klarg has no flaws! Klarg is perfect!”

BUGBEAR SIDEKICKS BEYOND 4TH LEVEL

Level	Hit Points	New Features
5th	33 (6d8+6)	Surprisal. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. Proficiency Bonus. The bugbear’s proficiency bonus increases to +3.
6th	38 (7d8+7)	Silent Running. The bugbear’s proficiency bonus is doubled on Dexterity (Stealth) checks.
7th	44 (8d8+8)	Ability Score Improvement. The bugbear’s Strength score increases to 16 (+3). Sneaky Feet. On the bugbear’s turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.
8th	49 (9d8 +9)	Artful Evader. When the bugbear is subjected to an area effect (e.g., breath weapon, spell) that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage on a successful saving throw, and only half damage on a failure.
9th	55 (10d8 +10)	Master Sneak. The bugbear has advantage on Dexterity (Stealth) checks if it moves no more than half its speed on the same turn.



BULLYWUG SIDEKICK

TORBIT

Torbit made some bad life choices and had to rethink his once-unshakable devotion to his master. Now he's looking for a way to regain his former position within his tribe and is willing to do whatever it takes to get there.



Personality. "If it's worth having, it's worth killing for."

Ideal. "It's a frog-eat-frog world. And that's exactly what I intend to do."

Bond. "I'll work with anyone...as long as it's to my advantage to do so."

Flaw. "I have many flaws; compulsive honesty is not among them."

BULLYWUG SIDEKICK

1st-level Medium humanoid (bullywug)

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Stealth +1

Senses darkvision 30 ft., passive Perception 10

Languages Common, Bullywug

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its shortsword.

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

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

BULLYWUG SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	15 (3d8+2)	Slippery. The bullywug can use a bonus action to excrete a slimy coating to its skin that confers resistance to attempts to grapple or restrain for 1d4 rounds. Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks to attempt to hide in swampy terrain.
3rd	20 (4d8+2)	Thundercroak. The bullywug can produce a painfully loud croaking noise once per day. Each creature within a 15 ft. cube originating with the bullywug must succeed on a Constitution saving throw or be deafened 1 minute.
4th	24 (5d8+2)	Ability Score Improvement. The bullywug's Dexterity score increases to 14 (+2). Produce Toxin. The bullywug can secrete enough toxin once per day to coat a weapon. A creature hit with such a poisoned weapon must succeed on a DC 13 Constitution save or be poisoned for 1 hour.
5th	29 (6d8+2)	Proficiency Bonus. The bullywug's proficiency bonus increases to +3. Amphibian Intimidation. Once per long or short rest, the bullywug can compel up to 20 Tiny or Small amphibians to make a DC 15 Charisma check or obey its commands.
6th	33 (7d8+2)	Swamp Gas. The bullywug can produce a 10 ft. radius cloud of fetid gas that smells like a stagnant swamp. Each creature that begins its turn within the cloud must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

CENTAUR SIDEKICK

XANTH

Driven from Neverwinter Wood by marauding orcs, Xanth overcame their reclusive nature to seek help.

Personality. “I only feel comfortable in the forest. Civilization frightens me.”

Ideal. “Every living thing should respect each other, and we’ll all live in harmony.”

Bond. “I left my tribe after I was spurned by the love of my life. I’m better off alone anyway.”

Flaw. “My cowardice keeps me from confronting my enemies alone.”

CENTAUR SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	35 (5d10+8)	Ability Score Improvement. The centaur’s Dexterity score increases to 16 (+3). Gallop. The centaur can use a bonus action to Dash.
5th	43 (6d10+10)	Proficiency Bonus. The centaur’s proficiency bonus increases to +3. Joust. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.
6th	50 (7d10+12)	Extra Attack. The centaur can attack twice, instead of once, whenever it takes the Attack action on its turn.
7th	58 (8d10+14)	Defensive Tactics. When the centaur moves at least 10 feet before making a melee attack against a creature, it doesn’t provoke an opportunity attack from that creature if it leaves the creature’s reach during this turn.
8th	65 (10d10+16)	Ability Score Improvement. The centaur’s Strength score increases to 18 (+4). Land’s Stride. Moving through nonmagical difficult terrain costs the centaur no additional movement.

CENTAUR SIDEKICK

3rd-level Large monstrosity

Armor Class 12

Hit Points 28 (4d10+6)

Speed 50 ft.

Proficiency Bonus +2

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

Skills Athletics +5, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Elvish, Sylvan

ACTIONS

Pike. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10+4) piercing damage.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.



CYCLOPS SIDEKICK

PAULFEMUS

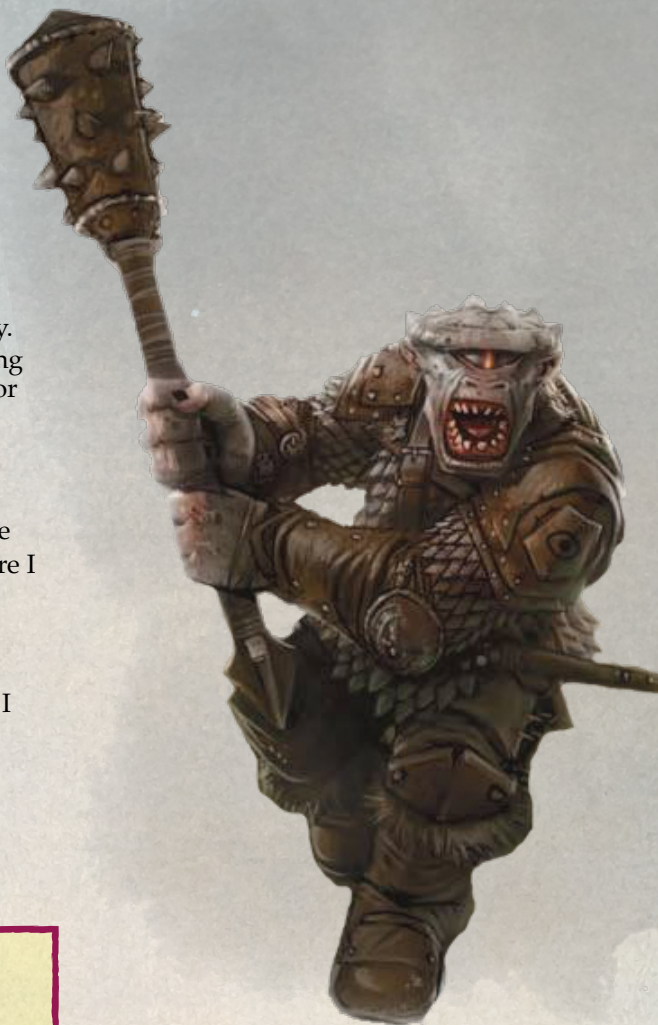
Paulfemus made a serious error once when he disrespected the sacred tradition of hospitality (i.e., he ate a guest), which angered a local deity. Offered the choice of atoning for his wrongdoing by wandering the world aiding those in need, or having his one eye plucked from its socket, he grudgingly chose the former.

Personality. “Won’t never make that mistake agin. Imma make sure they ain’t my guests afore I eats ‘em.”

Ideal. “I’m the biggest, so my share of the pretties should be the biggest, aye?”

Bond. “I just wants things to be as they was. I misses my cave.”

Flaw. “I often wonders if I haveta count the people I’m helpin’ as guests.”



CYCLOPS SIDEKICK

6th-level Huge giant

Armor Class 14 (natural armor)

Hit Points 51 (7d12+16)

Speed 30 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant, Common

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage.

CYCLOPS SIDEKICKS BEYOND 6TH LEVEL

Level	Hit Points	New Features
7th	61 (8d12+20)	Rock n’ Rock. The cyclops can make two rock attacks when it takes the Attack action on its turn.
8th	72 (9d12+24)	Ability Score Improvement. The cyclops’s Strength score increases to 21 (+4).
9th	84 (10d12+29)	Proficiency Bonus. The cyclops’s proficiency bonus increases to +4.
10th	95 (11d12+34)	Thick Skin. Whenever the cyclops makes a saving throw, it adds 1d4 to the total. If applying this bonus to a death saving throw increases the total to 20 or higher, the cyclops gains the benefits of rolling a 20.
11th	107 (12d12+39)	Brute Force. The cyclops’s attacks deal one extra die of damage when they hit.

DERRO SIDEKICK

BUPPIDO

When captured by drow, Buppido was quick to befriend his fellow prisoners and devise an escape plan.

Personality. “I can sweet-talk the sugar off a piece of candy. That’s why I tried to lick you.”

Ideal. “Fear is a detriment best left to those who lack faith.”

Bond. “Serving Diinkarazan is the holy work I do for my people.”

Flaw. “These setbacks can’t be credited to my actions; they are merely part of the divine plan.”

DERRO SIDEKICK

1st-level Small humanoid (derro)

Armor Class 13 (leather armor)

Hit Points 8 (2d6+1)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Common, Dwarvish, Undercommon

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

DERRO SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	12 (3d6+2)	Double Daggers. When the derro attacks with a dagger in one hand, it may attack with a second dagger in the other hand as a bonus action.
3rd	17 (4d6+3)	Sorcery. The derro can cast <i>burning hands</i> (save DC 12) once per day.
4th	21 (5d6+4)	Ability Score Improvement. The derro’s Dexterity score increases to 16 (+3). Fakeout. When the derro hits a Medium or smaller creature with a melee attack, the derro can choose to deal no damage and knock the creature prone instead.
5th	26 (6d6+5)	Proficiency Bonus. The derro’s proficiency bonus increases to +3. Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.
6th	30 (7d6+6)	Sorcery. The derro can cast <i>crown of madness</i> (save DC 12) once per day.



DROW SIDEKICK

SARITH

Sullen, brooding, and handsome, Sarith would be the object of affection of many young people on the surface. If only they could change him. They can't.

Personality. "I'd prefer to be left alone, if you please."

Ideal. "The key is to tell just as little truth as necessary to achieve one's ends."

Bond. "I live in disgrace, framed for a crime I didn't commit."

Flaw. "...at least I hope I didn't. I really can't recall."

DROW SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Poisoner. Once per day the drow can produce enough poison to coat three pieces of ammunition. A creature struck by the poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.
3rd	18 (4d8)	Innate Spellcasting. The drow can innately cast the following spells 1/day each: <i>faerie fire</i> , <i>witch bolt</i>
4th	22 (5d8)	Ability Score Improvement. The drow's Dexterity score increases to 16 (+3).
5th	27 (6d8)	Proficiency Bonus. The drow's proficiency bonus increases to +3. Innate Spellcasting. The drow can innately cast the following spells 1/day each: <i>darkness</i> , <i>misty step</i>
6th	31 (7d8)	Extra Attack. The drow can attack twice, instead of once, whenever it takes the Attack action on its turn.



DROW SIDEKICK

1st-level Medium humanoid (elf)

Armor Class 15 (chain shirt)

Hit Points 9 (2d8)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Perception +2, Stealth +4

Senses darkvision, 120 ft., passive Perception 12

Languages Common, Elvish, Undercommon

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It casts the following spells, requiring no material components:
At will: *dancing lights*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

DRYAD SIDEKICK

ASHALDRI

Investigating how magic can reshape a place is Ashaldri's life's work.

Personality. "Set aside your worries and come dance with me."

Ideal. "The verdancy you see around us should spread far and wide."

Bond. "That dragon can't terrorize us forever. Someday we'll drive Old Gnawbone from our forest."

Flaw. "When I see a beautiful mortal I feel compelled to possess it."



