

RESCUE

A FAMILIAR TALE



Play as animal companions on a quest to rescue their masters in this unique adventure for the world's greatest roleplaying game!

Produced by Transparent Games



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ON THE COVER

On the cover you can see the playtesters' animals:

- Rotpar the Velociraptor played by Anna Czerwińska
- Lore the Crow played by Natalia Krause
- Bernard the Octopus played by Piotr Skłodo
- Dino the Chameleon played by Konrad Kunowski

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SAFETY GUIDELINES

Outline

Before the game starts, please take a moment to read these safety guidelines and discuss them with your gaming party. These guidelines are only a suggestion to help ensure a fun and enjoyable experience for GM and players alike.

Communication, trust and safety culture

One of your friends messages you about this new system they want to try out and asks you to roll a character, which you do excitedly. When the gaming day arrives, you sit down at the table and start describing in full and graphic detail your humanoid spider character. A fellow player starts looking a little pale and someone tells you to stop. “You do know that X has arachnophobia, right?”

A grimdark campaign you have played for years becomes grittier as you are all stuck underground and running low on supplies. The only NPC you thought you could trust has backstabbed you and left you for dead. Suddenly, you realize you are not as comfortable with this as you thought you would be.

When the above happens, what can you do? These situations can be resolved through talk, but they could have been avoided completely if safety tools were employed!

What are safety tools?

Kienna Shaw, the creator of the Safety Toolkit (you can read more about it [here](#)), describes safety tools as “a way for players and GMs to communicate and check in before, during, and after a game in order to make sure everyone is still having fun, and to provide the right support when needed.” This can be anything from needing a quick break after an intense role play to addressing triggering content in the game or a falling-out between players. The use of safety tools does not mean that you and your group don’t trust each other. It means you care about each other’s well being more

than about the game being played, and that you trust them to tell you when something is wrong.

Keep in mind that safety tools are mere facilitators, and they function as a method of harm reduction, rather than as a way to avoid harm completely. Think of them as a seatbelt of sorts or, for a more D&D-compatible metaphor, think of them as temporary hit points. They won’t stop an attack or spell from hitting you, but sometimes they are more than enough to protect you from any serious injury!

While these tools can be used in any game, they are specially recommended for games that discuss sensitive topics, or for when gaming with strangers.

A few tools

Here is a small list of common tools that you can implement in your table.

A **Session 0** is a session that happens before the game starts where expectations and boundaries are discussed. It is a good moment to discuss safety at the table and the use of safety tools. It can also be used for joint character creation,

Lines and Veils are the hard and soft limits of our boundaries. They are the topics we don’t wish to explore with too much depth or at all in our games. The veils are our soft boundaries, they are topics we may not mind having included in the game but that we don’t wish to roleplay or to have described in graphic detail, typically fading to black scenes when this content takes place. Lines, on the other hand, are our hard boundaries and things we absolutely do not want to see or explore in our games for whatever reason, these are things we expect to be safe from while playing. Lines and veils vary from person to person and from game to game.

The **X-card**, created by John Stavropoulos, is a physical card with an X on it that sits somewhere within everyone’s reach. At any moment of the game, it can be raised, tapped or even called out by anyone as a sign that the game has taken an unexpected and uncomfortable turn. This creates the opportunity for the people at the table to stop and address the issue. You can read more about the X-card [here](#).



The **Script Change**, by Brie Beau Sheldon, is a safety toolbox that uses the core commands of pause, rewind, and fast forward to address content and consent in collaborative games. It works mainly with a card system, similar to the X-card. You can download the PDF [here](#).

The **Open Door** policy means leaving the door to your game open and reminding your gaming party that their well-being is and always will be more important than the game itself. That way, anyone can walk away at any time without the need to explain themselves. This helps remove the pressure for someone to stay in the game even when they are not comfortable doing so.

Each party has unique needs and many feel comfortable using not a single tool, but a different combination of a few. For example, where one party might use the Script Change alongside with the Open Door policy, another might not feel the need for anything beyond Lines and Veils. Find the combination that works best for each party.

Remember, these tools exist to avoid uncomfortable situations and to address them when they arise. At the end of the day, they are all about making sure everyone is enjoying themselves without worrying about potential triggers or knowing that, if they do show up, they will be properly addressed. The more these tools are used, the more likely they are to be used when they are most needed. Don't be afraid to use them often!

Sensitive content

Here is a **list of sensitive topics contained in this adventure**. Feel free to read the adventure and expand this list as much as you think is necessary:

- Kidnapping
- Blood/gore
- Brain extraction (mention)
- Incarceration
- Off-camera torture / painful death

Please talk to everyone at your table and make sure they are comfortable with these topics. If not, modify the adventure to accommodate everyone's needs and don't be afraid to cut content if necessary.





ABOUT THIS ADVENTURE

This adventure has players play as animal companions on a mission to rescue their masters. The players choose from several animal companions, the statistics for which are included in the adventure. As such, no player characters are required!

Other Settings

While this adventure is set in the Forgotten Realms, it is easily adjusted to fit any setting.

The adventure is set in the Cloakwood, near Baldur's Gate, where the Heartland Scouts ply their trade. These locations are mentioned in the opening read-aloud text. All that needs to be changed to adjust for a different location are the names of the city, forest, and the scouts' company.

In the world of Eberron, you could place this adventure within the Towering Wood within the Eldeen Reaches; this encounter with a mind flayer the first sign of impending activity from one of the daelkyr. If this setting is used, the grimlocks throughout the adventure can be replaced with dolgrims (found in Eberron: Rising from the Last War).

Adventure Summary

Part 1. Something terrible happens in the night! All the humanoids are taken by a scary creature and the animal companions are left to fend for themselves. Before they can think of planning a rescue, they must first free their strongest companion.

Part 2. The animal companions set off to track down their masters. They must find a way to track them down and to travel as a group.

Part 3. The animal companions encounter someone in the woods. Are they friend or foe?

Part 4. Having tracked their masters to a fortified cave, the companions must scout the cave and find a way to free them.

Part 5. Empowered by their masters, the companions must distract the mind flayer and fight off its guards.

Getting Started

Rescue is designed for 4 players, but can accommodate up to 6. The animal companions are all associated with a specific adventurer – a Ranger, Wizard, Warlock, and Druid in a 4-player game, with a Paladin and Barbarian added for 5- and 6-player games.

Each adventurer has a group of companions associated with it that can be chosen for the adventure. The adventurers, who had been traveling together, purposely chose complementary companions that could be useful to the party in a variety of tasks.

The Animal Companions

The Ranger's Companion (Land). For their companion, the party's ranger chose a beast that could scout in the woods and be useful in a fight. The player taking on this role may choose from a giant badger, panther, velociraptor, or wolf.

The Warlock's Familiar (Sky). Using their *find familiar* spell, the party's warlock summoned a flying familiar to help scout from above. The player taking on this role may choose from a bat, hawk, owl, or raven.

The Wizard's Familiar (Water). Using their *find familiar* spell, the party's wizard summoned an aquatic animal to get to places filled with water. The player taking on this role may choose from a crab, frog, octopus, or seahorse.

The Druid's Friend. The party's druid has a way with animals and befriended a small beast. The player taking on this role may choose from a cat, lizard, rat, or spider.

In a 4-player game, each of the roles above must be filled. They all have a part to play! For a 5- or 6-player game, add one or both of the following options:

The Paladin's Steed (Mount). The party's gnome paladin used *find steed* to summon themselves an appropriately-sized mount. The player taking on this role may choose from a mastiff or a pony.

The Barbarian's Pet (Various). The party's barbarian has an unconventional pet. The player taking on this role may choose from a jackal, goat, or weasel.

The players are able to choose an animal companion other than those listed, but they must use one of the listed statistics.

The players are encouraged to name and describe the companion they're playing. To assist in this, several description tables are provided in **Appendix B**. It's also possible to roll randomly on the description tables to come up with a companion or even to determine the exact companions!

Animal Intelligence & Skills

As should be expected when playing as animal companions, their skills and ability scores are lower than those typically possessed by humanoid adventurers. However, these are not just any animals!

The animal companions in this adventure have accompanied a group of seasoned adventurers for years.

They have been trained to perform countless tasks. Where a regular frog may not have the intelligence to pick a lock, a frog that has spent years as a wizard's familiar has likely been previously tasked with stealing keys and opening locks before.

