

MONSTROUS MENAGERIE ELEMENTAL PETS

Monstrous Menagerie presents new and fantastic creatures to populate the campaign worlds of GMs of all experience levels. The creatures found within these pages may be beneficent or malevolent, horrific or wondrous, but all are sure to astound players.

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Somewhere along the borders between the Elemental Planes a few unexpectedly cute creatures have been discovered. These so-called elemental pets can often be easily tamed by those who know how to correctly approach them in their natural environments. Despite their friendly nature however they can be quite dangerous when afraid or cornered, an aspect of their personality that many elemental cultists have used to devastating effect. Neutral and good aligned mages with a proclivity towards elemental magic have been known to take these creatures as familiars and treat them with undo protectiveness owing to their delicate physiologies. It's hard not to be charmed by their gregariousness when they feel safe but if they are out of their comfort zone they're likely to attack whatever gets in their way.

The origin of these creatures is unclear. Some believe that a lonely elemental mage created the first few of them for company and they have persisted since then--mud cats are thought to be her first creations and the rest are imitations made by others. If these stories are true the formula for creating such a servant has long since been lost; all living elemental pets are formed by natural procreation at the borders of the Elemental Planes where they reside.

A competing belief is that these creatures formed naturally at planar borders in the way that other elementals like mephits are created. Believers of this tale postulate that it is evidence that the nature of cats, dogs, bunnies, and sparrows transcend the Material Plane, reflected upon each dimension in its own way like a shadow in a cave. Philosophers have used this reasoning to successfully predict the discovery of analogous creatures in other planes, and the rashest of these thinkers have even suggested hellhounds and the like are verifiable evidence good to support such a hypothesis.

ELEMENTAL PETS AS FAMILIARS

With the GM's approval a PC can summon a dust bunny or mud cat as a familiar. GMs should consider introducing this option particularly when a campaign has a major focus on elemental aspects.

An elemental pet familiar's ability to deliver touch spells is influenced by their elemental type.

- Mud cats have the elemental types earth and fire. Dust bunnies have the elemental types air and earth.
- An elemental pet can't deliver touch spells that cause damage of a type that they are vulnerable to.
- When an elemental pet delivers a touch spell having an effect based on one of its elemental types, it gains one temporary hit point.

Although familiars generally do exactly as their master commands this feature might be overly restrictive for the mud cats using Snuggle. Consider using the following guidelines for determining the mud cat's use of its Snuggle when it is being used as a familiar by one of the PCs:

The mud cat does not use Snuggle during any day in which it has already dropped to 0 hit points. If a creature wants to initiate a Snuggle with a mud cat, roll opposed Charisma checks to see if this effort was successful. On a failure, the mud cat chooses not to initiate a Snuggle with that creature until after it finishes a long rest. A mud cat that is continuously put into life threatening situations may decide not to use Snuggle at all for as long as a week.

BUBBLE PUPPY

Tiny elemental, unaligned

Armor Class 11

Hit Points 25 (10d4)

Speed 0 ft, fly 20 ft.

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

Skills Perception +3, Stealth +3

Vulnerabilities piercing

Damage Resistances cold, fire, lightning, poison

Damage Immunities acid

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Acidic Growth Whenever the bubble puppy would take acid damage, it instead gains that many temporary hit points.

Bubble Body. Whenever the bubble puppy is hit by a melee weapon attack that deals piercing or slashing damage, a new bubble appears around the attacker. The attacker is restrained in this new bubble, and the bubble moves 10 feet away from the bubble puppy at the end of the round. As an action, the restrained target can make a DC 12 Strength check, bursting the bubble on a success. The bubble can also be attacked and destroyed (AC 10, 2 hit points, immunity to acid, poison, and psychic damage).

Death Burst. When slain, the bubble puppy deals 10 (4d4) acid damage to creatures and objects within 5 feet.

Innate Spellcasting. The bubble puppy's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components.

At will: *acid splash*, *fog cloud*

1/day: *misty step*

Lightweight. The bubble puppy is more subject to forced movement than typical for a creature of its size and has disadvantage on saving throws made to avoid being moved out of its space.

ACTIONS

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

Breath Weapon (Recharge 6). The bubble puppy emits a stream of bubbles in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (4d4) acid damage on a failed save, or half as much damage on a successful one. The bubbles remain in the area until the start of the bubble puppy's next turn and provide half cover for any attacks into or out of the area. Creatures moving through the area at half speed can avoid the bubbles. Any creature attempting to move at full speed through the bubbles must make a DC 13 Dexterity (Acrobatics) check or take 5 (2d4) acid damage. The bubbles can be dispersed with a *gust of wind* spell or moderate wind. Any creatures downwind from the bubbles during such a dispersal must make a DC 13 Dexterity saving throw or take 5 (2d4) acid damage from the moving bubbles.