DRYAD SIDEKICK

1st-level Medium fey

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	16 (+3)

Skills Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

ACTIONS

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

DRYAD SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.
3rd	18 (4d8)	Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 13). The dryad can innately cast the following spells at will: <i>druidcraft</i> , <i>shillelagh</i> , <i>thorn whip</i>
4th	22 (5d8)	Ability Score Improvement. The dryad's Charisma score increases to 18 (+4).
5th	27 (6d8)	Proficiency Bonus. The dryad's proficiency bonus increases to +3.
6th	31 (7d8)	Tree Stride. Once on its turn, the dryad can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.



DUERGAR SIDEKICK

1st-level Medium humanoid (dwarf)

Armor Class 16 (scale mail, shield)

Hit Points 13 (2d8+4)

Speed 25 ft.

Proficiency Bonus +2

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

Damage Resistances poison

Skills Deception +3, Persuasion +3

Senses darkvision 120 ft., passive Perception 12

Languages Common, Dwarvish, Undercommon

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+2) piercing damage.

DUERGAR SIDEKICK

HEMETH

A businessman at heart, Hemeth is a master negotiator whose propensity to play both sides has gotten him into trouble more times than he can count.

Personality. “I’ll find what you need at a price nobody else can match.”

Ideal. “There’s always a deal to be made, and the terms are always negotiable.”

Bond. “The value of everything can be measured in gold and gems.”

Flaw. “If it sounds too good to be true, it might a great opportunity!”

DUERGAR SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Dark Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.
3rd	26 (4d8+8)	Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.
4th	32 (5d8+10)	Ability Score Improvement. The duergar’s Strength score increases to 16 (+3). Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.
5th	39 (6d8+12)	Proficiency Bonus. The duergar’s proficiency bonus increases to +3.
6th	45 (7d8+14)	Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of an ally wielding a shield.

ETTIN SIDEKICK

OINKER-BOINKER

This two-headed giant tends a pig farm. The implication of their name is unfortunately accurate.

Oinker

Personality. "Sooie! Here piggy piggy!"

Ideal. "Me right one so me always right."

Bond. "Me hate Boinker."

Flaw. "Me sad when piggy get eaten."

Boinker

Personality. "You stay away from me piggies!"

Ideal. "Me left one so me go now."

Bond. "Me hate Oinker."

Flaw. "Sooie! Here piggy piggy!"

ETTIN SIDEKICK

8th-level Large giant

Armor Class 12 (natural armor)

Hit Points 76 (9d10+27)

Speed 40 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +3

Senses darkvision 60ft., passive Perception 14

Languages Common, Giant, Orc

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

Wakeful. When one of the ettin's heads is asleep its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with the weapon in each hand.

Giant Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

ETTIN SIDEKICKS BEYOND 8TH LEVEL

Level	Hit Points	New Features
9th	85 (10d10+30)	Whip it Good. When a creature is hit by the ettin's giant whip, it must succeed on a DC 16 Strength saving throw or be knocked prone.
10th	93 (11d10+33)	Brutal Critical. When the ettin scores a critical hit with a melee weapon attack, add one additional damage die to the damage dealt by the attack.
11th	102 (12d10+36)	Full Heads of Steam. When the ettin moves at least 10 feet in a straight line immediately before attacking a creature, the ettin gains a +10 bonus to the attack's damage roll.
12th	110 (13d10+39)	Ability Score Improvement. The ettin's Strength increases to 20 (+5).
13th	119 (14d10+42)	Proficiency Bonus. The ettin's proficiency bonus increases to +4.





GAZER SIDEKICK

1st-level Tiny aberration

Armor Class 13

Hit Points 11 (2d4+4)

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

Proficiency Bonus +2

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

Saving Throws Wisdom +2

Skills Perception +4, Stealth +5

Senses darkvision, 60 ft., passive Perception 14

Languages Understands Common, but speaks only through the use of its Mimicry trait

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

Eyestalks. The gazer has 4 eyestalks, which it uses for its eye ray attack. The save DC (12) for these attacks is equal to 10 + the gazer's proficiency bonus.

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 Ray. The gazer shoots one of the following magical eye rays at random at a target it can see within 60 ft. of it:

1. **Dazing Ray.** The targeted creature must succeed on a 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 Wisdom saving throw or be frightened until the start of the gazer's next turn.
3. **Frost Ray.** The targeted creature must succeed on a 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 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.

GAZER SIDEKICK

WHITEY

Whitey is an albino gazer dreamed by Xanathar to spy on those the beholder suspects of being disloyal. Too bad Whitey is, himself, utterly disloyal.

Personality. "I am what I am! An annoyance."

Ideal. "Bugs taste better than rats, but you have to catch so many of them to get the same amount of meat. That's life for you."

Bond. "New master has treats?"

Flaw. "Loyalty? No thanks, I'm more of a coffee drinker."

GAZER SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d4+6)	Two Beams. The gazer's <i>Eye Ray</i> action shoots two beams chosen at random (reroll duplicates) at its target.
3rd	18 (4d4+8)	Divergent Beams. The gazer can choose a second target when it shoots the second beam with its <i>Eye Ray</i> action.
4th	22 (5d4+10)	Controlled Beams. When the gazer uses its <i>Eye Ray</i> action, it can choose which magical eye ray it uses for each target. It can use each ray only once on a turn.
5th	27 (6d4+12)	Proficiency Bonus. The gazer's proficiency bonus increases to +3.
6th	31 (7d4+14)	Reflexive beam. When the gazer is hit with an attack by an attacker within 60 ft. of the gazer that it can see, the gazer can use its reaction to shoot a single <i>Eye Ray</i> that it has not yet used this turn at that creature.

GNOLL SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.
3rd	18 (4d8)	Heckler. The gnoll can use its action to target one creature, producing the effect of the vicious mockery cantrip, save DC 14 (10 + the gnoll's Charisma (Performance) modifier).
4th	22 (5d8)	Ability Score Improvement. The gnoll's Charisma score increases to 12 (+1). Comedian. The gnoll can use its action to target one creature, producing the effect of the <i>Tasha's hideous laughter</i> spell, save DC 15 (10 + the gnoll's Charisma (Performance) modifier). Once this ability has been used, it cannot be used again until the gnoll finishes a short or long rest.
5th	27 (6d8)	Proficiency Bonus. The gnoll's proficiency bonus increases to +3. Roaring Rampage (Recharge 5-6). When the gnoll uses its <i>rampage</i> feature it can also choose a friendly creature that can hear it. That creature can immediately use its reaction to make one weapon attack.
6th	31 (7d8)	Extra Attack. The gnoll can attack twice, instead of once, whenever it takes the Attack action on its turn. Yeenoghu's Fang. When the gnoll hits with its bite attack, the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

GNOLL SIDEKICK

GASH

Badly mistreated, Gash had come to view his captors sympathetically. After being shown kindness by a potential victim he remembered his true self.

Personality. "Now stop me if you've heard this one..."

Ideal. "If you can't be jovial, what's the point of living?"

Bond. "I lost my way when I let my levity die. I won't make that mistake again."

Flaw. "There's a line beyond which it's no longer funny. I can't help crossing it."

GNOLL SIDEKICK

1st-level Medium humanoid (gnoll)

Armor Class 15 (hide armor, shield)

Hit Points 9 (2d8)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Performance +4

Senses darkvision, 60 ft., passive Perception 10

Languages Common, Gnoll

Funny. The gnoll doubles its proficiency bonus on Charisma (performance) checks.

ACTIONS

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

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



DROOP

Droop was the runt of the litter, and it followed him his entire life.

Personality. "That's cool. You're cool. What do you want me to do? Cool."

Ideal. "If I try hard enough, I'm bound to fit in."

Bond. "Once I find a crew that accepts me, I'll do whatever it takes to stay in their good graces."

Flaw. "Do you have a new best friend yet? I've been looking for someone to push me around."

GOBLIN SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d6)	Combat Initiate. The goblin gains proficiency with martial melee weapons, martial ranged weapons, and light armor. If the goblin becomes equipped with better arms or armor, make the appropriate adjustments to the stat block.
3rd	14 (4d6)	Second Strike. When the goblin makes a melee weapon attack, it can use its bonus action to make a second attack with the same weapon at disadvantage.
4th	17 (5d6)	Ability Score Improvement. The goblin's Dexterity score increases to 16 (+3). Useful. The goblin can take the Help action as bonus action.
5th	21 (6d6)	Proficiency Bonus. The goblin's proficiency bonus increases to +3. Medic. The goblin gains proficiency with the healer's kit. When the goblin uses a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
6th	24 (7d6)	Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin can choose another creature within 5 feet of it. The two swap places, and the chosen creature becomes the target of the attack instead.

GOBLIN SIDEKICK

1st-level Small humanoid (goblinoid)

Armor Class 14 (shield)

Hit Points 7 (2d6)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.





GRELL SIDEKICK

5th-level Medium aberration

Armor Class 12 (unarmored)

Hit Points 33 (6d8+6)

Speed 10 ft., fly 30 ft. (hover)

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +3, Stealth +5

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight, 60 ft. (blind beyond this radius), passive Perception 13

Languages Common, Grell

ACTIONS

Multiattack. The Grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

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

GRELL SIDEKICK

C'ARL

C'arl stumbled upon a Great Eater, and rather than devouring the grell, the beholder offered an endless supply of edibles in return for becoming its spy.

Personality. "Crowds aren't my thing. I'm most comfortable alone or in small groups"

Ideal. "If you're offered a good deal, don't be a fool. Take it!"

Bond. "I lie in wait, listening for master."

Flaw. "I tend to get bored easily."

GRELL SIDEKICKS BEYOND 5TH LEVEL

Level	Hit Points	New Features
6th	38 (7d8+7)	Poisonous Barbs. When the grell hits with its tentacles, the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.
7th	44 (8d8+8)	Grabby. When the grell hits with its tentacles, the target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use its tentacles to attack other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.
8th	49 (9d8+9)	Ability Score Improvement. The grell's Strength score increases to 17 (+3).
9th	55 (10d8+10)	Proficiency Bonus. The grell's proficiency bonus increases to +4.
10th	60 (11d8+11)	Floating Ambusher. The grell gains a +5 bonus to initiative and has advantage on attack rolls against any creature that hasn't taken a turn in the the combat yet. When the grell takes the attack action during the first round of combat, it can make an additional attack as part of that action.

GRIMLOCK SIDEKICK

GARKUL

An outcast for disliking the taste of humanoid flesh, Garkul set out into the Underdark on her own in hopes of one day becoming a basilisk rancher.

Personality. “I enjoy solitude, but still wish I could find a friend.”

Ideal. “Find an understanding of yourself, and you’ve found an understanding of your world.”

Bond. “I entered seclusion to avoid being the kind of monster I saw in everyone else.”

Flaw. “I’m quick to judge the the many based on the flaws of a few.”

GRIMLOCK SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8+3)	Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.
3rd	22 (4d8+4)	Stone Skin. The grimlock’s Armor Class increases to 13, and the grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
4th	27 (5d8+5)	Ability Score Improvement. The grimlock’s Strength score increases to 18 (+3).
5th	33 (6d8+6)	Proficiency Bonus. The grimlock’s proficiency bonus increases to +3. Truesight. The grimlock gains truesight, 30 ft.
6th	40 (7d8+7)	Extra Attack. The grimlock can attack twice, instead of once, whenever it takes the Attack action on its turn.. Stoner (Recharge 5-6). As an action, the grimlock targets one creature it can see. The target must succeed on a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.