The same is true for skills. While for an adventurer, the ability to follow tracks comes from their knowledge of their quarry, a badger knows how to do it simply because they've been asked many times.

Playing the animal companions in this way allows for the players to exercise their creativity without worrying too much about whether a dog could have figured it out.

Communication

None of the animals can speak a proper language. However, their years of adventuring together have allowed them to communicate with each other through a combination of gestures, body language, and sound. This allows for the animals to communicate basic concepts to each other and organize plans as necessary to rescue their masters.

The players are certainly allowed to talk to each other, but complex multi-step plans may be more difficult to explain and execute.

Have Fun!

The limitations posed by the animal forms are part of the fun of the adventure. After all, these are animals out to rescue their masters. Their challenges start out being far different for those of full-fledged characters!

Above all, player creativity and inventiveness should be rewarded with successes and excitement! The adventure has been designed to allow every type of animal companion – even seahorses! – to contribute in a meaningful way.

When running this adventure, make it your goal to get every player involved and to encourage co-operation.





PART 1. TERROR IN THE NIGHT

The adventure begins by introducing the setting and describing the abduction that takes place in the night. At this point, players do not have characters and have not yet been chosen a companion.

Read or paraphrase the following:

The Heartland Scouts are a small and tightly knit group of adventurers who ply their trade along the Coast Way trade road that runs along the Sword Coast, south of the great city of Baldur's Gate.

Most recently, a group consisting of a ranger, druid, warlock, and wizard stopped by the famed Friendly Arm Inn. There, they were alerted to several disappearances in the nearby Cloakwood Forest. Taking it upon themselves to investigate, they set off immediately into the woods.

As they ventured through the forest, they discovered signs of several campsites that looked to have been suddenly abandoned – or more likely raided. The presence of a small cart tracks at all these camps gave the heroes a trail to follow. They followed the tracks for two days and in the second evening made camp by a small stream.

Excitement was in the air, as the adventurers sensed they were getting close to tracking down their quarry. They made dinner, fed their animal companions, sent their familiars to scout from the air and in the river, set watches, and turned in for the night.

Little did they know that in this wood, they were the prey, and their predator was hunting them.

It struck in the night. A tall, blue-skinned creature with a face covered in tentacles strode into the camp. The shouts of alarm were enough to rouse everyone, but not enough to help. The creature touched a hand to its temple and, with excruciating screams the adventures all fell where they stood. Then smaller creatures came to silently pick up the adventurers and load them onto a cart which set off.

Some of you they surely missed. The rest, they ignored. After all, animal brains aren't good eating for their master, and what could you possibly do?

After the adventurers are abducted, the villains leave by cart. Not all of the animal companions are at the camp when this happens, and those who are cannot follow. (If a player is determined that their companion follows the mind flayer, allow them to follow for a bit before being scared off, shot at or blocked by the cave entrance and forced to retreat).

Now is the time to let the players pick their animal companion and distribute the character sheets they'll be using. Allow them to name their animal and customize them with colour and personality traits.

Introductions

Each of the animal companions was in a specific situation, which precedes their introduction. Have the players describe the following **three points**:

1. **What their companion looks like.**
2. **One thing they've previously done for their master.** (Other than their classes, the Heartland Scouts aren't described in this adventure, so the players have free reign!)
3. **What happened to them during the mind flayer raid based on the following:**

The Ranger's Companion. Something happened the previous night or day that resulted in the ranger's companion getting locked in a cage for the night. This rendered them unable to assist during the night assault. As a means of introduction, have the player describe why they were locked up. Did they misbehave? Did they scare one of the other animals?

The Warlock's Familiar. This companion had flown off into the night to hunt and returned too late to assist. What were they hunting? Was the hunt successful?

The Wizard's Familiar. This companion had been resting comfortably in the clean brook nearby when the violence woke them. What was their watery lair like? What did they do to better see what happened?

The Druid's Friend. When the druid woke and saw what was happening, they shooed their companion away for safety, asked it to hide, to be safe. Where in the area did they hide?

The Paladin's Steed (if present). When the paladin realized what was happening, they telepathically ordered their steed to stay out of the fight. What else did they say in that last moment?

The Barbarian's Pet (if present). This companion woke up ready to fight and got knocked out by the mind flayer's psychic blast. They begin the adventure unconscious (but stable). What it was like to be hit by such great psychic power to knock them out?



PART 2. LEFT BEHIND

Once the introductions are done, it's time for the familiars to act. By this time all the animals have returned to the camp and have managed to figure out the following:

- Their masters have been taken by something very dangerous. They were alive when they were taken.
- It has now been at least an hour since the cart disappeared into the woods.
- The ranger's companion – likely the strongest of the animals and the best traveler – is locked in a cage which has a solid lock on it.
- (If present) The Barbarian companion is unconscious (but breathing).

- All the companions have a desire to rescue their masters.
- The campsite has not been looted and some supplies are still present.
- It is now close to morning and dawn is slowly rising.

Freeing the Ranger's Companion

The cage which the companion is locked in is fairly sturdy and has a large (by humanoid standards) lock on it.

- The ranger's companion would know from previous times in the cage as well as attempts to break it, that the lock and cage are both beyond the raw strength of a companion to break. Any successful DC5 check of a relevant skill can confirm this.
- The companions have all seen the cage being opened with a thin metal object (a key). A successful DC5 Wisdom (Perception) check can be used to recall seeing this.
- Scouring the campsite with a successful DC5 Intelligence (Investigation) or Wisdom (Perception) check reveals that no such object is present at the site (some other things may be found).
- Using a twig or branch to try and pick the lock breaks the twig.
- Around 30ft upstream from the campsite, underwater on the streambed, there is a broken fencepost with some rusted wire attached. The warlock's familiar can spot it from the air with a successful DC10 Wisdom (Perception) check. The wizard's familiar can use its **water sense** ability to find it
- Once the fencepost is located (it is 10 feet deep below the water and held there by some rocks), the Wizard's familiar is able to break off a piece of wire, which while rusted, can be used to pick the lock.
- The companion with the best limb control is most suited to pick the lock and can do so with a successful DC10 Dexterity check. The others can help them.

Other Items at the Camp

As the companions search the campsite – before or after freeing the ranger's companion – they are able to find the following items without much difficulty. While a number of valuables and weapons were taken by the mind flayer's minions, they left a lot of other things. The DM can ask for various simple checks.

- **Food.** The rations were in the adventurers' packs, but there is enough left of last night's meal to last the companions for at least a couple of days. The food can be somehow packed and carried
- **Shoulder Bag.** An empty shoulder sling bag was left hanging on a tree. It can be retrieved and attached with rope and leather straps to a bigger companion so they can carry others. They can even make a hole in it to make it possible to see out! Allow player creativity to set up their ride.

- **A Glass Jar.** A glass jar can be filled with water and used to transport an aquatic companion if the party chooses to proceed over land.
- **A Bag of Goodberries.** A bag of 10 berries created by the goodberry spell was left behind. The companions have been given these before and know what they do and how valuable they are. These can be used to revive fallen companions.
- **A roll of twine.** Among the supplies, the companions find a 50ft roll of twine. While likely not sturdy enough to hold the weight of even a small creature, it may come in handy!
- **A Broken Healing Potion.** This broke during combat and spilled out. It cannot be taken with. However, if the Barbarian's Pet is present, they can be healed for 2d4+2 hit points by licking the remains off the ground.

Following the Flayer

The flayer's cart left big (by animal companion standards) tracks and is easy to follow. If a flight-capable or particularly fast companion wants to scout ahead, they learn that the tracks lead to a cave, 2-3 hours away. The stream that passes the campsite also winds its way there, so they can either follow the tracks or the stream.





PART 3. NO HELP

The Humanoid Camp

If the companions wish to alert others, they know of a nearby camp where some humanoids were camping. If the companions do not explicitly look for them, they eventually pass by not far from the camp on their way to the lair.

At the camp is one elderly ranger overseeing 2 children on their first hunt. The race and background of the ranger and children can be decided by the DM or can be rolled at random on the table below.

If the companions choose to approach them, they are able to convince the ranger (either via gestures or the ranger being able to cast *Speak with Animals*) to come to their campsite.

