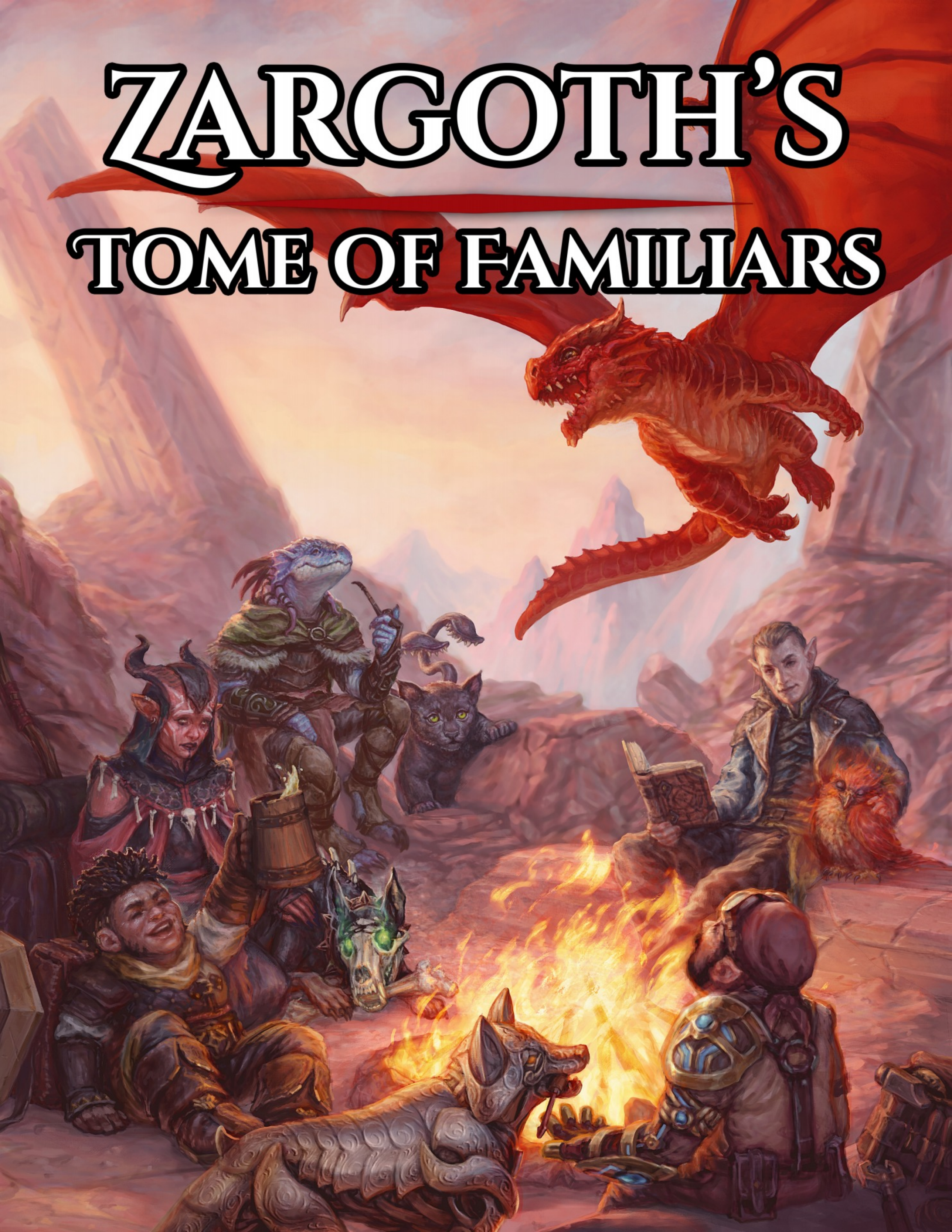
Zargoth's

Tome of Familiars



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Bonded Monsters

Bonded monsters are the young offspring of terrible foes you may recognize from your adventures. Though their adult counterparts are often evil or destructive, these young creatures can learn and grow alongside their new family, becoming something more. Many of these creatures are orphaned, lost, or abandoned. It falls to you to become their guardian, their companion. They can be trained to use their unique abilities to aid and protect you in battle, and even grow alongside you as you progress together through your adventures.