GRIMLOCK SIDEKICK

1st-level Medium humanoid (grimlock)

Armor Class 11 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
16 (+2)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

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

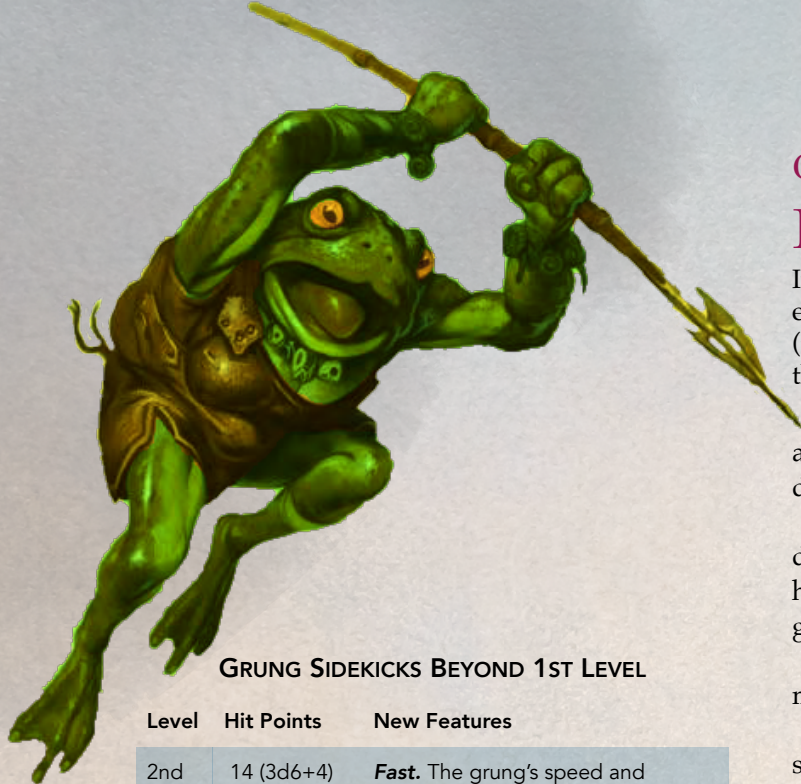
Languages Common, Undercommon

Blind Senses. The grimlock can’t use its blindsight while deafened and unable to smell.

Perceptive. The grimlock doubles its proficiency bonus on Wisdom (Perception) checks.

ACTIONS

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



GRUNG SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	14 (3d6+4)	Fast. The grung's speed and climbing speed increases to 30 ft. Camouflage. The grung can cause its skin to become muted in color and blend with its surroundings, giving it advantage on Dexterity (Stealth) checks.
3rd	18 (4d6+4)	Improved Toxicity. The poison the grung produces to coat its weapon increases in potency such that a creature hit by the weapon must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.
4th	21 (5d6+4)	Ability Score Improvement. The grung's Dexterity increases to 16 (+3).
5th	25 (6d6+4)	Proficiency Bonus. The grung's proficiency bonus increases to +3. Sticky. If the grung is touched, its poison remains on the skin of the creature touching it, and cannot be removed until washed off with water. Until the poison is removed, the creature has disadvantage on its saving throws. The other effects of the poison still apply.
6th	28 (7d6+4)	Launch. The grung can cast <i>jump</i> twice a day as an innate ability requiring no material components. Cursing a Green Streak. A creature under the influence of the grung's poison must shout a curse or otherwise make a loud noise at the start and end of each of its turns.

GRUNG SIDEKICK

IMBOK

Imbok is a chieftain's youngest son, but to his everlasting shame, he matured into a green grung (the lowest caste) rather than the red or orange that should have been his birthright.

Personality. "I know I will never amount to anything, so it doesn't matter where I go or what I do."

Ideal. "If only I could accomplish some great deed, my people might think me worthy of a higher caste. Even blue would be better than green."

Bond. "Even though I am worthless, I still love my home."

Flaw. "I secretly hate every one of my 180 siblings. None of them are green."

GRUNG SIDEKICK

1st-level Small humanoid (grung)

Armor Class 12

Hit Points 11 (2d6+4)

Speed 25 ft., climb 25 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +2, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses Passive Perception 10

Languages Grung, rudimentary Common

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The poisoned creature can't move except to climb or make standing jumps. If the creature is flying, it can't take any actions or reactions unless it lands.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 2 (1d4) poison damage.

HARPY SIDEKICKS BEYOND 6TH LEVEL

Level	Hit Points	New Features
7th	41 (8d8+10)	Expertise. The harpy's proficiency bonus is doubled for Charisma (Performance) checks.
8th	49 (9d8+13)	Song of Second Chances (1/day). As a reaction, the harpy can choose to make a creature reroll one attack roll, ability check, or saving throw that it dislikes. The second roll must be used.
9th	56 (10d8+16)	Proficiency Bonus. The harpy's proficiency bonus increases to +4.
10th	64 (11d8+19)	Ability Score Improvement. The harpy's Dexterity score increases to 15 (+2). Song of Repose (1/day). The harpy can sing a soothing song to help revitalize its wounded allies during a short rest. If any friendly creatures who can hear its song regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 2d8 hit points.
11th	71 (12d8+22)	Song of Dismissal (1/day). The harpy can sing a disquieting song to attempt to repel up to three interlopers that it can see. If the targeted creatures can hear its song, they must succeed on a DC 14 Wisdom saving throw or move away at their speed. Once per turn they can repeat the saving throw; success ends the effect.



HARPY SIDEKICK

SICORD

Sicord has grown bored, sitting on cliffs, year after year, singing her songs to lure the unwary to her dinner table...as the main course.

Personality. "There must be more to life than this. I need to get out more."

Ideal. "I chatted with a bard once, before I ate him. He was interesting. I think I want to learn to do something besides just charm people."

Bond. "Is it shiny? I must have it!"

Flaw. "I'll never tell my sister harpies, but sometimes I just want a salad."

HARPY SIDEKICK

6th level Medium monstrosity

Armor Class 11

Hit Points 38 (7d8+7)

Speed 20 ft., fly 40 ft.

Proficiency Bonus +3

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

Skills Performance +4

Senses Passive Perception 10

Languages Common

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

HELMED HORROR SIDEKICK

VICTOROSGUARD

The individual who created Victorosguard is no longer in need of its services, so the helmed horror is looking for someone new to protect.

Personality. "I am a simple being with a simple approach to any situation: attack my patron and you die."

Ideal. "My reason for existence is to protect and to serve."

Bond. "If I give you my loyalty, I will defend you even unto my own destruction."

Flaw. "I miss the old days. If my creator ever calls me again, I will instantly obey, regardless of what else I might be doing at the time."

HELMED HORROR SIDEKICKS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8+27)	Ability Score Improvement. The helmed horror's Strength increases to 19 (+4). Protector. When the helmed horror's patron is attacked and is within 5 feet, the helmed horror can use its reaction to impose disadvantage on the attack roll as long as it is wielding a shield.
9th	75 (10d8+30)	Hypercritical. The helmed horror scores a critical hit on a roll of 19 or 20. To Action! Once per short or long rest, the helmed horror can push itself beyond its normal limits for a moment and take one additional action on its turn.
10th	82 (11d8+33)	Second Chance. The helmed horror can reroll a saving throw that it fails. It must use the new roll, and can't use this feature again until it finishes a long rest.
11th	90 (12d8+36)	So Metal. Whenever the helmed horror hits with a weapon that it's proficient with, the weapon's damage increases by 1d6.
12th	97 (13d8+39)	Iron Man. Whenever it makes a saving throw, the helmed horror can roll 1d6 and add the die to its saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, it gains the benefits of rolling a 20.



HELMED HORROR SIDEKICK

7th level Medium construct

Armor Class 20 (plate, shield)

Hit Points 60 (8d8+24)

Speed 30 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (-0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities force, necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands Common, Draconic, Elvish, and Infernal but can't speak

Magic Resistance. The helmed horror has advantage on saving throws against spells and other magical effects.

Spell Immunity. The helmed horror is immune to *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

HILL GIANT SIDEKICK

MOOG

It was bad enough when the chief of her tribe started hogging all the food. But when the chief decided to take all of the husbands for herself as well, Moog decided it was time to strike out on her own.

Personality. “Me always sing to self.”

Ideal. “Sheep most tasty but wool get stuck in teeth. Is metaphor.”

Bond. “Me love food!”

Flaw. “Me so sad no have husband Hruk to beat.”

HILL GIANT SIDEKICKS BEYOND 6TH LEVEL

Level	Hit Points	New Features
7th	84 (8d12+32)	Glutton for Punishment. After the hill giant consumes at least 10 pounds of food in one sitting, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical sources for one hour.
8th	94 (9d12+36)	Ability Score Improvement. The hill giant’s Strength score increases to 21 (+5). Tempter Tantrum. If the hill giant has made at least one weapon attack since the start of its last turn but has not successfully hit, the hill giant can use a bonus action to make an additional attack with its greatclub.
9th	105 (10d12+40)	Proficiency Bonus. The hill giant’s proficiency bonus increases to +4. Rock Catching. If a Small or Medium object such as a rock is hurled at the hill giant, it can use its reaction to catch the object and take no bludgeoning damage from it on a successful DC 10 Dexterity saving throw.
10th	115 (11d12+44)	Extra Attack. The hill giant can make two attacks with its greatclub when it takes the Attack action on its turn.
11th	126 (12d12+48)	Blow to the Head. When the hill giant scores a critical hit with a weapon attack against a creature, the target is also stunned until the end of its next turn.

HILL GIANT SIDEKICK

6th-level Huge giant

Armor Class 13 (natural armor)

Hit Points 73 (7d12+28)

Speed 40 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-3)

Skills Athletics +7, Perception +2, Survival +2

Senses passive Perception 12

Languages Common, Giant

ACTIONS

Greatclub. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (3d8+4) bludgeoning damage.

Rock. Ranged Weapon Attack: +7 to hit, range 60/240 ft., one target. Hit: 20 (3d+4) bludgeoning damage.



HOBGOBLIN SIDEKICK

KLARZ

Klarz is a bit of an anomaly in the ranks of hobgoblinhood. Once a hard-bitten sea captain who ruled his ruthless crew with an iron fist, Klarz underwent a transformation after a period of enforced peaceful cooperation with a band of adventurers on a quest to stop an incursion of giants into civilized lands. Somewhere along the line, Klarz realized there are other ways of accomplishing one's goals without constant violence.

Personality. "I will always do what it takes to get what I want, but persuasion is more satisfying than killing. Trickery is even better!"

Ideal. "The only law that applies to me is my own honor."

Bond. "I owe my life to someone who had no reason to help me. I will never forget that."

Flaw. "I try to hide it, but my hatred of elves may someday be my downfall."



HOBGOBLIN SIDEKICK

1st-level Medium humanoid (goblinoid)

Armor Class 13 (studded leather)

Hit Points 11 (2d8+2)

Speed 40 ft.

Proficiency Bonus +2

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Sea Legs. The hobgoblin has advantage on Dexterity checks made while standing on a waterborne vessel.

ACTIONS

Multiattack. The hobgoblin makes two attacks: one with a dagger and one with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

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

HOBGOBLIN SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	15 (3d8+2)	Lightfooted. The hobgoblin can use a bonus action to Dash or Disengage.
3rd	20 (4d8+2)	Parry. The hobgoblin can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.
4th	24 (5d8+2)	Ability Score Improvement. The hobgoblin's Dexterity score increases to 14 (+2).
5th	29 (6d8+2)	Proficiency Bonus. The hobgoblin's proficiency bonus increases to +3. Saving Face. Once per short or long rest, if the hobgoblin misses with an attack roll or fails an ability check or a saving throw, it can gain a bonus to the roll equal to the number of allies it can see within 30 feet of it (maximum bonus of +3).
6th	33 (7d8+2)	Pack Tactics. The hobgoblin has advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

HOLLYPHANT SIDEKICK

LULU

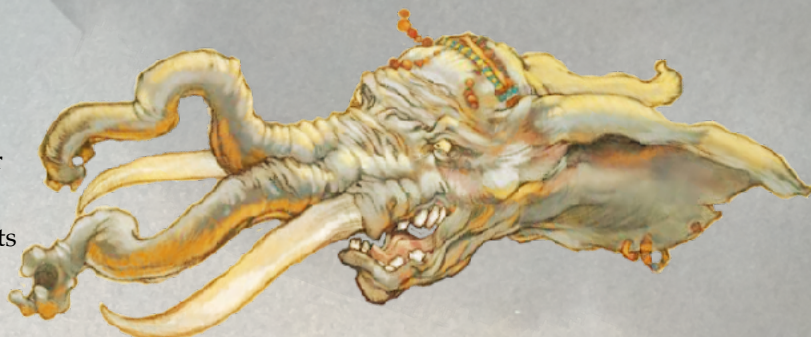
Lulu knows she was a stalwart friend, she just can't remember to whom. At any rate, she's your friend now.