Ranger Identity

	Race	Ranger Name	Children
1	Human	Cande	Elicia & Aiden
2	Half-Elf	Jarsali	Bryn & Apell
3	Elf	Efferil	Rua & Sael
4	Dwarf	Sannil	Urshar & Brottor
5	Gnome	Carlin	Ella & Jabbie
6	Exotic Race	Adrex	Cagak & Azza

If they do so, the ranger and their grandchildren cautiously go along. Upon reaching the camp, the ranger checks tracks, discovers that a mind flayer was present, and immediately decides to take the children and leave the area. The ranger tells the companions that their masters are surely lost and there is no way to get them back.

Though in other circumstances the ranger may help, his first priority is the children's safety. This should signal to the companions that they are their masters' only chance!

The DM should also use this opportunity to send a very clear message to the characters that trying to take on the mind flayer directly in a fight is a losing bet.

Read or paraphrase the following:

The ranger takes some time to look around the campsite, pausing here and there to examine the signs of struggle. Eventually they discover foot tracks and their expression flashes to one of pure terror before they cover it for the children's peace of mind.

"No, it can't be. Oh no, no, no A mind flayer? Here?" The ranger looks at you and gestures as if to shoo you away. "If they're not dead already, they will be soon. There is no chance for them. Run away. Get as far away from here as you can! Do not go after them. I was never here. We were never here."

He turns to the children. "Kids, the hunt is over. Time to head back home! Let's make this a race and see how fast we can get there!"





PART 4. SCOUTING THE CAVE

Once the characters make their way to the mind flayer's cave, gameplay should proceed in 3 stages: scouting, planning, and rescue. All three of these sections make use of the **Mind Flayer Cave** map.

Scouting and planning are described here in **Part 4** of the adventure and make use of the animal companions' standard forms. The rescue itself takes place after the companions get empowered by their imprisoned masters and is detailed in **Part 5**. It's recommended that DMs familiarize themselves with both sections in case it becomes necessary to combine them on the fly!

Telepathic Bonds

The mind flayer is using its psionic powers to drain the prisoners of their magical powers. Among the effects is the blocking of telepathic communication between the prisoners and their familiars so long as the mind flayer is awake. Companions that are used to having this contact can feel that the bond still exists, but is somehow blocked and can't be used.

Timing and the Mind Flayer's Sleep Cycle

Several things in the adventure depend on whether the mind flayer is awake or asleep. When the companions arrive, the mind flayer is awake and in his chambers. He does not need a regular 8 hours of rest and instead sleeps in unpredictable amounts ranging from 15 minutes to 2 hours, and typically after eating.

It is up to the DM to decide when the mind flayer next goes to sleep. If the companions proceed logically, they're likely to do a round of exploration while he is awake, including talking to the masters the first time. It is after they return to the masters for the second time – and hopefully formulate a plan – the mind flayer may go to sleep.

If the companions have their own plan that doesn't involve the masters, this too can be allowed to happen. There are a number of clever ways for the companions to draw out or distract either the guards or the mind flayer.

Arriving at the Cave

The forest gives way to a rocky outcropping. A thick wooden door has been fitted into the stone to block the otherwise natural cave entrance.

Not far from the door is neat stack of chopped wood. On the other side, the stream flows gently down, disappearing beneath the stone.

There is no sign of anyone outside, though the scent of many creatures having passed this way recently lingers in the air.



As the companions follow the cart's tracks, the woods end and there is a rock outcropping with cave entrance. The entrance itself is blocked by a heavy door that has been fitted into the stone and locked. There are no prescribed checks for learning the information below, as it should be available. At their discretion, DMs may add DC5 (remember animals have low stats!) checks if they feel this makes interaction more interesting to players.



Scouting the Outside

As the companions scout the outside of the cave entrance, they find the following:

- **Door and Entrance.** The door is made of solid iron and is locked from the inside. There is a small crack above the door where it's built into the natural rock. A Tiny creature is able to fit through it and get inside. (Inside, the door is barred with a heavy latch. The latch requires a minimum Strength score of 6 to lift.
- **Firewood Stack.** Outside and 20 feet to the north of the cave entrance, there is a haphazardly built stack of firewood. The stack looks unstable and a successful DC5 Strength or Dexterity check can knock it over, creating a lot of noise and resulting in two guards (emerging to check on it. They go around the corner, leaving the door open for a short time behind them. It takes a few minutes for them to emerge.
- **River.** About 100ft east of the entrance, a small stream from the river disappears into the rock. In truth this stream has been repurposed as the water supply for the mind flayer's lair and runs through all of it. In several places, pipes have been installed to redirect the flow. While the stream becomes open in a number of areas, it narrows and runs underground through the walls. This makes it impossible for a creature larger than Tiny to navigate the water.

While it is expected that the companions would split the party here to scout in and around the area, it's possible that they wish to all get in together by causing a distraction and sneaking in. It should also be clear to the party that this is a stealth mission – their odds of overpowering the mind flayer are zero and its minions unlikely.

Whatever the companions do, it's not possible for them to get their masters out while the mind flayer is awake.

Scouting the Inside

Each individual area listed below includes details on how to get in and out. There are occasional lit torches throughout the complex, creating a mix of bright and dim light. No natural light reaches into the cave. The torches are labelled with a **T** on the map.

Areas A & A1 – Cave Corridors

Height. The uneven ceiling in the corridors is 12-15 feet tall and has enough natural formations that a Small or Tiny flying creature would be able to hide up there.

Features. The main corridors of the cave are natural passages that allow access to all other areas. **A** and **A1** are actually the same overall area and are labelled separately on the map only for ease of reference.

Due to the natural curvature of the cave, it's possible to be located in certain areas of **A** and not see into or be seen from **A1**. The corridors are dry and generally empty except for some natural alcoves and chambers that are noted separately on the map. The water stream runs below the floor of the corridor and cannot be accessed here.

Area B – Cart Garage

Height. The ceiling here is 15 feet high.

Features. The large alcove to the west of **Area A** is used to store the mind flayer's cart. The cart is in here when the companions arrive. As the mind flayer has recently refilled his cells, this is unlikely to change. Examining the cart or the tracks around uncovers that it is not designed to be pulled by animals, but by bipedal creatures – his mindless minions. This area is a good place for companions to hide if need be.

Area C – Storage And Well

The alcove to the east of **Area A** has several crates that contain the gear and personal effects taken from prisoners. The stream runs above ground in this area, and there is a bucket for drawing clean water from it. This area can be used to hide, as well as to allow the aquatic companion to access the stream.

Area D – Laboratory

Height. The laboratory chamber is an area that was partly worked. It has a uniform 10ft high ceiling that would make it difficult for a Small or larger creature to hide.

Features. A thick metal door with a key lock bars entry to the **mind flayer's laboratory**. The door is locked unless the mind flayer is inside. This lock is complex beyond the companions' ability to pick. It can, however, be opened with the mind flayer's master key. The door has no cracks and the only way for a companion to access it other than through an open door is via the stream, which runs above ground in the room. An artificial trough is set up here to make it easier to use the stream's water.

The laboratory contains a large metal table with leather straps and other equipment which is used to extract brains from humanoids. There are several brains in glass jars on shelves and other equipment. There are traces of blood on and under the table, though the area has been washed since the last use. Some of the jars are on shelves 4-6 feet high and would likely break and make quite a bit of noise if knocked off.

Area E – Holding Cells

Height. This area has been expanded with manual labor and its ceilings have purposely been left low at 7 feet.

Features. Metal bars and doors have been installed directly into the stone here to create 10 individual holding cells. All the companions' masters are in individual cells, while several 8 other humanoids (commoners taken from nearby villages or roads) share the remainder of the cells.

The cells are all locked with locks that are beyond the companions' capacity to pick. They can be opened with the mind flayer's master key or with the **guard's keys**. However, it is easily possible for a small or smaller creature to fit between the bars.

Interacting with the Masters

As long as the mind flayer is awake, he is psychically draining the prisoners and most of them are in incapacitated state and unable to speak or interact.

The exception to this is the party's wizard, whose mind is the strongest, and so is able to remain lucid during these times. The wizard recognizes any of the familiars and immediately understands they're here to rescue them.

Not everything below may come up in the very first interaction – a lot depends on how much the companions have explored. If the companions go straight to the cells, they should be strongly urged to hide and sneak around more, learning as much as they can.