Bonded

Prerequisite: Proficiency in Animal Handling

You call forth a magical creature from the wilderness to serve as your faithful companion. This companion is loyal to you, follows your verbal commands, and takes its turn immediately after yours. It understands the languages you understand but can't speak. The creature can only take the Dash, Disengage, Dodge, Hide, or Help actions unless you use your action on your turn to command it to take a specific action, such as the Attack action. It may move and take bonus actions and reactions as normal.

If your companion is slain, the magical bond you share allows you to return it to life. As a light activity during a long rest, you may spend 10 gp worth of rare herbs to call your companion's spirit, which restores your companion to life with all its hit points at your location at the end of the rest. You can return your companion to life in this way using the magic of your bond even if its body is lost or destroyed.

When you take this feat, choose one of the following creatures to be your companion: basilisk whelp, blink dog pup, displacer cub, dragon hatchling, ember runt, flailing snailing, phoenix fledgling, or pygmy watcher.

Soul Bond

Prerequisite: Bonded

Your bonded companion's size increases by one category, doubling its damage dice on all attacks and abilities. Its hit point maximum is increased by 5 x your level. It adds your proficiency bonus to its armor class and all attack rolls, damage rolls, skill checks, saving throws, and saving throw DCs for its abilities.

Your companion can now take any action on its turn without being commanded, including the Attack action. Your bond strengthens, allowing you to telepathically communicate with it while it is on the same plane of existence. Additionally, as an action you can perceive through your companion's senses until the start of your next turn, gaining the benefits of any special senses it has. While perceiving through your companion's senses, you are deaf and blind with regard to your own senses.

During a short rest, your companion regains all lost hit points. As a light activity during a short rest, you may spend 10 gp worth of rare herbs to call your companion's spirit, restoring your companion to life with all its hit points at your location at the end of the rest.

Basilisk Whelp

Basilisk hatchlings are crocodilian reptiles with scales ranging from gold to rust to black or emerald green. Fresh hatchlings are about the length of a human arm from head to tail, with six short, clawed legs and long rows of needle-like teeth. Full grown basilisks are feared throughout the realms for their ability to turn flesh to stone with their powerful gaze. Even as hatchlings, a nascent ability to briefly paralyze living creatures reveals itself when the hatchlings are startled or threatened.

Stone Matriarchs. Basilisk whelps are born in small clutches of no more than a dozen or so eggs, watched over by a basilisk matriarch. After laying her eggs, the matriarch slowly turns to stone, her petrified body deterring predators and providing a first meal full of vital nutrients for her hatchlings. Poachers that are able to get a old of an intact petrified matriarch can earn enough gold to live in luxury, particularly if they can seize her unhatched brood as well.

Golden Eggs. Despite the great danger involved, many of the realm's bravest and most ambitious hunters seek out the basilisk to prove themselves against its legend. Most fail, their hubris immortalized in stone in countless swamps and forests. A lucky few succeed against all odds and return, always with a tale and, in some rare cases, with eggs. Basilisk eggs are a rare treasure, invaluable both for the reagents they provide and because basilisks are smart enough to train. Tended from a young age, basilisks can be molded into fierce protectors, provided the trainer makes careful use of blinders.

Basilisk Whelp

Small monstrosity, neutral

Armor Class 15 (natural Armor)
Hit Points 11 (2d6 + 4)
Speed 20 ft..

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	2(-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Challenge ¼ (50 XP)

Actions

Petrifying Glare (Recharge 4-6). *The basilisk whelp glares at a target within 60 feet that it can see. The target must succeed on a DC 12 Constitution saving throw or turn to stone, becoming petrified until the start of the basilisk's next turn.*

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

Reactions

Protective Gaze. When a friendly creature that the basilisk whelp can see would take damage, the basilisk whelp can use its reaction to take the petrifying glare action, targeting that friendly creature, before the damage is dealt (the creature may choose to fail the saving throw).

Blink Dog Pup

Blink dog pups are young canines with golden brown fur and long pointed ears. Playful and compassionate, these intelligent pups imprint strongly on their caretakers, developing tremendous loyalty and attachment to those who treat them well and care for them in their early years. Pack hunters by nature, blink dogs are highly communal, and pups do best in small tight-knit packs even when those packs are adoptive. Bright and curious, blink dog pups quickly develop a great love for life and respect for all living things.