Personality. "I occasionally remember snippets of my past life that I can't wait to share with my friends."

Ideal. "Friendship is magic!"

Bond. "I help my friends kick evil's butt."

Flaw. "Oh, shoot, I forget."



HOLLYPHANT SIDEKICKS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d6+9)	Remembered Spellcasting. At will: <i>light</i>
9th	45 (10d6+10)	Trumpet of Blasting. The hollyphant's trumpet creates a 30-foot cone of energy. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 17 (5d6) thunder damage and is deafened for one minute. On a successful save, a creature takes half as much damage and isn't deafened. Nonmagical objects in the cone that aren't being held or worn take 35 (10d6) thunder damage.
10th	49 (11d6+11)	Trumpet of Sparkles. The hollyphant's trumpet creates a 30-foot cone of energy. Creatures in the cone must make a DC 14 Constitution saving throw, taking 22 (4d8+4) radiant damage on a failed save, or half as much damage on a successful one. Evil creatures have disadvantage on the saving throw. Good creatures in the cone take no damage.
11th	54 (12d6+12)	Remembered Spellcasting. 2/day each: <i>bless</i> , <i>cure wounds</i> , <i>protection from evil and good</i> .
12th	58 (13d6+13)	Remembered Spellcasting. 1/day each: <i>banishment</i> , <i>heal</i> , <i>raise dead</i> , <i>shapechange</i> (into a golden-furred mammoth with feathered wings and a flying speed of 120 ft.), <i>teleport</i> (with no chance of error).

HOLLYPHANT SIDEKICK

7th-level Small celestial

Armor Class 18 (natural armor)

Hit Points 36 (8d6+8)

Speed 30 ft., fly 120 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
10 (+1)	11 (+0)	12 (+1)	16 (+3)	19 (+4)	16 (+3)

Saving Throws Dex +3, Con +4, Cha +6

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Common, Celestial, telepathy 120 ft.

Aura of Invulnerability. An invisible aura forms in a 10-foot radius sphere around the hollyphant for as long as it lives. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. The hollyphant can use an action to suppress this trait until its concentration ends (as if concentrating on a spell).

Innate Spellcasting. The hollyphant's innate spellcasting ability is Wisdom (spell save DC 15). As it gains levels, it remembers spells it can innately cast, requiring no material components.

Magic Weapons. The hollyphant's weapon attacks are magical.

ACTIONS

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

Trumpet (3/Day). The hollyphant blows air through its trunk, creating a trumpet sound that can be heard out to a range of 600 ft.

HOOK HORROR SIDEKICK

4th-level Large monstrosity

Armor Class 15 (natural armor)

Hit Points 35 (5d10+8)

Speed 30 ft., climb 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 13

Languages Hook Horror, understands Common

Echolocation. The hook horror can't use its blindsight while deafened.

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

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 11 (2d6+4) piercing damage.



HOOK HORROR SIDEKICK

CLACK

Hounded and harried without respite by gnolls and worse, Clack is ready to offer his services to any adventuring party if it gets him out of this abysmal section of the Underdark.

Personality. "I've been a predator and I've been prey. Being a predator is better."

Ideal. "Rich hunting grounds for me and my clan, and nobody trying to kill us...is that too much to ask?"

Bond. "I will be loyal to anyone who helps me stay alive."

Flaw. "I fled my clan as a disgraced coward and can never redeem myself."

HOOK HORROR SIDEKICKS BEYOND 4TH LEVEL

Level	Hit Points	New Features
5th	43 (6d10+10)	Proficiency Bonus. The hook horror's proficiency increases to +3.
6th	50 (7d10+12)	Pack Tactics. The hook horror has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.
7th	58 (8d10 +14)	Ability Score Improvement. The hook horror's Dexterity score increases to 12 (+1)
8th	65 (9d10 +16)	Climb the Walls. The hook horror gains proficiency in Athletics and Acrobatics, and its climbing speed increases to 40 ft.
9th	68 (10d10 +18)	Durable. Whenever the hook horror makes a saving throw, it rolls 1d6 and adds the result to the total.

INTELLECT DEVOURER SIDEKICK

Id

Separated from the mind flayer that created it, Id has been roaming the sewers for months, looking for an intelligent mind to consume. Or at least for something to alleviate its boredom.

Personality. “I am an intellect devourer of discernment; I can subsist on the minds of lower creatures, but to truly enjoy life requires a regular diet of intelligent brains.”

Ideal. “My favorite prey are wizards, warlocks, and sorcerers. Awfully hard to catch, but delicious!”

Bond. “I was created to serve an illithid master but I treasure the freedom I have now.”

Flaw. “Vague memories of my previous life haunt my dreams.”

INTELLECT DEVOURER SIDEKICKS BEYOND 5TH LEVEL

Level	Hit Points	New Features
6th	24 (7d4+7)	Sneak Attack. Once per turn, the intellect devourer can deal an extra 1d6 damage to one creature it hits with its claws if it has advantage on the attack roll.
7th	28 (8d4+8)	Evasion. When the intellect devourer is subjected to an effect (e.g., breath weapon, spell) that allows it to make a Dexterity saving throw for half damage, it instead takes no damage if it succeeds and only half damage if it fails.
8th	31 (9d4+9)	Ability Score Improvement. The intellect devourer’s Intelligence and Dexterity scores increase by 1 each.
9th	35 (10d4+10)	Perceptive. The intellect devourer has advantage on any Wisdom (Perception) or Intelligence (Investigation) checks if it moves no more than half its speed on the same turn.
10th	38 (11d4+11)	Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it that isn’t protected by <i>protection from evil and good</i> . If it wins the contest, the intellect devourer magically consumes the target’s brain, teleports into the target’s skull, and takes control of the target’s body. Full details of this feature are found on p. 191 of the <i>Monster Manual</i> .

INTELLECT DEVOURER SIDEKICK

5th-level Tiny aberration

Armor Class 12

Hit Points 21 (6d4+6)

Speed 40 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 12

Languages understands Deep Speech and Common but can’t speak, telepathy 60 ft.

Detect Sentence. The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

ACTIONS

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

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

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target’s Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.





KENKU SIDEKICK

2nd-level Small humanoid (kenku)

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

Proficiency Bonus +2

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

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

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

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

KENKU SIDEKICK

CORVUS

Corvus is a typical kenku, as greedy and devious as they come, with a little misplaced megalomania thrown in for good measure. Good thing he can't say what he really thinks.

Personality. "If there's gold to be gained, I'm in, whatever the risk."

Ideal. "Wealth should be shared—by you, with me."

Bond. "I'm not committed to anything or anyone beyond saving my skin and getting rich while doing it."

Flaw. "I have insights much deeper than anyone gives me credit for, the cretins."

KENKU SIDEKICKS BEYOND 2ND LEVEL

Level	Hit Points	New Features
3rd	18 (4d8)	Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.
4th	22 (5d8)	Ventriloquism. The kenku can project its voice so that it seems to emanate from a point up to 30 ft. away from the kenku.
5th	27 (6d8)	Ability Score Improvement. The kenku's Dexterity score increases to 17 (+3).
6th	31 (7d8)	Proficiency Bonus. The kenku's proficiency bonus increases to +3. Uncanny Dodge. When an attacker that the kenku can see hits it with an attack, the kenku can use its reaction to halve the attack's damage against it.
7th	35 (8d8)	Extra Attack. The kenku can attack twice, instead of once, whenever it takes the Attack action on its turn. Mocking Bird. As a bonus action, the kenku can alter the tone of its mimicry to produce such an annoyingly distorted imitation of a target's voice that the target must succeed on a DC 12 Wisdom (Insight) saving throw or take 4 (1d8) psychic damage.

KOBOLD SIDEKICK

1st-level Small humanoid (kobold)

Armor Class 12

Hit Points 5 (2d6-2)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision, 120 ft., passive Perception 13

Languages Common, Draconic

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

KOBOLD SIDEKICK

MEEPO

Shunned by his tribe after the kidnapping of the dragon wyrmling in his care, Meepo is anxious to leave the place of his disgrace and get on with his life.

Personality. “It wasn’t my fault! It’s never my fault, but I get blamed for everything anyway.”

Ideal. “Somehow, some way, I’ll do something great and redeem myself.”

Bond. “I loved that little dragon and I hope it remembers me, wherever it is now.”

Flaw. “I’m a little too fond of strong drink.”

KOBOLD SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d8-3)	Skitter. The kobold can take the Dash action on its turn as a bonus action.
3rd	14 (4d8-4)	Tunnelcraft. When the kobold is underground it can create an instantaneous, harmless sound effect, such as a pebble bouncing on the floor or dripping water. The sound can be heard in a 10 ft. radius of a point of the kobold’s choosing within 30 ft. of itself.
4th	17 (5d8-5)	Ability Score Improvement. The kobold’s Dexterity score increases to 17 (+3). Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold’s allies is within 5 feet of the creature and the ally isn’t incapacitated.
5th	21 (6d8-6)	Proficiency Bonus. The kobold’s proficiency bonus increases to +3.
6th	24 (7d8-7)	Extra Attack. The kobold can attack twice, instead of once, whenever it takes the Attack action on its turn. Tunnel Trapper. When the kobold is underground, once per day it can set a trap that has the same effect as a <i>snare</i> spell. A creature must make a successful DC 12 Intelligence (Investigation) check in order to detect the trap.



KUO-TOA SIDEKICK

GLOOGLUGOGG

After his heathen sister summoned Demogorgon and the demon destroyed his home village of Sloobludop, Gloog had little choice but to flee and start a life among outsiders.

Personality. “I idolize my father Ploopploopen as the ideal worshiper of Blibdoolpoolp the Sea Mother.”

Ideal. “Anyone who strays from the traditional ways is a fool.”

Bond. “I will redeem my wicked sister.”

Flaw. “Other races can’t be blessed and aren’t to be trusted.”

KUO-TOA SIDEKICK

1st-level Medium humanoid (kuo-toa)

Armor Class 13 (natural armor, shield)

Hit Points 13 (2d8+4)

Speed 30 ft., swim 30 ft.

Proficiency Bonus +2

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

Skills Perception +4, Religion +3

Senses darkvision 120 ft., passive Perception 14

Languages Common, Undercommon

Amphibious. The kuo-toa can breath air and water.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

KUO-TOA SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the attacker must succeed on a DC 11 Strength saving throw or the weapon becomes stuck to the kuo-toa’s shield. If the weapon’s wielder can’t or won’t let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can’t be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.
3rd	26 (4d8+8)	Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
4th	32 (5d8+10)	Ability Score Improvement. The kuo-toa’s Strength score increases to 16 (+3). Fish in Troubled Waters. The kuo-toa may drop its shield before taking the Ready action on its turn. If it does so, it can use its reaction when missed with a melee attack to make a spear attack. If the attack hits, it is automatically a critical hit.
5th	39 (6d8+12)	Proficiency Bonus. The kuo-toa’s proficiency bonus increases to +3. Release and Catch. When the kuo-toa escapes a grapple, it may immediately make an additional single net attack against the creature that was grappling it.
6th	45 (7d8+14)	Extra Attack. The kuo-toa can attack twice, instead of once, whenever it takes the Attack action on its turn.