The wizard can explain to them the following:

- They must be very careful of the mind flayer, who is deadly and would likely kill them instantly if he notices them.
- After they were captured, they were brought here. Everyone was unconscious at first, but as they began waking, their minds became gripped by the mind flayer.
- There was a very short period where the mind flayer must have taken a nap. During this, the pressure on their heads eased and they were able to recover a little bit.
- The mind flayer has several minions (grimlocks) – big grey creatures that don't seem to be very smart.
- One of the minions has a key that opens the cells.
- The mind flayer has a fancy key on his belt, but this wasn't used to open their cells.



- Shortly after they arrive, the gray-skinned creatures and the mind flayer came to take away one of the villagers from the other cells. Screams were heard from the direction straight ahead shortly thereafter. The prisoner was never brought back.
- The wizard suggests that they be very sneaky and try to find where the cell key is kept. Once they figure it out, they should come back.
- The wizard believes that if the companions were to come back to the cells when the mind flayer is sleeping, that the masters might be able to use some little of their magic to “empower” the companions, allowing them to do more to free them.

Area F – Barrels

Height. 15ft

Features. This is a storage area where a number of large water barrels are stored. The stream runs above ground here and is accessible.

Area G – Mind Flayer’s Room

Height. 10ft

Entrance. This room has a solid wooden door that can only be opened using the mind flayer’s key. The mind flayer keeps this door locked at all times. There are no gaps in the door, making this room only accessible by water while the door’s closed. The door is a pull-door if being accessed from the corridor.

The short cave passage from **A1** to the room is under construction. The mind flayer’s minions are in the process of building an archway that would support a heavier, iron door. A tall stack of brick sits on a short rolling cart by the passage’s entrance.

The uninstalled heavy iron door leans against a nearby wall. With some strength and ingenuity, it may be possible to use these to temporarily bar the mind flayer’s door from the outside. This would certainly be noisy and his minions would have an easy time unbarring it.

Features. The mind flayer’s room well-furnished, containing all the comforts of home. There is a bed, wardrobe, table and chair, and some bookshelves.

The **mind flayer** keeps his **key** on chain around his neck at all times. It is easily visible, but just about impossible to remove without his notice.

Area H – Guard Room.

Height. 15ft

Entrance. The door to the guard room has no lock, but is typically kept closed. It is a simple wooden door and not well installed. A small creature can easily get through the cracks above or below it.

Features. The stream also runs open in this room. The stream’s current increases here towards a small waterfall somewhere deeper in the cave system. This creates a constant sound of rushing water.

The room is very simple, with several straw bunks for the mind flayer’s **grimlock** minions. The grimlocks worship the mind flayer and obey him regardless of whether he is awake. The grimlocks are carnivorous and eat the bodies left over after the mind flayer consumes a humanoid brain.

One of the **grimlocks** has a **key** to the prisoner cells, which they carry on their belt. The key is passed around and is always with an awake grimlock.

The grimlocks aren’t very smart creatures. It is easy to distract them from their tasks.



Mind Flayers and Minions

Also known as illithids, mind flayers are tall grey-skinned beings with a humanoid appearance, other than an octopoid head with tentacles. They have strong psionic powers and sustain themselves by devouring the brains of other creatures.

While mind flayers have had many types of servants, grimlocks are the most common. These primitive humanoids originate in the Underdark and also prefer a diet of raw flesh. As mind flayers eat only the brains of their victims, the remaining bodies serve as the perfect food source for grimlocks, making for a convenient partnership.

Grimlocks are blind, but have developed excellent hearing and extra senses that allow them to locate nearby creatures.



PART 5. THE RESCUE

Once the companions have scouted the cave, it's time for them to get back to the masters and make a plan. (Ideally) just around this time, the mind flayer goes to sleep and the other masters begin to wake up. The wizard quickly fills them in on the plan and they use the last of their magic to empower the companions to act!

Heroic Empowerment!

The masters use what little magical energy they have to grant the companions power. If only one companion has been going back and forward to contact the masters, now is the time to get the others in to receive their magic! Alternatively, each master is able to empower a small item that they kept on themselves – such as a seed or a piece of a ration – and have one of the companions carry it to the others for the empowerment.

The **heroic empowerment** grants the companions additional strength and special abilities, allowing them to take on the grimlocks in combat if they must! Handouts in **Appendix C** have the details.

It's important to understand that these powers still aren't enough for the companions to take on the mind flayer. He must be avoided at all costs!

The number of grimlocks is equal to the number of companions. The companions likely need to fight at least some of the grimlocks to get their key. If the companions manage to steal the key without the grimlocks noticing, it's possible the grimlocks will come out on patrol.

Use the following suggestions to stage the grimlock confrontation depending on the player plan.

- The grimlocks sleep in shifts and sleep lightly. Typically 2 sleep and 2 are awake, though during feeding times, all may be awake.
- If the companions attack them in their room, all of the grimlocks wake up.
- The extra noise from the stream in the **guard room** prevents the mind flayer from hearing the combat and waking up.

- If the fight happens in the main hallways (**A/A1**), this wakes the mind flayer! (The grimlocks grab their heads immediately and look toward the door – signaling that he's awake). The companions at this point should be given an opportunity to block his door if they haven't already done so!
- If the companions draw grimlocks to investigate the fallen woodpile outside, only 2 of them come outside.

Final Escape

Once the companions retrieve the key from the grimlocks, they are able to free the prisoners – both their masters as well as the villagers. On their way out of the cave, the Heartland Scouts retrieve their weapons and gear.



This Adventure as Session Zero (Optional).

It is possible to use this adventure as the start of a longer campaign for the players. If this is the case, there are two different options on how to proceed. The DM needs to know the players' preference before reading the finale text.

- **Option A:** Players intend to make regular (humanoid) characters for the campaign, with the option of keeping their animals from this adventure as companions.
- **Option B.** Players intend to adventure further as animals! (Special rules for making animal adventurers are provided).

For **Option A**, read or paraphrase the following just after the companions, their masters and the rest of the prisoners exit the cave. Note that the point of view now switches away from the animals! (Tip: be sure to have the names of all the animal companions at the ready and incorporate them into the text!)

It's a miracle! Just when you thought all hope had been lost, you have been rescued. By animals as well! They came for this latest batch of prisoners, for these Heartland Scouts. It's true after all what they said – they really are adventurers. Their animal companions managed to free them, and they in turn took pity on you.

The fresh air and the sight of the sky signal your freedom as you emerge from the cave. The Heartland Scouts bring up the rear, their recently retrieved weapons at the ready and their heroic animal companions at their side.

One of the Scouts – the ranger – suddenly freezes in place. There is a loud sound from inside and the sound of footsteps. "Oh no. The mind flayer!"

The Heartland Scouts exchange knowing looks. They turn to their animal companions – call each one by name – and say, "You saved us, but now, you have a great job. You must get these people to safety. Go now, lead them away from here."

The wizard turns to you and says, "We are weak, but we will hold him off as much as we can. You must run. Follow our companions – they will lead you to safety. Go now!"

With that, the Heartland Scouts pet their companions for the last time and rush into the cave, never to be seen again.

The Heartland Scouts and their brave companions saved you from certain death at the hands of the mind flayer. What will you do now?

The players may now introduce their new campaign characters, detailing how they had been captured by the mind flayer and made their escape through the woods. If they wish, they may keep animal companions that had served the Heartlands Scouts as their own.



For **Option B**, read or paraphrase the following altered text.

You've done it! The fresh air and the sight of the sky signal your freedom as you emerge from the cave. The starved and bedraggled prisoners whom you and your masters rescued rush out of the cave first, relieved to be free at last!

Your masters, the brave Heartland Scouts, bring up the rear, their recently retrieved weapons at the ready. The smiles of relief on their faces quickly fade. One of the scouts – the ranger – suddenly freezes in place. There is a loud sound from inside and the sound of footsteps. "Oh no. The mind flayer!"

The Heartland Scouts exchange knowing looks. They each call you over to them and speak softly to you. They use different words, but the meaning is the same: "You saved us," they say, "but now, you have a greater responsibility. You must get these people to safety. All this must not have been for nothing. You must go now, you must lead them away from here."

The last words are a command you must follow.