Blinking. From birth, blink dog pups have a natural ability to traverse the veil between worlds, teleporting from one place to another in the blink of an eye. This natural reflexive ability, so crucial to the hunting and fighting prowess of adult blink dogs, is fresh and undeveloped in pups. Pups like to experiment with this ability, using it to play chase, hide-and-seek, and other games with their packmates. Still learning to control their blinking, pups will often reflexively blink a short distance when startled, scared, or even sneezing, with little control over where they end up.

Lost in the Mist. Blink dog packs are native to the forests at the edge of the Fey Wild, where the separation between the Material Plane and the realm of the fey is thinnest. Occasionally, one of these young pups becomes separated from its pack and strays through the veil, crossing over to the Material Plane. Unable to make their way back home, these isolated pups rarely last long on the Material Plane without a pack to care for them. If found by the wrong party, captured blink dog pups fetch a high market price in both the Fey Wild and the Material Plane.

Blink Dog Pup

Small fey, lawful good

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4
Senses passive Perception 11
Languages Blink Dog, understands Sylvan but can't speak
Challenge ¼ (50 XP)

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

Blink. As a bonus action the blink dog pup magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

Actions

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

Teleport (Recharge 4-6). The blink dog pup magically teleports, along with a Medium or smaller willing creature within 5 feet and any equipment they are wearing or carrying, up to 40 feet to unoccupied spaces it can see within 5 feet of each other.

Displacer Cub

These sleek blue-black kittens look much like housecats or panther cubs, distinguishable only by their second set of forelegs and a pair of long raking tentacles waving from their shoulder blades. While displacer cubs are generally not as vicious and violent as their elders, they still revel in the thrill of a good hunt. Born with the innate instincts of a predator, they intrinsically know how to stalk and strike at potential prey. The kittens take playful pleasure in pouncing on anything small that catches their eye, batting at it clumsily with their rakers and playing with their food. Displacer cubs generally stalk tiny creatures, swatting at birds and chasing small game. Adult displacer beasts are known throughout the realms as fearsome predators, called hellcats by many. They earned this reputation due to their hunting skill, a prodigious hunger, and a willingness to eat anything they come across — an appetite the kittens share. Though solitary and independent by nature, displacer cubs can show a different side to those who earn their trust from a young age, especially if they are kept well fed. Behaviors like purring and protectiveness, unimaginable from a feral hellcat, are not uncommon once the kitten has formed a bond.

Illusory Stalker. Displacer beasts are ambush predators that use their fur to bend light and create the illusion that they are somewhere they are not. The hunting prowess of displacer cubs is only further realized as they grow and develop their illusory power into a weapon of distraction and misdirection.The coat of a displacer cub shimmers and shifts hues, and their developing displacement ability makes them appear to waver and shift, especially while playing or stalking prey. While full-grown displacer beasts use this magic to create illusory copies of themselves to hunt and fight, young cubs are still mastering the skill, and tend to displace themselves in clumsy or unconvincing ways, appearing to hang in midair or even upside down. Since their displacement skills are critical to their survival, displacer cubs have a natural aversion to water, which soaks their fur and prevents them from bending light.

Hunted Hides. Displacer cubs are a rare find in the wild, usually protected by their mother until fully grown. Most fear the hellcat for its fierce and savage reputation, and lack the skill or courage to raise one as a companion. Hunters lucky enough to catch a cub usually sell it at a remarkably steep price to a handler, who will cage it until it is grown and then sell its pelt for a small fortune. A displacer beast's hide retains its light-bending potential even after death, making fully-grown displacer beasts valuable quarry for leather workers that are skilled enough to fashion the hide into a Cloak of Displacement without ruining it. While displacer cubs may, with luck, be able to survive alone in the wild, such hunters pose a serious threat to isolated cubs.

Displacer Cub

Small beast, neutral

Armor Class 13 (natural armor)
Hit Points 7 (2d6)
Speed 40 ft

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

Senses darkvision 60 feet
Challenge ¼ (50 XP)

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

Actions

Tentacle. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) piercing damage.

Minor Displacement. The displacer cub creates a static illusory copy of a Medium or smaller object it can see within 60 feet The illusion persists until the start of the cub's next turn. Physical interaction with the image reveals it to be an illusion.