LIZARDFOLK SIDEKICK

1st-level Medium humanoid (lizardfolk)

Armor Class 15 (natural armor, shield)

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

Proficiency Bonus +2

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

Skills Perception +4, Persuasion +3, Survival +4

Senses passive Perception 14

Languages Common, Draconic

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

ACTIONS

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

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

LIZARDFOLK SIDEKICK

SAURIV

This wizened noble began his adventuring days very late in life. Now he oversees the alliances with outsiders who secured his peoples' safety.

Personality. "My life's lesson is that listening is the greatest political tool."

Ideal. "Power is derived by persuading others to willingly grant it."

Bond. "There's nothing I won't do for my tribe, even taking up sword and shield at my age."

Flaw. "I secretly view those of a lesser upbringing as beneath me."

LIZARDFOLK SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8+3)	Lounge Lizard. If the lizardfolk observes a creature for at least 10 minutes, the lizardfolk's proficiency bonus is doubled for all Charisma (Persuasion) checks interacting with that creature.
3rd	22 (4d8+4)	Tip the Scales. If an attack would reduce an ally within 5 feet of the lizardfolk to 0 hit points, the lizardfolk may use its reaction to take the damage instead.
4th	27 (5d8+5)	Ability Score Improvement. The lizardfolk's Strength score increases to 17 (+3). Dragon Hide. The lizardfolk's natural armor hardens, increasing its AC by 1.
5th	33 (6d8+6)	Proficiency Bonus. The Lizardfolk's proficiency bonus increases to +3. Dragon Breath (Recharges after a Short or Long Rest). As a bonus action, the lizardfolk becomes imbued with the power to spew magical energy from its mouth. For up to 1 minute, or until its concentration is broken (as if concentrating on a spell), the lizardfolk can use an action to exhale acid in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much damage on a successful one.
6th	38 (7d8+7)	Extra Attack. The lizardfolk can attack twice, instead of once, whenever it takes the Attack action on its turn.



MEAZEL SIDEKICK

GARRET

After his lover died in a freak accident, Garret fled to the Shadowfell to escape his pain. The darkness there instead forced him to dwell on his loss, transforming him into the cruel stalker he is today.

Personality. “Solitude is a trap. Follow me into it.”

Ideal. “The shadows conceal, but you can’t hide from yourself.”

Bond. “I’ll relive that painful moment every day for as long as I exist.”

Flaw. “I’m drawn to the easy, quick fix solution every time.”

MEAZEL SIDEKICK

1st-level Medium humanoid (meazel)

Armor Class 13

Hit Points 7 (2d8-2)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses darkvision, 120 ft., passive Perception 13

Languages Common

Shadow Stealth. While in dim light or darkness, the meazel can take the Hide action as a bonus action.

ACTIONS

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of the meazel’s size or smaller. *Hit:* 6 (1d6+3) bludgeoning damage, and the target is grappled. Until the grapple ends, the target takes 6 (1d6+3) bludgeoning damage at the start of each of the meazel’s turns. The meazel can’t make weapon attacks while grappling a creature in this way.

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

MEAZEL SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d8-3)	Shadow Teleport. As an action, the meazel, any equipment it is carrying, and any creature it is grappling teleport to an unoccupied space within 100 feet of it that it can see, provided that the starting space and the destination are in dim light or darkness. Once this feature has been used, it cannot be used again until the meazel finishes a long rest.
3rd	14 (4d8-4)	Distant Teleport. The distance of the meazel’s <i>shadow teleport</i> increases to 500 feet. The destination must be in a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.
4th	17 (5d8-5)	Ability Score Improvement. The meazel’s Dexterity score increases to 19 (+4). Frequent Teleport. The meazel regains the ability to teleport after a short rest.
5th	21 (6d8-6)	Proficiency Bonus. The meazel’s proficiency bonus increases to +3. Powerful Garrote. The damage from the meazel’s <i>garrote</i> attack and subsequent grapple increases to 10 (2d6+3).
6th	24 (7d8-7)	Shadow Curse. Any creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.





MERFOLK SIDEKICK

TALRAND

Talrand is a bounty hunter, and a good one, but she's also willing to serve as a guide for seafaring adventurers. Trouble is, she doesn't work for free.

Personality. "No one is better than I am at finding folk with a price on their heads. Need a dread pirate tracked to his island hideout? How about locating that band of sahaugin who've been terrorizing fishing villages? If you have the coin, I'm your merfolk."

Ideal. "I don't do what I do for some higher calling; people are willing to pay for my services and that's good enough for me."

Bond. "My tribe is dear to me and I never like to be away from them for very long."

Flaw. "I can never resist the allure of a beautiful gem; it calls to me and I must have it."

MERFOLK SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8+3)	Land Legs. The merfolk's walking speed increases to 30ft.
3rd	22 (4d8+4)	Catch the Drift. While tracking other creatures in an aquatic environment, the merfolk can sense their exact number, their sizes, and how long ago they passed through the area.
4th	27 (5d8+5)	Ability Score Improvement. The merfolk's Dexterity score increases to 16 (+3). Stealthy. The merfolk has advantage on Dexterity (Stealth) checks while in an aquatic environment.
5th	33 (6d8+6)	Proficiency Bonus. The merfolk's proficiency bonus increases to +3. Go With the Flow. When in an aquatic environment, the merfolk and any creatures it guides can't become lost except by magical means.
6th	38 (7d8+7)	Extra Attack. The merfolk can attack twice, instead of once, whenever it takes the Attack action on its turn.

MERFOLK SIDEKICK

1st level Medium humanoid (merfolk)

Armor Class 13 (leather armor)

Hit Points 11 (2d8+2)

Speed 20 ft., swim 40 ft.

Proficiency Bonus +2

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

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

Senses passive Perception 15

Languages Aquan, Common

Amphibious. The merfolk can breathe air and water.

ACTIONS

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

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

MINOTAUR SIDEKICK

ZEGDAR

Whether to Baphomet or even some celestial force, Zegdar feels a higher calling. The path to it has thus far proven to be an unnavigable maze.

Personality. “I want to be recognized as important and take well to flattery.”

Ideal. “The best way to deal with a problem is to take the bull by the horns.”

Bond. “My axe is my greatest possession. It never leaves my sight, and I always keep it clean.”

Flaw. “A lot of the time life looks like a china shop.”

MINOTAUR SIDEKICKS BEYOND 6TH LEVEL

Level	Hit Points	New Features
7th	68 (8d10+24)	Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.
8th	76 (9d10+27)	Ability Score Improvement. The minotaur’s Strength score increases to 18 (+4). Holy Cow! The minotaur can cast <i>prayer of healing</i> once per day. Its spellcasting ability modifier is Wisdom.
9th	85 (10d10+30)	Proficiency Bonus. The minotaur’s proficiency bonus increases to +4. Bullseye. The minotaur’s weapon attacks score a critical hit on a roll of 19 or 20.
10th	93 (11d10+33)	Load of Bull. Once per day the minotaur can choose to succeed on a Charisma (Deception) check.
11th	102 (12d10+36)	Sacred Cow. When a creature hits the minotaur with a weapon attack, the creature must succeed on a DC 13 Wisdom saving throw or take 1d8 radiant damage.



MINOTAUR SIDEKICK

6th-level Large monstrosity

Armor Class 14 (natural armor)

Hit Points 52 (7d10+21)

Speed 40 ft.

Proficiency Bonus +3

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

Skills Intimidation +2, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.



MYCONID SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8+3)	Sprouted Legs. The myconid's speed increases to 30 feet.
3rd	22 (4d8+4)	Poison Punch. When the myconid hits with a Fist attack, it deals an additional 5 (2d4) poison damage.
4th	27 (5d8+5)	Ability Score Improvement. The myconid's Strength score increases to 12 (+1). Bioluminescence. Once per short or long rest, the myconid gains the ability to glow in the dark for 1d4 hours, shedding a dim greenish light in a 20 ft. radius. The myconid can cancel the effect at any time.
5th	33 (6d8+6)	Proficiency Bonus. The myconid's proficiency bonus increases to +3. Spores of Distortion. Once per day the myconid can eject a cloud of spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or perceive things around it as larger or smaller (myconid's choice) than they actually are for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6th	38 (7d8+7)	Pacifying Spores (1/Short or Long Rest). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MYCONID SIDEKICK

STOOL

Stool was kidnapped from its home and is now stranded far from its subterranean grove. Lost and alone, the young myconid is desperate for companionship, even from surface-dwellers.

Personality. "You'll help me? Cool! I'll help you and everything will work out fine!"

Ideal. "The welfare of my group is as important as my own welfare."

Bond. "Someday maybe some kind folk will help me find my way home again."

Flaw. "Sometimes I exaggerate just a little tiny bit when I'm trying to get someone to do something for me."

MYCONID SIDEKICK

1st-level Medium plant

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 20 ft.

Proficiency Bonus +2

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

Senses darkvision 120 ft., passive Perception 11

Languages None; communicates telepathically via spores

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

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

Rapport Spores. A 10-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

NIMBLEWRIGHT SIDEKICK

NIM

Crafted by the Lantanese temple of Gond, Nim is a very autonomous automaton.

Personality. “Curiosity killed the cat? Good thing I’m not a cat!”

Ideal. “I was made in Gond’s image, a responsibility I must uphold.”

Bond. “When assigned to a master, I dutifully carry out their wishes.”

Flaw. “...in the matter I see fit.”

NIMBLEWRIGHT SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	30 (4d8+12)	Ability Score Improvement. The nimblewright’s Dexterity score increases to 17 (+3). Sign Language. The nimblewright can express simple concepts to its companions through a system of easy to understand hand gestures.
5th	37 (5d8+15)	Proficiency Bonus. The nimblewright’s proficiency bonus increases to +3. Parry. As a reaction, the nimblewright adds 2 to its AC against one melee attack that would hit it. To do so, the nimblewright must see the attack and be wielding a melee weapon.
6th	45 (6d8+18)	Extra Attack. The nimblewright can attack twice, instead of once, whenever it takes the Attack action on its turn.
7th	52 (7d8+21)	Nonmagic Resistance. The nimblewright is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
8th	60 (8d8+25)	Ability Score Improvement. The nimblewright’s Dexterity score increases to 19 (+4). Magic Resistance. The nimblewright has advantage on saving throws against spells and other magical effects.



NIMBLEWRIGHT SIDEKICK

3rd-level Medium construct

Armor Class 16 (natural armor)

Hit Points 22 (3d8+9)

Speed 60 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Dexterity +4

Skills Acrobatics +4, Perception +2

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common, but cannot speak

Magic Weapons. The nimblewright’s weapon attacks are magical.

Sure-footed. The nimblewright has advantage on Strength and Dexterity checks and saving throws against effects that would knock it prone.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

NIGHT HAG SIDEKICK

GRANNY NIGHTSHADE

Weakened after being deposed from her position as top hag by former allies, this ancient denizen of the deep forest has ventured into civilization in the form of a human woman in hopes of regaining her power and reclaiming her realm.

Personality. “I’ll work with anyone who might help me...at least until I no longer need them.”

Ideal. “It is so satisfying to see innocence corrupted and integrity compromised.”

Bond. “My forest calls to me and somehow, someday, I will return.”

Flaw. “I can think of nothing but revenge on those who betrayed me and stole from me my heartstone and soul bag.”