The wizard turns to the rescued prisoners and says to them, "We are weak, but we will hold him off as much as we can. You must run. Follow our companions – they have saved us and will lead you to safety. Go now!"

With that one final command, the Heartland Scouts pet their companions for the last time and rush into the cave.

You rush through forest, running, leading the people to safety. You are heroes in their eyes and they follow you. You feel it after a few minutes. A sudden emptiness and then a surge of power. You know that the Heartland Scouts are no more. You know that they gave their lives to save these people from the mind flayer. Yet, there is something else! Some part of them has lived on in you. You feel it there – a memory, a knowledge, an intelligence, and perhaps... a power?

What will you do with this power now?

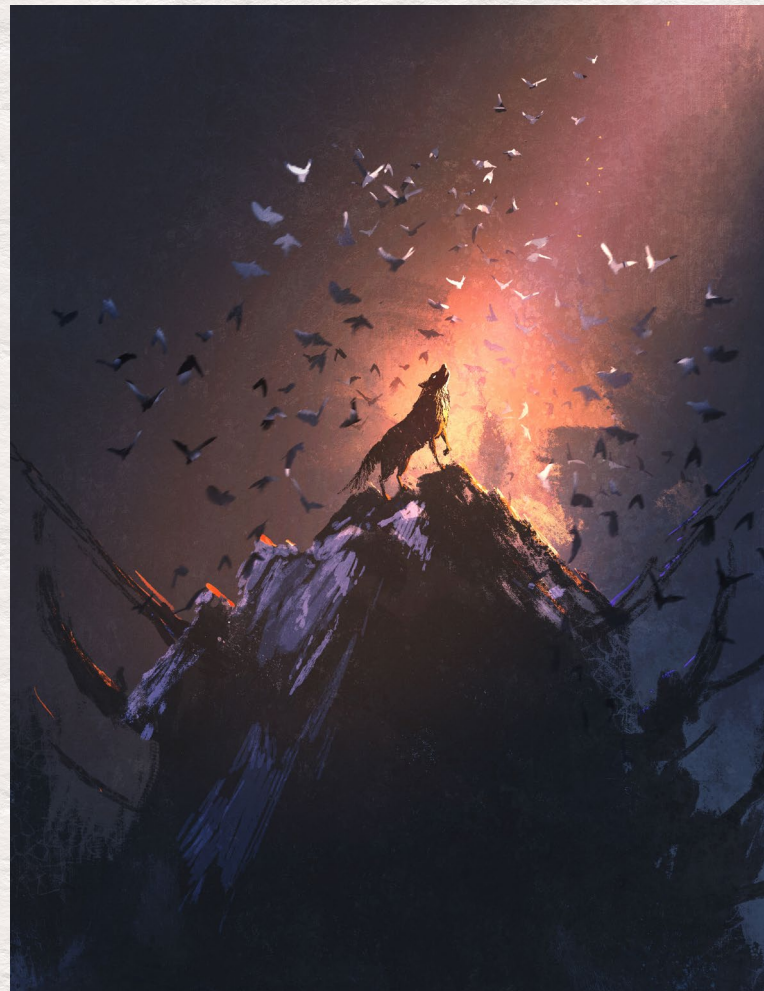


The players may now make new characters based on their companions. They must use the following character traits, which replace typical humanoid racial traits.

- **Ability Score Increase.** As an awakened animal with little in the ways of knowledge, you start with a -2 penalty to your Intelligence. Your Dexterity score increases by 2 and two other ability scores of your choice increase by 1. If you were the wizard's familiar, you may instead choose to have no penalty or bonus to both Intelligence and Dexterity.
- **Age.** Your lifespan is up to 60 humanoid years.
- **Alignment.** You may choose any alignment, though your recent exploits likely put you on the side of Good.
- **Size.** If your size was Tiny, it becomes Small, otherwise it remains the same.
- **Speed.** Your movement remains the same as was granted by your companion statistics.
- **Senses.** You retain any senses granted by your Companion statistics.
- **Skills.** You get proficiency in your choice of one of Survival, Perception, Athletics, or Acrobatics.
- **Languages.** You can speak, read, and write Common and one other language of your choice.
- **Animal Empowerment.** The magical energy that entered you when your master died has fundamentally altered you. Aside from granting you greater sentience, it has resulted in minor physical transformations. These transformations allow you to use equipment meant for humanoids. You're able to wear a ring, or don a suit of armor, provided one can be made to fit your size. These provide the same benefits as they would to a humanoid and have the same limitations.
- **Item Absorption (except Sea Horse).** Provided that you meet class and proficiency requirements for wielding them, you may use melee weapons, wands, staves, and rods meant for humanoids by spending 1 hour to absorb their abilities. Upon completion, an appropriate part of your anatomy gains the same properties as the item in question. For example, by absorbing a rapier, you may now have your beak act as a 1d8 melee weapon with the finesse property. The requirements for wielding such items do not change, so a small creature still has disadvantage on wielding a weapon with the heavy property and so forth. The action economy for wielding or switching weapons or armor remains the same as it does

for a humanoid. When a part of your anatomy is being used as a melee weapon, wand, staff, or rod it is considered that item type and that item type only. A talon used as a longsword for example, qualifies for effects that affect weapons, but not for those that affect unarmed strikes. It may still be used as an unarmed strike without the benefit of this feature.

- **Item Absorption (Sea Horse).** Your illusory jousting was made permanent with the death of your master. It is part of you and can be equipped with items, which it wields as per their normal effect. You and the jousting are considered one creature and cannot be separated.
- **Additional Traits.** You gain the following trait(s) based on your companion form.
 - **Giant Badger.** Keen Smell.
 - **Panther.** Keen Smell, Pounce.
 - **Velociraptor.** Pack Tactics.
 - **Wolf.** Keen Hearing and Smell, Pack Tactics.
 - **Bat.** Keen Hearing, Echolocation.
 - **Hawk.** Keen Sight.
 - **Owl.** Flyby, Keen Hearing and Sight.
 - **Raven.** Mimicry (Save DC 8+Charisma Mod)
 - **Crab.** Amphibious.
 - **Frog.** Standing Leap.





APPENDIX A: CREATURES

MIND FLAYER

Medium Aberration, Lawful Evil

Armor Class 15 (Breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	12(+1)	19(+4)	17(+3)	17(+3)

Saving Throws INT +7, WIS +6, CHA +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120 ft., passive Perception 16

Languages Deep Speech, Telepathy 120 ft., Undercommon

Challenge 7 (2,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift (self only)*

ACTIONS

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GRIMLOCK

Medium Humanoid (Grimlock), Lawful Evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	12(+1)	9(-1)	8(-1)	6(-2)

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

Condition Immunities Blinded

Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

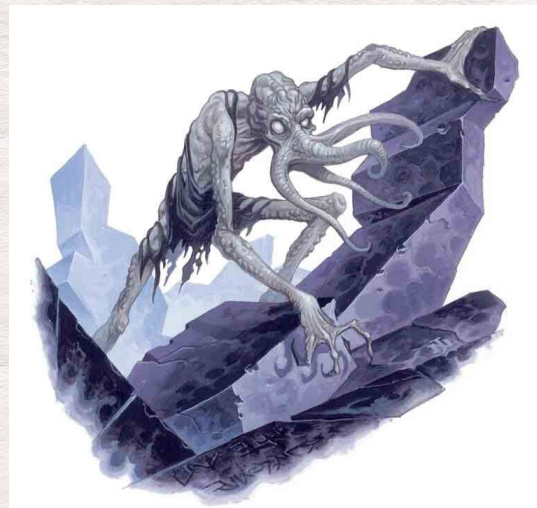
Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

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

ACTIONS

Spiked Bone Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.





APPENDIX B: COMPANION HANDOUTS

Each handout has two versions – the initial version and the post-empowerment version.



GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	15(+2)	2(-4)	12(+1)	5(-3)

Senses Darkvision 30 ft., passive Perception 11

Languages --

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

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

SITUATIONAL ACTION

Wail. The badger produces a loud noise that can be used to scare, distract, or draw attention. The specific effect can be determined by the DM.

NAME: _____



Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR 14(+2) **DEX** 15(+2) **CON** 10(+0) **INT** 3(-4) **WIS** 14(+2) **CHA** 7(-2)

Skills Perception +4, Stealth +6

Senses Darkvision 30 ft., passive Perception 11

Languages --

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

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

SITUATIONAL ACTION

Angry Roar. The panther produces a loud noise that can be used to scare, distract or draw attention. The specific effect can be determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 10 (3d4+3)

Speed 30 ft.