Reactions

Displace. If a creature the displacer cub can see within 60 feet is being attacked, the cub can use its reaction to create a magical illusory duplicate of the creature next to it which causes all attacks against that creature to be made with disadvantage. This illusion lasts until the start of the cub's next turn or the target is hit by an attack.

Dragon Hatchling

Red Dragon Hatchling

Red dragon hatchlings are small four-legged wyrms with long tails and long necks. A pair of black batlike wings sprout from their shoulders, spanning from head to tail when folded. Their black claws and horns are razor sharp, and their catlike eyes glitter with a devious cunning. Each of their ruby-red scales is hard as stone, and a bite from their tiny jaws can already break bones with ease. Born from eggs warmed by volcanic lava and dragon's fire, they radiate heat at all times, and take little notice of all but the most extreme temperatures. Hatchlings are typically raised by their mother or father for many years, until they have grown and learned what they need to know to strike out and claim their own territory. Abandoned hatchlings are therefore eager to learn. While they typically become savage loners they can, when found early and fed well, adopt surrogate parents whose strength they respect. They are, however, proud and fierce at the best of times, and can be difficult to manage, often inclined to treat their adoptive brood members as servants rather than equals.

Tiny Tyrants. From their very first year, red hatchlings are keenly intelligent, and soak in the world around them with sharp senses. They are remarkably quick to pick up whatever languages are spoken around them, and can usually communicate fluently within a few months of hatching. As such, they will be molded somewhat by the character of those who care for them while growing. Even so, chromatic dragons — especially reds — are proud and supremely confident, even arrogant, by nature. Enamoured with their own power and strength, they respect such strength in others, and disdain weakness. Though clever, red hatchlings tend to be overconfident for their size, and consider themselves greater than all other creatures. This attitude spurs them to take on whatever prey they can find until they learn their limits; limits they are slow to accept. Such arrogance can lead hatchlings to catastrophe without proper guidance.

Fire and Fang. Red dragonfire is regarded with awe throughout the realms, and hatchlings are just discovering this budding power. Even the youngest hatchlings can unleash brief blasts of searing flame when threatened or hunting, but it taxes them much more than such conflagrations will in years to come. Hatchlings are born with strong, fully-developed wings, and their flight is swift and agile. They revel in their flight, often weaving and diving playfully through the air. They use this agility to hunt small (or even large) game from the air, and to scout for gold, jewels, or other valuables, intuitively understanding that these objects aggrandize their possessor. They stash these valuables in hidden and jealously-guarded caches, and possess no qualms about stealing since they are naturally more deserving of all good things.

Dragon Hatchling

Small dragon, neutral

Armor Class 13
Hit Points 9 (2d6 + 2)
Speed 15 ft., fly 60 ft.

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

Skills Perception +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Common and Draconic but can't speak
Challenge ½ (100 XP)

Magic Resistance. The dragon hatchling has advantage on saving throws against spells and other magical effects.