NIGHT HAG SIDEKICKS BEYOND 8TH LEVEL

Level	Hit Points	New Features
9th	75 (10d8+30)	Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.
10th	82 (11d8+33)	Create Heartstone. The hag can create a heartstone from a lustrous black gem, which allows the hag to become ethereal while the stone is in the hag’s possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days. Etherealness. The hag can magically enter the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in its possession.
11th	90 (12d8+36)	Innate Spellcasting: 2/day each, the hag can cast <i>plane shift</i> (self only), <i>ray of enfeeblement</i> , and <i>sleep</i> .
12th	96 (13d8+38)	Proficiency Bonus. The hag’s proficiency bonus increases to +6.
13th	104 (14d8+41)	Create Soul Bag. The hag can create a soul bag from the skin of a sacrificed humanoid. Once it has done so, the hag can perform Nightmare Hauntings. Crafting a soul bag takes 7 days.



NIGHT HAG SIDEKICK

8th-level Medium fiend

Armor Class 17 (natural armor)

Hit Points 67 (9d8+27)

Speed 30 ft.

Proficiency Bonus +5

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Innate Spellcasting. The hag’s innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

ACTIONS

Claws. (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn’t transformed. She reverts to her true form if she dies.

Nightmare Haunting (1/Day). If a hag possesses a soul bag, it can, while on the Ethereal Plane, magically touch a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target’s hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag’s soul bag. The reduction to the target’s hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

NILBOG SIDEKICK

PROOD

Earlier in life, this pitiful goblin was mercilessly bullied by his stronger brethren. This made him the perfect candidate for a trickster god to possess, transforming him into a being feared by all goblinoids.

Personality. “Look out behind you! Psych!”

Ideal. “Laughter at someone else’s expense is a beautiful thing.”

Bond. “When one has endured hardship at the hands of others, they deserve to get their revenge.”

Flaw. “I secretly wish the others liked me instead of merely fearing me.”

NILBOG SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	17 (5d6)	Ability Score Improvement. The nilbog’s Charisma score increases to 17 (+3).
5th	21 (6d6)	Proficiency Bonus. The nilbog’s proficiency bonus increases to +3. Spellcasting. The nilbog can cast the following additional spells 1/day each: <i>crown of madness</i> , <i>suggestion</i> .
6th	24 (7d6)	Mantle of Trickery. As a bonus action, the nilbog can cast <i>command</i> and take on an appearance of pure clownery for 1 minute or until its concentration ends (as if it were concentrating on a spell). During this time the nilbog can cast <i>command</i> as a bonus action on each of its turns. Any creature charmed by the nilbog automatically fails its saving throw.
7th	28 (8d6)	Spellcasting. The nilbog can cast the following additional spells 1/day each: <i>fear</i> , <i>hypnotic pattern</i> .
8th	31 (9d6)	Spellcasting. The nilbog can cast the following additional spell 1/day: <i>confusion</i> .



NILBOG SIDEKICK

3rd-level Medium humanoid (goblinoid)

Armor Class 13 (leather armor)

Hit Points 14 (4d6)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Deception +4, Performance +4, Stealth +4

Senses darkvision, 60 ft., passive Perception 9

Languages Common, Goblin

Innate Spellcasting. The nilbog’s innate spellcasting ability is Charisma (spell save DC 12, +4 to hit will spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *minor illusion*, *vicious mockery*
1/day: *dissonant whispers*, *Tasha’s hideous laughter*

Nimble Escape. The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature’s next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can’t regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

ACTIONS

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

REACTIONS

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.



NOTHIC SIDEKICK

3rd-level Medium aberration

Armor Class 15 (natural armor)

Hit Points 22 (3d8+9)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+4)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +2, Perception +2, Stealth +4

Senses truesight 120 ft., passive Perception 12

Languages Common, Undercommon

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

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (1d6+4) piercing damage.

NOTHIC SIDEKICK

WYX

Unable to remember the powerful wizard he previously was in life, Wyx has become a simpering sycophant.

Personality. "Yes, master. It shall be so."

Ideal. "Secrets there are in your head. Secrets for me to uncover."

Bond. "There is magic. I must have it!"

Flaw. "More, more...at any price!"

NOTHIC SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	30 (4d8+12)	Ability Score Improvement. The nothic's Wisdom score increases to 12 (+1). Magic Seer. The nothic is continuously aware of magic as though it had cast the <i>detect magic</i> and <i>identify</i> spells.
5th	37 (5d8+15)	Proficiency Bonus. The nothic's proficiency bonus increases to +3. Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothics's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.
6th	45 (6d8+18)	Extra Attack. The nothic can attack twice, instead of once, whenever it takes the Attack action on its turn.
7th	52 (7d8+21)	Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.
8th	60 (8d8+25)	Ability Score Improvement. The nothic's Dexterity score increases to 14 (+3).

OGRE SIDEKICK

NOB

A great upheaval having separated Nob from both his mate and his former position as a gatekeeper for a goblin boss, Nob is on his own and trying to keep body and soul together by working with adventurers.

Personality. "If it's in yer way, just hit it until it stops hittin' back."

Ideal. "Ya gots shiny things. I wants 'em."

Bond. "I misses bein' able to just eat whatever dwarf, elf, or halfling I come across."

Flaw. "One o' these days, I'm prob'ly gonna eat one anyway..."

OGRE SIDEKICKS BEYOND 6TH LEVEL

Level	Hit Points	New Features
7th	67 (8d10+23)	Brutish Durability. Whenever the ogre makes a saving throw, it adds 1d6 to the result.
8th	74 (9d10+25)	Extra Damage. The ogre deals an extra 1d6 damage to any hit it makes with a weapon with which it is proficient.
9th	82 (10d10+27)	Howling Mad. The ogre can fly into a battle frenzy, allowing it to make a single melee weapon attack as a bonus action on each of its turns as long as it has an opponent to hit. After the combat ends, the ogre suffers one level of exhaustion.
10th	89 (11d10+29)	Ogreish Intimidation. Once per day, the ogre can attempt to intimidate one creature within 30 feet of itself that it can see. If the creature can see or hear the ogre, it must succeed on a Wisdom saving throw (DC 11) or be frightened of the ogre until the end of the ogre's next turn. If the creature succeeds on its saving throw, the ogre can't use this feature on that creature again for 24 hours.
11th	97 (12d10+31)	Increased Accuracy. The ogre gains a +2 bonus to attack rolls it makes with ranged weapons. Tough as Nails. The ogre can reroll a saving throw that it fails. If it does so, it must use the new roll, and it can't use this feature again until it finishes a long rest.



OGRE SIDEKICK

6th-level Large giant

Armor Class 11 (hide armor)

Hit Points 59 (7d10+21)

Speed 40 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

ORC SIDEKICK

1st-level Medium humanoid (orc)

Armor Class 13 (hide armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

ACTIONS

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage.

ORC SIDEKICK

RONT

Ront fled from the slaughter of his band of orcs at the hands of the dwarves. Although he's deeply embarrassed by his cowardice, it won't be the last time it gets the better of him.

Personality. "Like any bully, I fold when when someone finally stands up to me."

Ideal. "The toughest one should be the one in charge."

Bond. "I'll always choose to save my own skin."

Flaw. "I act tough to cover up my cowardice."

ORC SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8+9)	Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.
3rd	30 (4d8+12)	Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack.
4th	37 (5d8+15)	Ability Score Improvement. The orc's Strength score increases to 18 (+4). Bully. The orc has advantage on Charisma (Intimidation) checks.
5th	45 (6d8+18)	Proficiency Bonus. The orc's proficiency bonus increases to +3. Battle Cry (1/Day). Each creature of the orc's choice that is within 30 feet of it, can hear it, and is not already affected by Battle Cry gains advantage on attack rolls until the start of the orc's next turn. The orc can then make one attack as a bonus action.
6th	52 (7d8+21)	Extra Attack. The orc can attack twice, instead of once, whenever it takes the Attack action on its turn.



POLTERGEIST SIDEKICK

LIF

Lif was a half-elven barkeeper who loved his work so much, he continued it long after he died.

Personality. “I like to take care of things. Do you have something worth taking care of?”

Ideal. “A job well done is its own reward.”

Bond. “My work was my life and I’m not going to let a little thing like death keep me from continuing it.”

Flaw. “I can’t abide slobs. Wipe your feet and pick up after yourselves!”

POLTERGEIST SIDEKICK

2nd-level Medium undead

Armor Class 12

Hit Points 13 (3d8)

Speed 0 ft., fly 50 ft. (hover).

Proficiency Bonus +2

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common and Elvish but can’t speak

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

Sunlight Sensitivity. While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Forceful Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d6) force damage.

POLTERGEIST SIDEKICKS BEYOND 2ND LEVEL

Level	Hit Points	New Features
3rd	18 (4d8)	Telekinesis. The poltergeist can target an unattended object within 30 ft. and hurl it up to 30 feet in any direction. Used as a ranged weapon attack against one creature along the object’s path (+4 to hit), the object deals 5 (2d4) bludgeoning damage on a hit.
4th	22 (5d8)	Damage Resistance. The poltergeist is resistant to acid, cold, fire, lightning, thunder; and bludgeoning, piercing, and slashing from nonmagical attacks. Ability Score Improvement. The poltergeist’s Dexterity score increases to 16 (+3).
5th	27 (6d8)	Proficiency Bonus. The poltergeist’s proficiency bonus increases to +3. Invisibility (Recharges after a long or short rest). The poltergeist can magically turn invisible until it attacks or uses its <i>Telekinesis</i> , or until its concentration is broken, up to 1 hour (as if concentrating on a spell).
6th	31 (7d8)	Improved Slam. The damage of the poltergeist’s <i>forceful slam</i> attack increases to 3d6. Invisibility. The poltergeist can magically turn invisible at will.
7th	36 (8d8)	Telekinetic Thrust. The poltergeist targets a Medium or smaller creature. The poltergeist makes a Charisma check contested by the target’s Strength check. If the poltergeist wins the contest, it hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

QUAGGOTH SIDEKICK

DERENDIL

Maddened by the demon lord Fraz-Urb'luu, Derendil believes himself to be an elven prince polymorphed into quaggoth form. His fits of rage, however, betray his true nature.

Personality. "I swing wildly between urbane sophistication and uncontrollable violence."

Ideal. "No matter the evidence, I will not give in to the preposterous idea that my life is an illusion."

Bond. "I vow to someday defeat the evil wizard who usurped my crown."

Flaw. "The only thing that can temper my savagery is the memory of my high nobility."

QUAGGOTH SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8+9)	Climbing Claws. The quaggoth gains a climbing speed of 30 ft.
3rd	30 (4d8+12)	Thonot Initiate (Psionics). The quaggoth's innate spellcasting ability is Wisdom (spell save DC 11). The quaggoth can innately cast the following spells, requiring no components: At will: <i>feather fall</i> , <i>mage hand</i> (the hand is invisible).
4th	37 (5d8+15)	Ability Score Improvement. The quaggoth's Strength score increases to 17 (+3). Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.
5th	45 (6d8+18)	Proficiency Bonus. The quaggoth's proficiency bonus increases to +3. Thonot Adept. The quaggoth can innately cast the following spells, requiring no components: 1/day each: <i>cure wounds</i> , <i>enlarge/reduce</i> , <i>heat metal</i> , <i>mirror image</i>
6th	52 (7d8+21)	Extra Attack. The quaggoth can attack twice, instead of once, whenever it takes the Attack action on its turn.

QUAGGOTH SIDEKICK

1st-level Medium humanoid (quaggoth)

Armor Class 13 (natural armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision, 120 ft., passive Perception 11

Languages Common, Elvish

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage.