Bubble puppies generally resemble a toy animal made from balloons. They are translucent with no visible internal organs and move by floating through the air in a somewhat wobbly motion.



DUST BUNNY

Tiny elemental, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Vulnerabilities cold, fire

Damage Resistances lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Death Burst. When slain, the dust bunny explodes into a dust devil filling a 15-foot square. Each other creature in that square must succeed on a DC 11 Constitution saving throw or take 1 piercing damage and be blinded for one round.

Dusty Escape. The dust bunny can take the Disengage or Hide action as a bonus action on each of its turns. It has advantage on Dexterity (Stealth) check made in a sandy area such as a desert or beach, or disadvantage if attempting to do so in an otherwise immaculately clean and brightly lit environment (such as a throne room or certain temples).

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

Standing Leap. As part of its movement and without a running start, the dust bunny can long jump up to 10 feet and high jump up to 5 feet.

A dust bunny appears as a whirling ball of dust blown in what appear to be sudden leaping movements even in the absence of a breeze. Closer inspection reveals that its features approximate those of a bunny rabbit. As it whirls about the dust bunny might collapse into a pile of dust indistinguishable from its surroundings and can be hard to keep track of even when one knows it is present.

LIGHTNING SPARROW

Tiny elemental, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 10 ft., fly 40 ft.

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

Skills Perception +4

Vulnerabilities cold

Damage Resistances lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Death Burst. When slain, the lightning sparrow deals 4 (1d8) lightning damage to a single nearby creature with a bolt of lightning. If the lightning sparrow is slain by a melee attack with a metal weapon, this damage automatically occurs to the creature who killed it. If it was not killed in this way, a random creature within 30 feet of the lightning sparrow is targeted instead. If the target is more than 5 feet away, it takes no damage with a successful DC 12 Dexterity saving throw. If a lightning sparrow is slain with lightning damage, add the amount of that lightning damage to the bolt of lightning that the lightning sparrow emits on its death.

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

ACTIONS

Shocking Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) lightning damage. This attack has advantage if the target is wearing metal armor. If the attack is successful, the target can't take reactions until the start of its next turn.

Lightning sparrows appear as a pulsing bluish-white electrical discharge about 4 inches in length. Closer inspection reveals that these sizzling features approximate those of a small bird: wings, talons, tail, and a buzzing glow of great intensity centered on its beak.

MUD CAT

Tiny elemental, unaligned

Armor Class 12 (natural armor)

Hit Points 4 (1d4+2)

Speed 20 ft.

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

Skills Perception +3, Stealth +3

Vulnerabilities cold, lightning

Damage Resistances fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Death Burst. When slain, the mud cat melts into a mud puddle that fills a 15-foot square centered on it. The area becomes difficult terrain.

Snuggle (1/Day). The mud cat spends 10 minutes snuggling another creature as a ritual. This snuggle could involve rubbing itself against the target's leg, sitting on the target's lap or belongings while the creature is attempting to do something else, or licking the target's face. This snuggle always results in a splotch of warm thick mud covering the target. If the target engages with the mud cat for at least 10 minutes while it attempts to snuggle, the target gains 1d6 temporary hit points. These temporary hit points last until the creature takes damage or the mud is washed off, whichever comes first. The decision of whether or not the mud cat chooses to snuggle a creature is always at the GM's discretion.

ACTIONS

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

Mud cats are generally the size and shape of a typical house cat though unlike furry felines, their bodies are covered with a heavy coating of thick brown mud radiating a pleasant warmth. Their movements are even more lethargic than typical for their kin and they are perhaps not quite as gracious in their actions. Mud cats are however even more independently minded than normal cats. They can be very affectionate if they choose to be, but their will is not as easily mastered as most domesticated animals (even by magical means).

ROOT

Tiny plant, unaligned

Armor Class 11 (natural armor)

Hit Points 7 (2d4+2)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	9 (−1)	12 (+1)	3 (−4)	12 (+1)	8 (−1)

Skills Nature −2, Perception +3, Survival +3

Damage Vulnerabilities fire

Damage Resistances poison, psychic; piercing, slashing

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Regeneration. The root regains 1 hit point at the start of its turn. If the root takes fire damage, this trait doesn't function at the start of the root's next turn. The root dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Vine. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. Instead of dealing damage, the root can grapple the target (escape DC 7).

Roots are summoned by mages in tune with nature and though they are slow and ponderous, their patient persistence, capacity to endure, and ability to cling to surfaces mark them as unique servants.