Actions

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

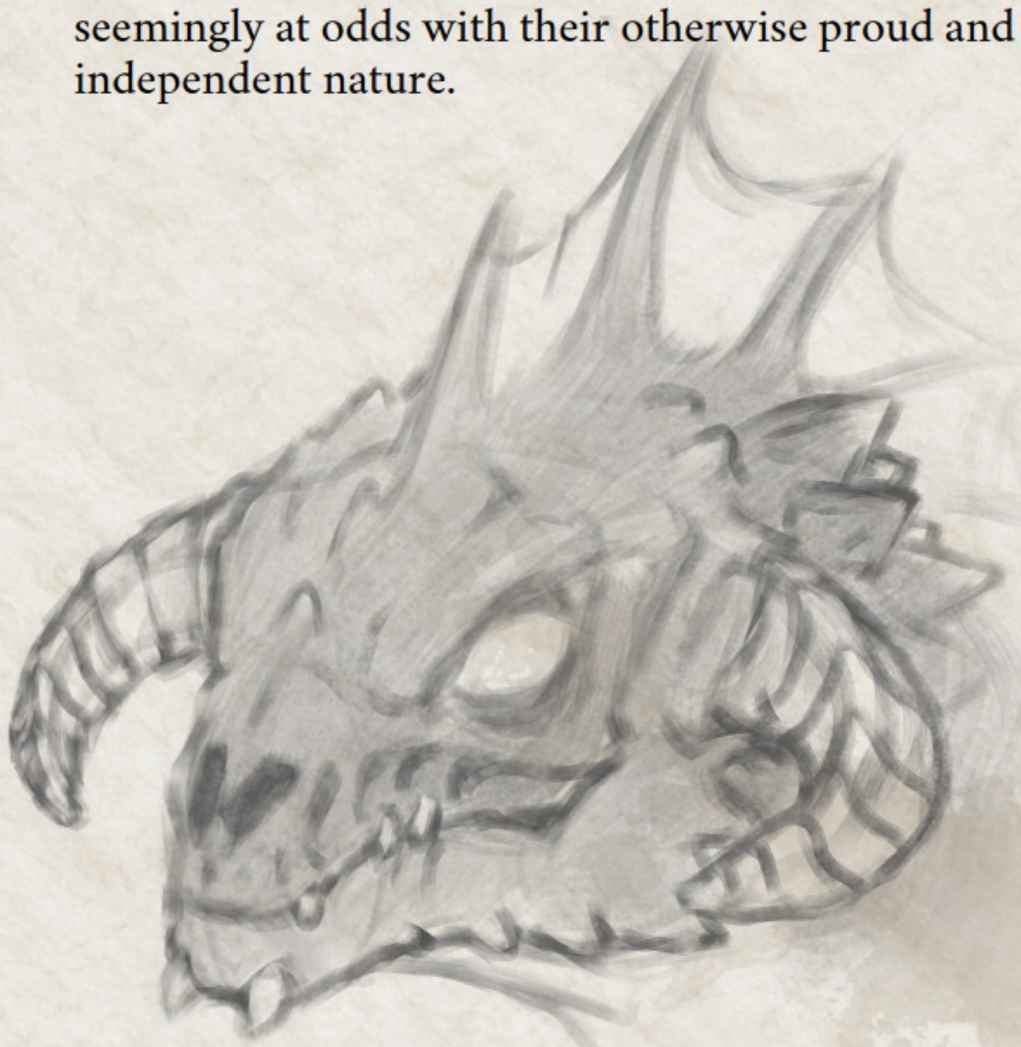
Fire Breath (recharge 4-6). The dragon hatchling breathes fire in a 10-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Black Dragon Hatchling

Black dragon hatchlings are small, sleek wyrms with jet-black scales and black or yellow-webbed wings. A distinctive pair of horns sprout from the sides of their skull and sweep forward on either side of their long jaws, bone-white and hard as steel. Their long tails end in a fin and their sharp claws are webbed, making them swift and able swimmers. Amphibians by nature, black dragon hatchlings can breathe water as easily as air and prefer wet climates, resting safely concealed in water or mud whenever possible.

Stealthy Sadists. Black dragons are known for their singular cruelty, and hatchlings are born with a clear streak of sadism. They are highly intelligent and pick up language quickly. This cunning is quickly turned to sowing discord and turmoil between creatures the hatchlings see as vulnerable to manipulation. With guidance a black dragon hatchling can learn to curb this sadistic impulse, but they will always be somewhat mischievous. More than any other wyrm they are patient and stealthy, preferring to conceal themselves and lie in wait, striking swiftly with their strong jaws or breathing a scorching stream of acid.

Family Ties. Black dragon hatchlings are typically raised by their father, who cares for and advises them throughout their long lives. This bond between father and hatchling is strong, often their only emotional attachment in an otherwise solitary existence. Hatchlings who are born alone are at a singular disadvantage, lacking the one connection that keeps them from complete narcissism. Most become feral, monsters among monsters, the cruelest of their kind. Others manage to imprint instead on a surrogate parent who they regard as strong and wise, the bond bringing forth a loyalty and deference seemingly at odds with their otherwise proud and independent nature.