REDCAP SIDEKICK

3rd-level Small fey

Armor Class 13 (natural armor)

Hit Points 30 (4d6 +16)

Speed 25 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses darkvision, 60 ft., passive Perception 13

Languages Common, Sylvan

Steeped in Slaughter. The redcap always fights to the death, unless magically compelled to do otherwise. The redcap must soak its hat in fresh blood at least once every three days or the redcap vanishes as if it had never been. If the recap is reduced to 0 hit points it does not fall unconscious, but immediately vanishes in the same way.

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack roll.

ACTIONS

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

REDCAP SIDEKICK

M'DURHOEBO

This charming fellow was born out of your own bloodlust. I guess you should feel grateful it views you as a role model rather than a potential victim?

Personality. "Enough yapping, roll initiative!"

Ideal. "Death comes for us all. I'm death.

I showed up early."

Bond. "I exist only by spilling fresh blood, and I've grown rather fond of existing."

Flaw. "It feels soooo good to get out of these iron boots after a hard days' murdering. But no one must ever find out how ticklish my feet are."

REDCAP SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	17 (5d6)	Ability Score Improvement. The redcap's Strength score increases to 18 (+4). Wreckful Abandon. The redcap makes all attacks at advantage, causing all attack rolls against the redcap to be at advantage until the start of its next turn.
5th	21 (6d6)	Proficiency Bonus. The redcap's proficiency bonus increases to +3. Extra Attack. The redcap can attack twice, instead of once, whenever it takes the Attack action on its turn.
6th	24 (7d6)	Sickle Sweep. When the recap hits with a <i>wicked sickle</i> attack, it may choose a creature within 5 feet of the target and within its reach and make a single <i>wicked sickle</i> attack against that creature as a bonus action.
7th	28 (8d6)	Ironbound Pursuit. As an action, the redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 21 (3d10+5) bludgeoning damage and be knocked prone.
8th	31 (9d6)	Ability Score Improvement. The redcap's Strength score increases to 20 (+5). Extra Attack, Again! The redcap can attack 3 times when it takes the Attack action on its turn.



SAHUAGIN SIDEKICK

1st-level Medium humanoid (sahuagin)

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft., swim 40 ft.

Proficiency Bonus +2

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

Skills Perception +4, Religion +4

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sahuagin

Limited Amphibiousness. The sahuagin can breathe air and water, but needs to be submerged at least once every 4 hours to avoid suffocating.

Spellcasting. The sahuagin's spellcasting ability is Wisdom (spell save DC 12, +4 to hit will spell attacks). The sahuagin has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*

1st-level (2 slots): *bless*

ACTIONS

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

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

SAHUAGIN SIDEKICK

OSHALLA

The lone survivor in a failed coup attempt against her king, Oshalla lived a solitary life in exile before meeting adventures who gave her hope for the future.

Personality. "I'm very shy, but once I warm up to a group they tend to like me."

Ideal. "It's best to surround yourself with people who share your goals."

Bond. "Next time, the king won't be so lucky."

Flaw. "I'm quick to go along with any scheme that sounds plausible."

SAHUAGIN SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8+3)	Spellcasting. The sahuagin gains one 1st-level spell slot and learns <i>detect magic</i> .
3rd	22 (4d8+4)	Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.
4th	27 (5d8+5)	Ability Score Improvement. The sahuagin's Wisdom score increases to 16 (+3). Spellcasting. The sahuagin gains two 2nd-level spell slots and learns <i>hold person</i> and <i>spiritual weapon</i> .
5th	33 (6d8+6)	Proficiency Bonus. The sahuagin's proficiency bonus increases to +3. Shark Companion. The sahuagin can spend 8 hours magically bonding with a shark . It can only be bonded to one shark at a time. The shark takes its turn on the sahuagin's initiative, and can be telepathically commanded (no action required) to take the Attack, Dash, Disengage, Dodge, or Help action.
6th	38 (7d8+7)	Spellcasting. The sahuagin gains two 3rd-level spell slots and learns <i>mass healing word</i> and <i>tongues</i> .



SATYR SIDEKICK

GREENWHISTLE

Each moment of Greenwhistle's life evokes strong emotions from within, which guide his behavior. For better or worse, there'll be a new moment along shortly.



SATYR SIDEKICK

1st-level Medium fey

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Perception +2, Performance +4, Stealth +4

Senses passive Perception 12

Languages Common, Elvish, Sylvan

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4+1) bludgeoning damage.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, or 5 (1d8+2) bludgeoning damage if wielded with two hands.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Personality. "My emotions guide me. Joy or sorrow, I react strongly."

Ideal. "The best way to express yourself is through song."

Bond. "I willingly gave my heart away. It was rejected, but I'm not taking it back."

Flaw. "You say I'll regret this in the morning? Good thing I sleep till noon!"

SATYR SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.
3rd	18 (4d8)	Panpipes. The satyr plays its pipes, producing a magical effect. Any creature within 60 feet of the satyr must succeed on a Wisdom saving throw (DC 12, 8+Proficiency+Cha) or be affected by the song. Other satyrs and creatures that can't be charmed are unaffected. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours. Panpipes: Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.
4th	22 (5d8)	Ability Score Improvement. The satyr's Charisma score increases to 16 (+3). Panpipes: Frightening Strain. The creature is frightened for 1 minute.
5th	27 (6d8)	Proficiency Bonus. The satyr's proficiency bonus increases to +3. Panpipes: Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.
6th	31 (7d8)	Extra Attack. The satyr can attack twice, instead of once, whenever it takes the Attack action on its turn.

SCARECROW SIDEKICK

THREADNEEDLE

He's been a servant since he was brought into existence, and that's all he knows. The coven of night hags who created him are no longer in a position to need domestic help, so Threadneedle is seeking new employment.

Personality. "Can I do anything for you? More food? Drink? Want somebody scared out of their wits or killed outright? You have only to command me!"

Ideal. "I need to be useful. And if it involves death and destruction, so much the better."

Bond. "There is something within me that haunts me, as if I once were someone—or something—else."

Flaw. "I lose things. I was once entrusted with a powerful magic item but I forgot where I put it."

SCARECROW SIDEKICK

1st-level Medium construct

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

Proficiency Bonus +2

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

Damage Vulnerabilities fire

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal, Common, Infernal, and Primordial, but can't speak

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

SCARECROW SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	40 (9d8)	Repel Vermin. Medium and smaller beasts of CR 1/2 and below will not willingly come within 60 ft. of the scarecrow.
3rd	45 (10d8)	Terrifying Glare. As an action on its turn, the scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.
4th	49 (11d8)	Ability Score Improvement. The scarecrow's Dexterity score increases to 15 (+2). Metamorphosis. Once per short or long rest, the scarecrow can assume the form of a gaunt human for 1 hour.
5th	54 (12d8)	Proficiency Bonus. The scarecrow's proficiency bonus increases to +3. Resistant. The scarecrow is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
6th	58 (13d8)	Extra Attack. The scarecrow can attack twice, instead of once, whenever it takes the Attack action on its turn.



SKELETON SIDEKICK

BONES

Since the demise of the necromancer who had animated this once-mighty warrior's remains, Bones has become a free agent skeleton looking for someone to tell him what to do.

SKELETON SIDEKICK

1st-level Medium undead

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 9

Languages Understands Common but can't speak

ACTIONS

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

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

Personality. "I'll fight for anyone whose will is strong enough to command me."

Ideal. "Give me something to kill and I'll kill it."

Bond. "My master owns my loyalty and I will serve them forever."

Flaw. "Don't change the plan on me...I can't cope with change."

SKELETON SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	17 (3d8+4)	Action Surge. Once per long rest the skeleton can take one additional action on its turn. Got a Feeling in My Bones. The skeleton doubles its proficiency bonus on Wisdom (Insight) checks.
3rd	22 (4d8+4)	Roll Them Bones (1/day). The skeleton can choose to re-roll one failed attack or saving throw; the second roll must be used.
4th	26 (5d8+4)	Ability Score Improvement. The skeleton's Strength score increases to 12 (+1) Chilled to the Bone. The skeleton gains the ability to cast the <i>chill touch</i> cantrip and gains immunity to the same cantrip cast against it.
5th	31 (6d8+4)	Proficiency Bonus. The skeleton's proficiency bonus increases to +3. Extra Force. Whenever the skeleton hits with a weapon that it is proficient with and deals damage, the weapon's damage increases by 1d4.
6th	35 (7d8+4)	Extra Attack. The skeleton can attack twice, instead of once, whenever it takes the Attack action on its turn. Tickle Their Funny Bone. The skeleton can play its ribs like a xylophone as an action on its turn to target one creature within 20 feet. If the target can hear the skeleton, the target must succeed on a DC 12 Charisma saving throw or be affected as if by a <i>Tasha's hideous laughter</i> spell.





SKULK SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	22 (5d8)	Ability Score Improvement. The skulk's Dexterity score increases to 19 (+4). Speed Skulk. The skulk's speed increases to 40 ft.
5th	27 (6d8)	Proficiency Bonus. The skulk's proficiency bonus increases to +3. Malleable. The skulk can move through a space as narrow as 12 inches wide without squeezing, and can move through the space any creature.
6th	31 (7d8)	Extra Attack. The skulk can attack twice, instead of once, whenever it takes the Attack action on its turn.
7th	36 (8d8)	Skulker. The skulk doubles its proficiency bonus on Dexterity (Stealth) checks and it has advantage on attack rolls against any creature that hasn't taken a turn in combat yet.
8th	40 (9d8)	Rotting Slash. Any creature hit by the skulk's claws takes an extra 10 (3d6) necrotic damage, whether or not the skulk had advantage on the attack roll.

SKULK SIDEKICK

BRANDUL

In his former life, Brandul was a gallant knight who led a party of adventurers into the Shadowfell on a quest to overthrow a great evil. The lucky ones died. Brandul was not lucky.

Personality. "Summon me to serve you and I'll obey your every command—but I'll do my best to make you regret it."

Ideal. "'Ideal'? What's that? Something 'perfect'? Something 'to strive for'? Garbage. Existence is meaningless."

Bond. "Only death can return me to Shadowfell, where I belong."

Flaw. "It breaks what little is left of my heart when children see me and run screaming."

SKULK SIDEKICK

3rd-level Medium humanoid (skulk)

Armor Class 14

Hit Points 18 (4d8)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	10 (+0)	7 (-2)	1 (-5)

Saving Throws Con +2

Skills Stealth +8

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 8

Languages understands Common but can't speak

Fallible Invisibility. The skulk is invisible. This invisibility can be circumvented by three things:

- The skulk appears as a drab, smooth-skinned humanoid if its reflection can be seen in a mirror or on another surface.
- The skulk appears as a dim, translucent form in the light of a candle made of fat rendered from a corpse whose identity is unknown.
- Humanoid children, aged 10 and under, can see through this invisibility.

Trackless. The skulk leaves no tracks to indicate where it has been or where it's headed.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage. If the skulk has advantage on the attack roll, the target also takes 7 (2d6) necrotic damage.

SPECTATOR SIDEKICK

SPUD

When this spectator was freed from its service, its eyestalks withered and were no longer able to shoot magical eye rays. Spud isn't going back to its home plane in such a sorry state.

Personality. "Grumbling is a form of personality."

Ideal. "Everyone needs a task to do. Not having one can make you feel neutered."

Bond. "I will get my eye rays back and use them to destroy the wizard who summoned me."

Flaw. "I actually kind of enjoy the people of this plane. Ewww."