STR

6(-2)

DEX

14(+2)

CON

13(+1)

INT

4(-3)

WIS

12(+1)

CHA

6(-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

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

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

SITUATIONAL ACTION

Clever. If a door is unlocked and has a handle, the velociraptor is able to open it without an additional check. How this is accomplished remains a mystery.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

WOLF

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed ' on a DC 11 Strength saving throw or be knocked prone.

SITUATIONAL ACTION

Angry Roar. The wolf produces a loud noise that can be used to scare, distract or draw attention. The specific effect can be determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

BAT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 -1)

Speed 5 ft., fly 30 ft.

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

Senses Blindsight 60 ft., passive Perception 11

Languages --

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

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

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

NAME: _____

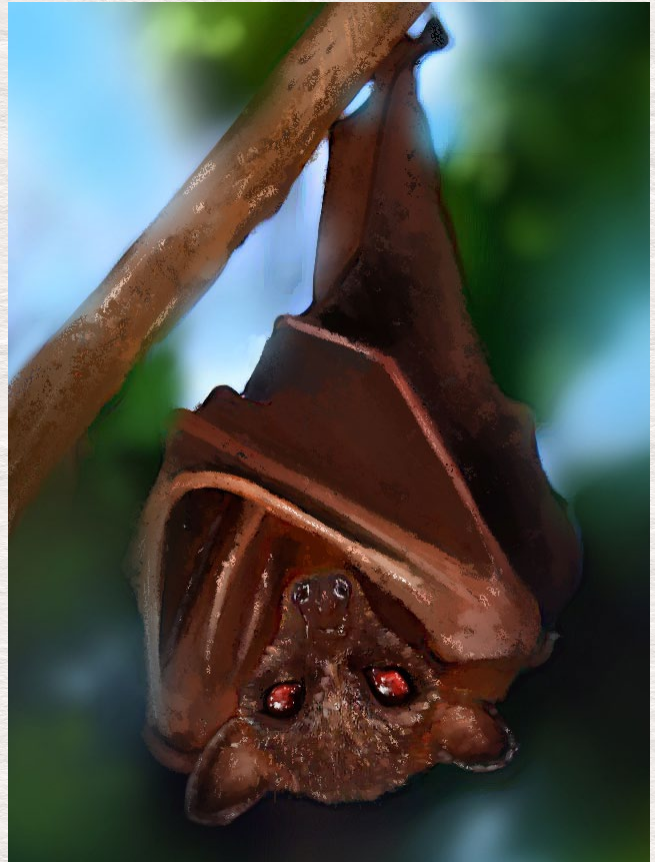


Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

HAWK

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 -1)

Speed 10 ft., fly 60 ft.

STR

5(-3)

DEX

16(+3)

CON

8(-1)

INT

2(-4)

WIS

14(+2)

CHA

6(-2)

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 0 (10 XP)

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

ACTIONS

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

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

OWL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 -1)

Speed 5 ft., fly 60 ft.

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

Skills Perception +3, Stealth +3

Senses Darkvision 120 ft., passive Perception 13

Languages --

Challenge 0 (10 XP)

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

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

ACTIONS

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

NAME: _____



Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 -1)

Speed 10 ft., fly 50 ft.

STR

2(-4)

DEX

14(+2)

CON

8(-1)

INT

2(-4)

WIS

12(+1)

CHA

6(-2)

Skills Perception +3,

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

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

ACTIONS

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

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

CRAB

Tiny beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 2 (1d4)

Speed 20 ft.,swim 20 ft.

STR
2(-4)

DEX
14(+2)

CON
8(-1)

INT
2(-4)

WIS
12(+1)

CHA
6(-2)

Skills Stealth +2,

Senses Blindsight 30 ft., passive Perception 9

Languages --

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

SITUATIONAL ACTION

Water Sense. The crab's water familiarity allows it to taste and see the tiniest difference in the water. This may allow the crab to sense objects or events that affect or had affected the water a great distance away. The specific effect of this is determined by the DM.

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

FROG

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 20 ft.,swim 20 ft.

STR
1(-5)

DEX
13(+1)

CON
8(-1)

INT
1(-5)

WIS
8(-1)

CHA
3(-4)

Skills Perception +1, Stealth +2,

Senses Darkvision 30 ft.,passive Perception 11

Languages --

Challenge 0 (10 XP)

Amphibious. The frog can breathe air and water

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start..

SITUATIONAL ACTION

Water Sense. The frog's water familiarity allows it to taste and see the tiniest difference in the water. This may allow the frog to sense objects or events that affect or had affected the water a great distance away. The specific effect of this is determined by the DM.

NAME: _____



Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

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2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

OCTOPUS

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR

4(-3)

DEX

15(+2)

CON

11(+0)

INT

3(-4)

WIS

10(+0)

CHA

4(-3)

Skills Perception +2, Stealth +4

Senses Darkvision 30 ft., passive Perception 12

Languages --

Challenge 0 (10 XP)

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

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

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

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

SITUATIONAL ACTION

Water Sense. The octopus' water familiarity allows it to taste and see the tiniest difference in the water. This may allow the octopus to sense objects or events that affect or had affected the water a great distance away. The specific effect of this is determined by the DM..

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

NAME: _____



Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

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2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

SEAHORSE

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 0 ft.,swim 20 ft.

STR
1(-5)

DEX
12(+1)

CON
8(-1)

INT
1(-5)

WIS
10(+0)

CHA
2(-4)

Senses passive Perception 10

Languages --

Challenge 0 (10 XP)

Water Breathing. The seahorse can breathe only underwater.

SITUATIONAL ACTION

Water Sense. The seahorse's water familiarity allows it to taste and see the tiniest difference in the water. This may allow the seahorse to sense objects or events that affect or had affected the water a great distance away. The specific effect of this is determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____

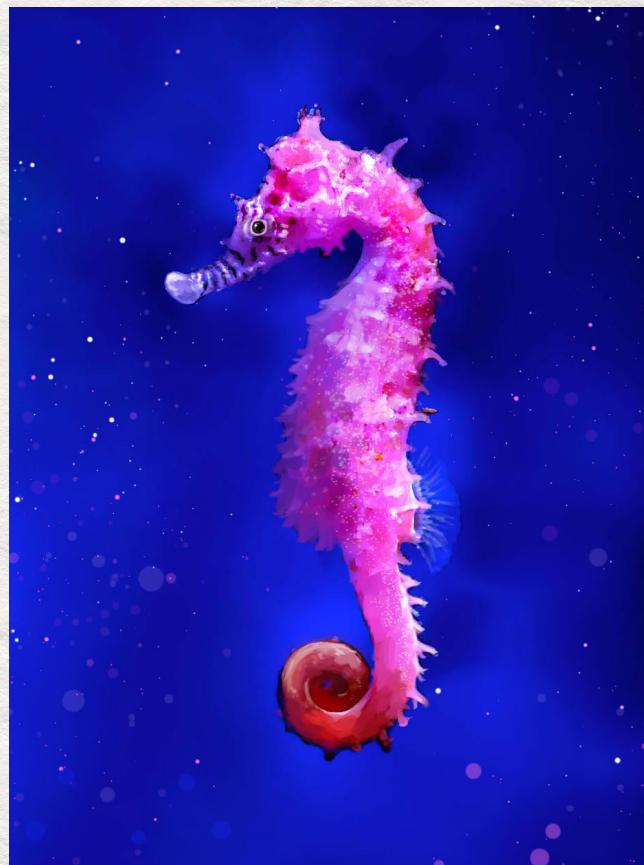


Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

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2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

LIZARD

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft.,climb 20 ft.

STR

2(-4)

DEX

11(+0)

CON

10(+0)

INT

1(-5)

WIS

8(-1)

CHA

3(-4)

Senses Darkvision 30 ft., passive Perception 9

Languages --

Challenge 0 (10 XP)

ACTION

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

SITUATIONAL ACTION

Friend of the Wild. Being at home in the wild, the lizard is able understand or communicate with other wild animals particularly well. The specific effect of this is determined by the DM.

NAME: _____



Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.,climb 30 ft.