SPECTATOR SIDEKICK

1st-level Medium aberration

Armor Class 14 (natural armor)

Hit Points 13 (2d8+4)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Arcana +3, Insight +3, Perception +3

Senses passive Perception 14

Languages Common, Deep Speech, telepathy 120 ft.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

ACTIONS

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

SPECTATOR SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Eye Rays. The spectator can use an action to shoot one magical eye ray at one creature it can see within 90 feet of it. Eye Ray: Confusion. The target must succeed on a DC 13 Wisdom saving throw or it can't take reactions until the end of its next turn. On its turn, the target can't move and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
3rd	26 (4d8+8)	Eye Ray: Paralysis. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4th	32 (5d8+10)	Eye Ray: Fear. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
5th	39 (6d8+12)	Eye Ray: Wounding. The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save or half as much damage on a successful one.
6th	45 (7d8+14)	Dual Rays. When the spectator takes the Eye Rays action on its turn, it can shoot up to two eye rays at one or two creatures. It can use each ray only once on a turn.

SVIRFNEBLIN SIDEKICK

JIMJAR

Compared to the dour nature of most of his kin, Jimjar is quit affable. The only thing he loves more than coin is wagering it on nearly anything.

Personality. “C’mon. Double or nothing.”

Ideal. “Easy come, easy go.”

Bond. “I always pay my debts, as surely as you can expect me to collect what I’m owed.”

Flaw. “I’m not above pocketing a few extra coins when nobody is looking.”

SVIRFNEBLIN SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d6+6)	Poisoner. Once per day the svirfneblin can produce enough poison to coat one dart. A creature struck by the poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute.
3rd	22 (4d6+8)	Nondetection. The svirfneblin’s proficiency bonus is doubled for Dexterity (Stealth) checks, and it can’t be targeted by any divination magic or perceived through magical scrying sensors.
4th	27 (5d6+10)	Ability Score Improvement. The svirfneblin’s Strength score increases to 17 (+3). Innate Spellcasting. The svirfneblin’s innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components: 1/day each: <i>blindness/deafness</i> , <i>blur</i> , <i>disguise self</i> .
5th	33 (6d6+12)	Proficiency Bonus. The svirfneblin’s proficiency bonus increases to +3. Elemental Conjurer. Once per day, the Svirfneblin can conjure a mud mephit , which obeys its commands. The svirfneblin cannot have more than one elemental conjured at a time.
6th	38 (7d6+14)	Extra Attack. The svirfneblin can attack twice, instead of once, whenever it takes the Attack action on its turn.

SVIRFNEBLIN SIDEKICK

1st-level Small humanoid (gnome)

Armor Class 15 (chain shirt)

Hit Points 11 (2d6+4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Deception +1, Investigation +3, Stealth +4

Senses darkvision, 120 ft., passive Perception 12

Languages Common, Gnomish, Terran, Undercommon

Stone Camouflage. The svirfneblin has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The svirfneblin has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) piercing damage.





THRI-KREEN SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Deflect Missiles. The thri-kreen can use its reaction to deflect missiles with its claws if it is not holding a weapon, reducing the damage taken from the attack by half when hit by a ranged attack.
3rd	24 (4d8+6)	Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings, giving it advantage on Dexterity (Stealth) checks made to hide.
4th	28 (5d8+6)	Ability Score Improvement. The thri-kreen's Wisdom increases score to 14 (+2) Psionics. The thri-kreen can cast <i>blur</i> 1/day.
5th	33 (6d8+6)	Proficiency Bonus. The thri-kreen's proficiency bonus increases to +3. Astonishing Leap. The thri-kreen's long jump increases to 30 feet and high jump to 15 feet.
6th	37 (7d8+6)	Psionics. The thri-kreen can cast <i>blur</i> 2/day, and <i>pass without trace</i> 1/day.

THRI-KREEN SIDEKICK

TIKTIKIK

Taken in as a nymph and raised by a kindly desert druid after a devastating sandstorm destroyed his nest, Tiktikik has grown to be much more tolerant of other intelligent races than the typical thri-kreen.

Personality. "Humanoids can be interesting companions, but awfully prone to dramatics. Still, they're useful at times."

Ideal. "If it moves, it's worth eating."

Bond. "I would never regard my friends as a potential food source."

Flaw. "...unless maybe they're elves."

THRI-KREEN SIDEKICK

1st-level Medium humanoid (thri-kreen)

Armor Class 15 (natural armor)

Hit Points 15 (2d8+6)

Speed 40 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	9 (-1)

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

Senses Darkvision 60 ft., Passive Perception 13

Languages Thri-kreen; can communicate in Common via telepathy

Innate Spellcasting (Psionics). The thri-kreen's spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 4 (1d6+1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4+1) slashing damage.

XVART SIDEKICK

NEXLIT

After Nexlit stumbled upon an artifact particularly valuable to Raxivort, the demigod granted him supernatural powers and a mandate to collect more treasures.

Personality. “I’ll brave any danger in search of valuables; the more bizarre the better!”

Ideal. “Acquisition is even more pleasurable than possession.”

Bond. “My devotion to Raxivort is so complete that I willingly surrender all my treasures to him.”

Flaw. “Almost every creature I see is better than me. I hate them for it.”

XVART SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Raxivort’s Invocations. The xuart can cast the following spells at will, requiring no material components: <i>detect magic</i> , <i>mage armor</i> .
3rd	18 (4d8)	Familiar. The xuart learns the <i>find familiar</i> spell and can cast it as a ritual. The xuart’s familiar is a rat . Additionally, when the xuart takes the Attack action it can forego one of its own attacks to allow the familiar to make one attack of its own.
4th	22 (5d8)	Ability Score Improvement. The xuart’s Charisma score increases to 14 (+2). Spellcasting. The xuart has 2 2nd-level spell slots instead of 1 1st-level slot. The xuart learns the following additional spells: <i>invisibility</i> , <i>scorching ray</i> .
5th	27 (6d8)	Proficiency Bonus. The xuart’s proficiency bonus increases to +3. Familiar Growth. The xuart’s familiar is a giant rat .
6th	31 (7d8)	Raxivort’s Blessing. When the xuart or its familiar reduces an enemy to 0 hit points, the xuart gains 4 temporary hit points.



XVART SIDEKICK

1st-level Small humanoid (xuart)

Armor Class 12 (15 with *mage armor*)

Hit Points 9 (2d8)

Speed 30 ft.

Proficiency Bonus +2

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

Skills Deception +3 Stealth +4

Senses darkvision, 60 ft., passive Perception 10

Languages Common, Abyssal

Spellcasting. The xuart’s spellcasting ability is Charisma (spell save DC 11, +3 to hit will spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *eldritch blast*, *minor illusion*

1st level (1 1st-level slot): *burning hands*, *expeditious retreat*,

Low Cunning. The xuart can take the Disengage action as a bonus action on each of its turns.

Raxivort’s Tongue. The xuart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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

YETI SIDEKICK

BUMBLE

Before a chance run-in with a friendly elven dentist, Bumble's howls of pain from its toothache were even more frightening than the warning of an oncoming avalanche.

Personality. "C'mon in now, let's have a big hug."

Ideal. "The crisp mountain air is my favorite part of home."

YETI SIDEKICKS BEYOND 5TH LEVEL

Level	Hit Points	New Features
6th	59 (7d10+21)	Extra Attack. The yeti can attack twice, instead of once, whenever it takes the Attack action on its turn.
7th	68 (8d10+24)	Chilling Gaze. As a bonus action, the yeti can target one creature it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage.
8th	76 (9d10+27)	Ability Score Improvement. The yeti's Strength score increases to 20 (+5). A Feeling in My Left Big Toe. The yeti can accurately predict the following day's weather, and is aware of any avalanche that will occur within 10 miles in the next hour.
9th	85 (10d10+30)	Proficiency Bonus. The yeti's proficiency bonus increases to +4. Freezing Chill. When a creature takes damage from the yeti's <i>chilling gaze</i> it is also paralyzed for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
10th	93 (11d10+33)	Cold Breath. As an action on its turn, the yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 14 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one. Once this feature has been used it cannot be used again until the yeti completes a short or long rest.

Bond. "Someone I thought was out to hurt me saved my life. Now I always give creatures the benefit of the doubt."

Flaw. "At the rate I'm aging, I'll never find a mate."

YETI SIDEKICK

5th-level Huge monstrosity

Armor Class 12 (natural armor)

Hit Points 51 (6d10+18)

Speed 40 ft., climb 40 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (+1)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +4

Damage Immunities cold

Senses darkvision, 60 ft., passive Perception 13

Languages Common, Yeti

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 3 (1d6) cold damage.



YUAN-TI MALISON SIDEKICK

NAHTH

Nahth is a greedy bully and will try to cheat anyone out of anything. But he's good in a fight, as long as you can keep him on your side.

Personality. "Pay me enough and I'll fight for you. Don't pay me enough and I'll fight against you."

Ideal. "The power of suggestion is vastly underrated. You can get a lot just by asking...if you know how to ask."

Bond. "The snake is nature's most perfect animal."

Flaw. "Bribery will get you anywhere."

YUAN-TI MALISON SIDEKICKS BEYOND 3RD LEVEL

Level	Hit Points	New Features
4th	27 (5d8+5)	Ability Score Improvement. The yuan-ti's Charisma score increases to 17 (+4). Innate Spellcasting: 3/day, the yuan-ti can cast <i>suggestion</i>.
5th	33 (6d8+6)	Proficiency Bonus. The yuan-ti's proficiency bonus increases to +3. Silent Slither. The yuan-ti's proficiencies in Deception and Stealth increase by 1 each.
6th	38 (7d8+7)	Extra Attack. The yuan-ti can attack twice, instead of once, whenever it takes the Attack action on its turn, but can only use its Bite once. Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.
7th	44 (8d8+8)	Good Vibrations. The yuan-ti can sense the location of any hidden or invisible creature within 10 feet of itself.
8th	49 (9d8+9)	In Cold Blood. When the yuan-ti attacks and hits a creature that is surprised, the attack is a critical hit.

YUAN-TI MALISON SIDEKICK

3rd-level Medium monstrosity

Armor Class 12

Hit Points 22 (4d8+4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., Passive Perception 11

Languages Abyssal, Common, Draconic

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

Malison Type. The yuan-ti malison (type 1) has a Human body with snake head.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.





ZOMBIE SIDEKICK

1st-level Medium undead

Armor Class 8 (natural armor)

Hit Points 12 (2d8+3)

Speed 20 ft.

Proficiency Bonus +2

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

Saving Throws Wisdom +0

Skills Athletics +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision, 6 ft., passive Perception 8

Languages understands Common, but cannot speak

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

ZOMBIE SIDEKICK

BRIAN

One of the greatest minds of his generation, in undeath Brian simply drools a bit less than his peers.

Personality. "Braaaaaiiiiiinnnnssssss..."

Ideal. "Braaaaaiiiiiinnnnssssss..."

Bond. "Braaaaaiiiiiinnnnssssss..."

Flaw. "Braaaaaiiiiiinnnnssssss?"

ZOMBIE SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8+9)	Hungry. The zombie gains the following action: Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5ft., one target. <i>Hit:</i> 4 (1d6+1) piercing damage and 3 (1d6) necrotic damage.
3rd	30 (4d8+12)	Runner. The zombie's move speed increases to 40 feet. The zombie can take a bonus action on its turn to Dash.
4th	37 (5d8+15)	Ability Score Improvement. The zombie's Strength score increases to 15 (+2). Death Stench. If damage reduces the zombie to 0 hit points, toxic gas is released from the zombie's gut. Each creature within 10 feet of the zombie must make a DC 13 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save or half as much damage on a successful one.
5th	45 (6d8+18)	Proficiency Bonus. The zombie's proficiency bonus increases to +3. Spitter. As an action, the zombie chooses one creature within 30 feet or two creatures within 30 feet that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) necrotic damage.
6th	52 (7d8+21)	Unfazed. When the zombie is dealt 10 or fewer bludgeoning, piercing, or slashing damage from a nonmagical attack, the damage is reduced to 0.