STR
3(-4)

DEX
15(+2)

CON
10(+0)

INT
3(-4)

WIS
12(+1)

CHA
7(-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

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

ACTION

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

SITUATIONAL ACTION

Friend of the Wild. Being at home in the wild, the cat is able understand or communicate with other wild animals particularly well. The specific effect of this is determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4-1)

Speed 40 ft.,climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	11(+0)	9(-1)	2(-4)	10(+0)	4(-3)

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

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

ACTION

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

SITUATIONAL ACTION

Friend of the Wild. Being at home in the wild, the rat is able understand or communicate with other wild animals particularly well. The specific effect of this is determined by the DM.

NAME: _____



Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

SPIDER

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 20 ft.,climb 20 ft.

STR

2(-4)

DEX

14(+2)

CON

8(-1)

INT

1(-5)

WIS

10(+0)

CHA

2(-4)

Skills Stealth +4

Senses Darkvision 30 ft., passive Perception 10

Languages --

Challenge 0 (10 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.e.

SITUATIONAL ACTION

Friend of the Wild. Being at home in the wild, the spider is able understand or communicate with other wild animals particularly well. The specific effect of this is determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

NAME: _____



Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8+1)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	12(+1)	3(-4)	12(+1)	7(-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone..

SITUATIONAL ACTION

Carry On. Having been used as a mount, the mastiff is very familiar with carrying others. The specific effect of this is determined by the DM.

NAME: _____

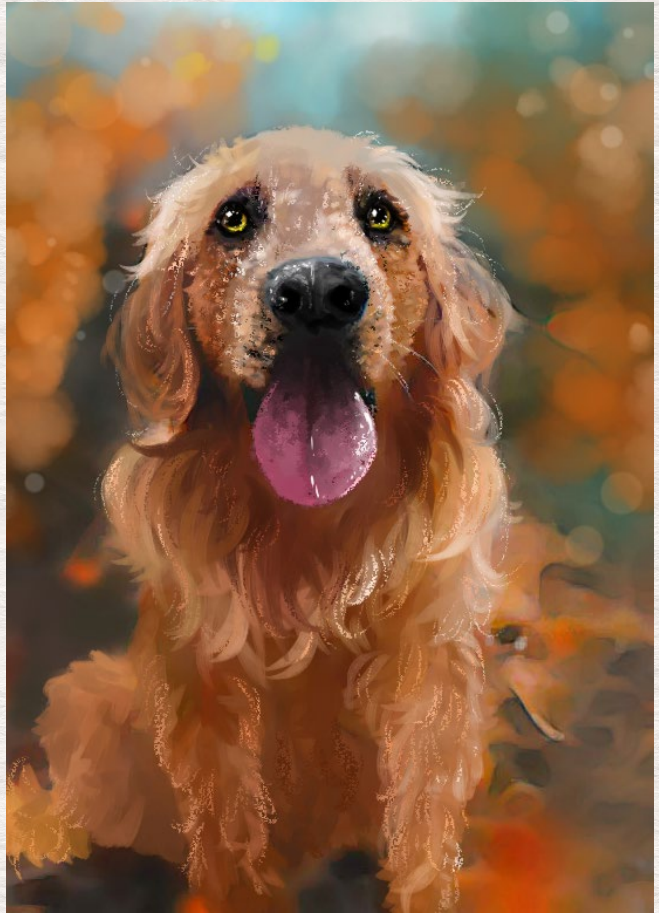


Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

PONY

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	13(+1)	2(-4)	11(+0)	7(-2)

Senses passive Perception 10

Languages --

Challenge 1/8 (25 XP)

ACTION

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

SITUATIONAL ACTION

Carry On. Having been used as a mount, the pony is very familiar with carrying others. The specific effect of this is determined by the DM.

NAME: _____



Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

JACKAL

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	15(+2)	11(+0)	3(-4)	12(+1)	6(-2)

Languages Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

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

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

ACTION

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

SITUATIONAL ACTION

Friend of the Wild. Being at home in the wild, the jackal is able to understand or communicate with other wild animals particularly well. The specific effect of this is determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

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2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

WEASEL

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4-1)

Speed 30 ft.

STR

3(-4)

DEX

16(+3)

CON

8(-1)

INT

2(-4)

WIS

12(+1)

CHA

3(-4)

Languages Perception +3, Stealth +5

Senses passive Perception 13

Languages --

Challenge 1/8 (25 XP)

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

ACTION

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

SITUATIONAL ACTION

Friend of the Wild. Being at home in the wild, the weasel is able understand or communicate with other wild animals particularly well. The specific effect of this is determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____



Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

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2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.

GOAT

Small beast, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 40 ft.

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

Senses passive Perception 10

Languages --

Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

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

ACTION

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

SITUATIONAL ACTION

Just a Goat. A goat isn't out of place anywhere – either on a farm or in the wild. The specific effect of this is determined by the DM.

Table 1: Fur/Feather Pattern or Colours

	Colour 1	Colour 2
1	Brown	Brown
2	Black	Black
3	Grey	Grey
4	Tan	Tan
5	White	White
6	Gold	Strange Colour (Table 3)

Table 2: Unique Feature

1	Strange Colour Eyes (Table 3)
2	Unusual Nose (Table 4)
3	Unusual Ear (Table 4)
4	Unusual Limb (Table 4)

NAME: _____

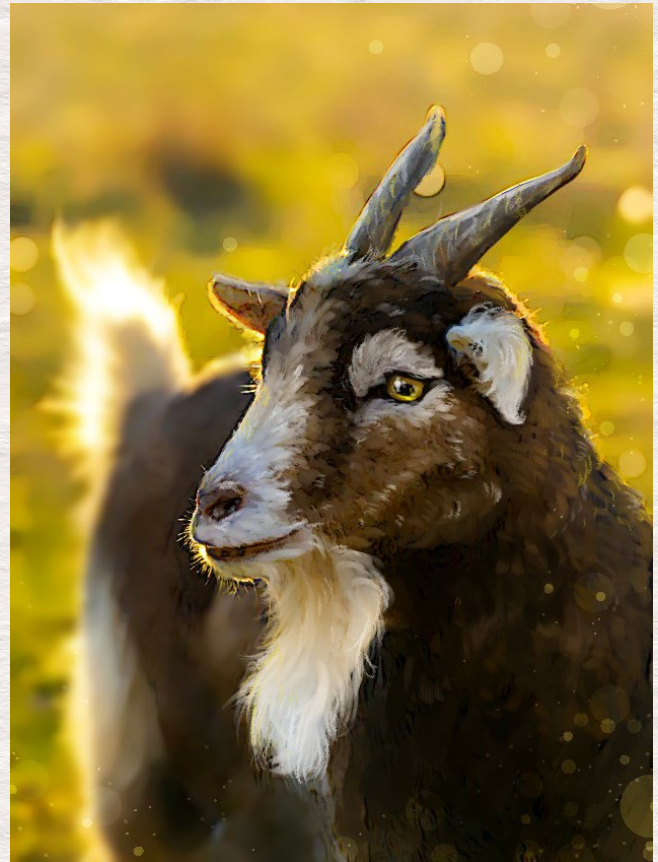


Table 3: Strange Colours

1	Purple
2	Bright Orange
3	Sky Blue
4	Hot Pink

Table 4: Unusual Effects

1	Extra Large
2	Extra Small
3	Scarred
4	Oddly Shaped

Master's Quirk

1	Your master always feeds you the same thing at the same times.
2	Your master once got into a fight because someone made fun of you.
3	Your master tells you secrets that even their friends don't know.
4	Your master is messy, but always makes sure you're well kept.
5	You're pretty sure your master likes you more than other people.
6	Your master trusts you to be independent and free.



APPENDIX C: EMPOWERMENT HANDOUTS

EMPOWERMENT! GIANT BADGER

When empowered, the giant badger gets the following bonuses:

- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls
- Its Strength saving throw is now +3
- Its Strength (Athletics) bonus is now +3
- Its Wisdom (Perception) bonus is now +3
- Its Dexterity (Stealth) bonus is now +2.

EMPOWERMENT! VELOCIRAPTOR

When empowered, the velociraptor gets the following bonuses:

- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls
- Its Strength saving throw is now +0
- Its Dexterity saving throw is now +4
- Its Dexterity (Stealth) bonus is now +4
- Its Wisdom (Survival) bonus is now +3

EMPOWERMENT! PANTHER

When empowered, the panther gets the following bonuses:

- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls
- Its Strength saving throw is now +4
- Its Strength (Athletics) bonus is now +4
- Its DC to knock a creature prone with its pounce is now 14

EMPOWERMENT! WOLF

When empowered, the wolf gets the following bonuses:

- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls
- Its Strength saving throw is now +3
- Its Strength (Athletics) bonus is now +3
- Its DC to knock a creature prone with its bite is now 13

EMPOWERMENT! BAT

When empowered, the bat gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Wisdom (Perception) bonus is now +3
- Its Dexterity (Stealth) bonus is now +4

EMPOWERED ACTIONS

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

Visage of the Patron. Once per long rest, as an action you can cause each creature you designate in a 10-foot cube originating from you to make a Wisdom saving throw (DC13). Creatures that fail their saving throws are frightened by you until the end of your next turn.

EMPOWERMENT! OWL

When empowered, the owl gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.

EMPOWERED ACTIONS

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

Visage of the Patron. Once per long rest, as an action you can cause each creature you designate in a 10-foot cube originating from you to make a Wisdom saving throw (DC13). Creatures that fail their saving throws are frightened by you until the end of your next turn.

EMPOWERMENT! HAWK

When empowered, the hawk gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Dexterity (Stealth) bonus is now +5

EMPOWERED ACTIONS

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d4+4 piercing damage.

Visage of the Patron. Once per long rest, as an action you can cause each creature you designate in a 10-foot cube originating from you to make a Wisdom saving throw (DC13). Creatures that fail their saving throws are frightened by you until the end of your next turn.

EMPOWERMENT! RAVEN

When empowered, the raven gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Charisma increases to 10
- Its Charisma (Deception) bonus is now +2
- Its mimicry feature DC increases to 12

EMPOWERED ACTIONS

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

Visage of the Patron. Once per long rest, as an action you can cause each creature you designate in a 10-foot cube originating from you to make a Wisdom saving throw (DC13). Creatures that fail their saving throws are frightened by you until the end of your next turn.

EMPOWERMENT! CRAB

When empowered, the crab gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 10.
- Its Intelligence saving throw is now +2
- Its Wisdom (Perception) is now +1

EMPOWERED ACTIONS

Touch of the Master. Your master has given you the power to cast a cantrip using their powers. Your spell attack modifier for casting it is +5 and your DC 13. When you gain this ability, select one of the following cantrips:

- Acid Splash
- Chill Touch
- Fire Bolt
- Minor Illusion

EMPOWERMENT! OCTOPUS

When empowered, the octopus gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 10.
- Its Intelligence saving throw is now +2

EMPOWERED ACTIONS

Touch of the Master. Your master has given you the power to cast a cantrip using their powers. Your spell attack modifier for casting it is +5 and your DC 13. When you gain this ability, select one of the following cantrips:

- Acid Splash
- Chill Touch
- Fire Bolt
- Minor Illusion
- Poison Spray

EMPOWERMENT! FROG

When empowered, the frog gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 10.
- Its Intelligence saving throw is now +2

EMPOWERED ACTIONS

Touch of the Master. Your master has given you the power to cast a cantrip using their powers. Your spell attack modifier for casting it is +5 and your DC 13. When you gain this ability, select one of the following cantrips:

- Acid Splash
- Chill Touch
- Fire Bolt
- Minor Illusion
- Poison Spray

EMPOWERMENT! SEA HORSE

When empowered, the sea horse gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 10.
- Its Intelligence saving throw is now +2
- Its Wisdom (Insight) is now +2

EMPOWERED TRAITS

Air Glide. You gain an ability to magically float up to 2 feet off the ground and a walking speed of 20ft while you do so. This movement does not prevent you from being knocked prone, or from taking falling damage when applicable.

Limited Amphibiousness. You can breathe air and water, but it need to be submerged at least once every 4 hours to avoid suffocating.

EMPOWERED ACTIONS

Illusory jousting (1/short rest). The seahorse's illusionist master has enchanted it to have an illusory rider that can make attacks on its behalf. As a bonus action, the sea horse causes a tiny triton jousting to appear on its back. While the illusory jousting ability is active, the sea horse can use its action to charge at a hostile creature within 5ft. The hostile creature must succeed on a DC13 Intelligence Saving Throw or take 2d4 psychic damage. After charging, the sea horse's remaining movement does not provoke opportunity attacks until the end of its turn. The illusory jousting disappears after 10 minutes.

EMPOWERMENT! LIZARD

When empowered, the lizard gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Wisdom increases to 10
- Its Wisdom (Survival) bonus is now +2
- Its Dexterity (Stealth) bonus is now +2

EMPOWERED ACTIONS

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

Touch of Nature's Master. A druid has given the lizard power to cast some spells using their power. The lizard can either cast the same spell twice or two different spells once each. Their healing modifier is +3 and their spell save DC is 13.

- Cure Wounds
- Entangle
- Fog Cloud
- Healing Word

EMPOWERMENT! CAT

When empowered, the cat gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Charisma increases to 10
- Its Wisdom (Survival) bonus is now +3
- Its Charisma (Deception) bonus is now +2

EMPOWERED ACTIONS

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d4+3 piercing damage.

Touch of Nature's Master. A druid has given the cat power to cast some spells using their power. The cat can either cast the same spell twice or two different spells once each. Their healing modifier is +3 and their spell save DC is 13.

- Cure Wounds
- Entangle
- Fog Cloud
- Healing Word

EMPOWERMENT! RAT

When empowered, the rat gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Constitution increases to 10
- Its Constitution saving throw is now +2
- Its Wisdom (Survival) bonus is now +2
- Its Wisdom (Perception) bonus is +2

EMPOWERED ACTIONS

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

Touch of Nature's Master. A druid has given the rat power to cast some spells using their power. The rat can either cast the same spell twice or two different spells once each. Their healing modifier is +3 and their spell save DC is 13.

- Cure Wounds
- Entangle
- Fog Cloud
- Healing Word

EMPOWERMENT! PONY

When empowered, the pony gets the following bonuses:

- Its Intelligence increases to 6.

EMPOWERED TRAITS

Touch of Nobility. A paladin has given the pony the power to protect its companions. When the pony hits a creature with an attack, that creature has disadvantage on attacking creatures other than the mastiff until the end of its next turn.

EMPOWERMENT! MASTIFF

When empowered, the mastiff gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.

EMPOWERED TRAITS

Touch of Nobility. A paladin has given the mastiff the power to protect its companions. When the mastiff hits a creature with an attack, that creature has disadvantage on attacking creatures other than the mastiff until the end of its next turn.

EMPOWERMENT! SPIDER

When empowered, the spider gets the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- Its Wisdom (Survival) bonus is now +2
- Its Wisdom (Perception) bonus is +2

EMPOWERED ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d4+3 piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 2 (1d4) poison damage

Touch of Nature's Master. A druid has given the spider power to cast some spells using their power. The spider can either cast the same spell twice or two different spells once each. Their healing modifier is +3 and their spell save DC is 13.

- Cure Wounds
- Entangle
- Fog Cloud
- Healing Word

EMPOWERMENT! WEASEL

When empowered, the weasel the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls

EMPOWERED TRAITS

Touch of Recklessness. A barbarian has inspired the weasel with their attacking style. When the weasel makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it advantage on its attacks, but attack rolls against it have advantage until its next turn.

EMPOWERMENT! JACKAL

When empowered, the jackal the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls

EMPOWERED TRAITS

Touch of Recklessness. A barbarian has inspired the jackal with their attacking style. When the jackal makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it advantage on its attacks, but attack rolls against it have advantage until its next turn.

EMPOWERMENT! GOAT

When empowered, the goat the following bonuses:

- Its hit point maximum increases to 10.
- Its Intelligence increases to 6.
- It gets a +2 bonus to its attack rolls and damage rolls

EMPOWERED TRAITS

Touch of Recklessness. A barbarian has inspired the goat with their attacking style. When the goat makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it advantage on its attacks, but attack rolls against it have advantage until its next turn. Additionally, if the goat chooses to use its charge trait while reckless, its target has disadvantage on the saving throw to avoid being knocked prone.