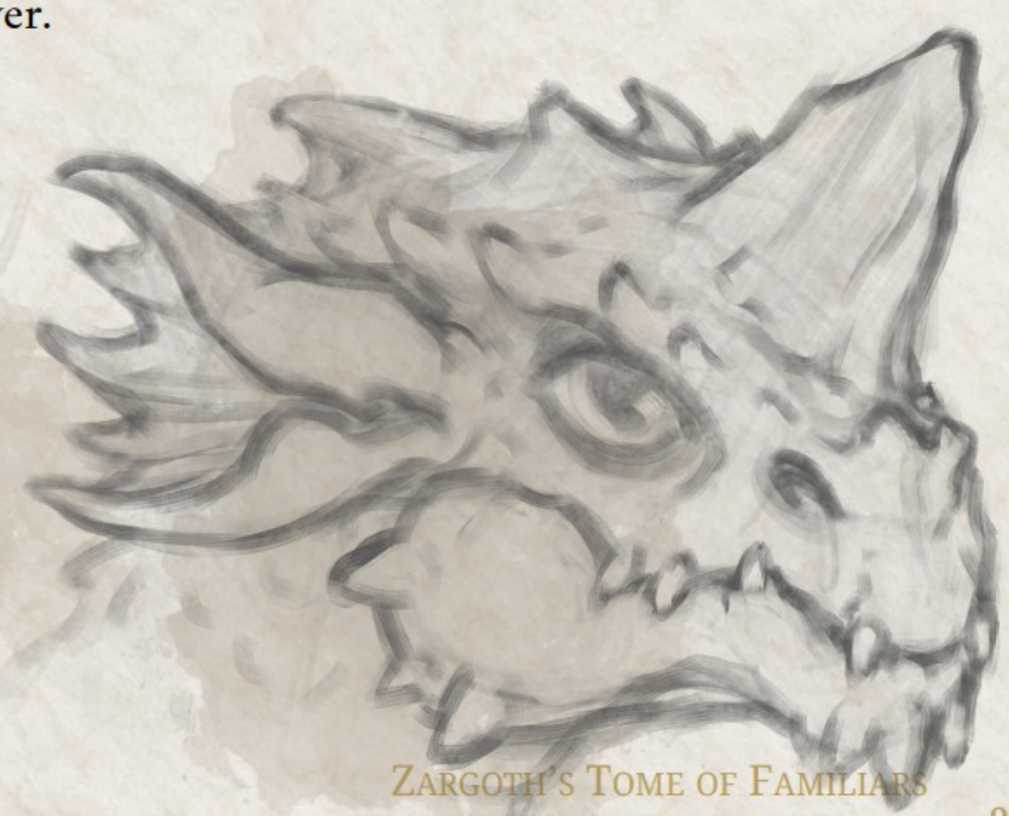


Blue Dragon Hatchling

Blue dragon hatchlings are strongly-built catlike wyrms with azure blue scales and broad, powerful jaws. A single thick horn of bone juts forward from the top of their skull, and their sand-yellow wings are expansive, the webbing sweeping all the way back to their tails. Blue hatchlings use their broad wings to glide effortlessly on the wind much like a kite, and are capable of flying long distances to scout for food across the barren sands of their native desert. They prefer to hunt at night, nearly invisible against a black sky, and to burrow underground in the heat of the day. Blue hatchlings are remarkably swift and efficient burrowers, able to disappear underground in seconds and even tunnel short distances.

Spark of Genius. Blue hatchlings are the most intelligent of all chromatic dragons, and naturally value intellect above all else. Their thirst for knowledge is insatiable, an itch that can never completely be scratched, and they are quite happy spending the bulk of their time studying in solitude. Once blue hatchlings get a taste of magic they are always on the hunt for deeper knowledge of the arcane, a passion that can easily become obsessive. Stupidity in others fills them with contempt, and they consider beings of lesser intellect to be bothersome irritants to be avoided, destroyed, or eaten.

Sand and Solitude. Blue dragons bury their eggs scattered in the sands of vast, barren deserts, then abandon them. Each must hatch alone and find their way in the world in solitude. Most seek out a lair in the deep desert and range far and wide in search of knowledge and treasure to fill their troves. Cunning and economical with their energy, blue hatchlings dislike long fights and exertion, preferring to fly high when threatened and blast enemies with their powerful lightning breath. Though loners by nature, young blues are hungry for knowledge — especially arcane lore — and sometimes align themselves with powerful and intelligent mentors, so long as the relationship continues to yield new knowledge and power.

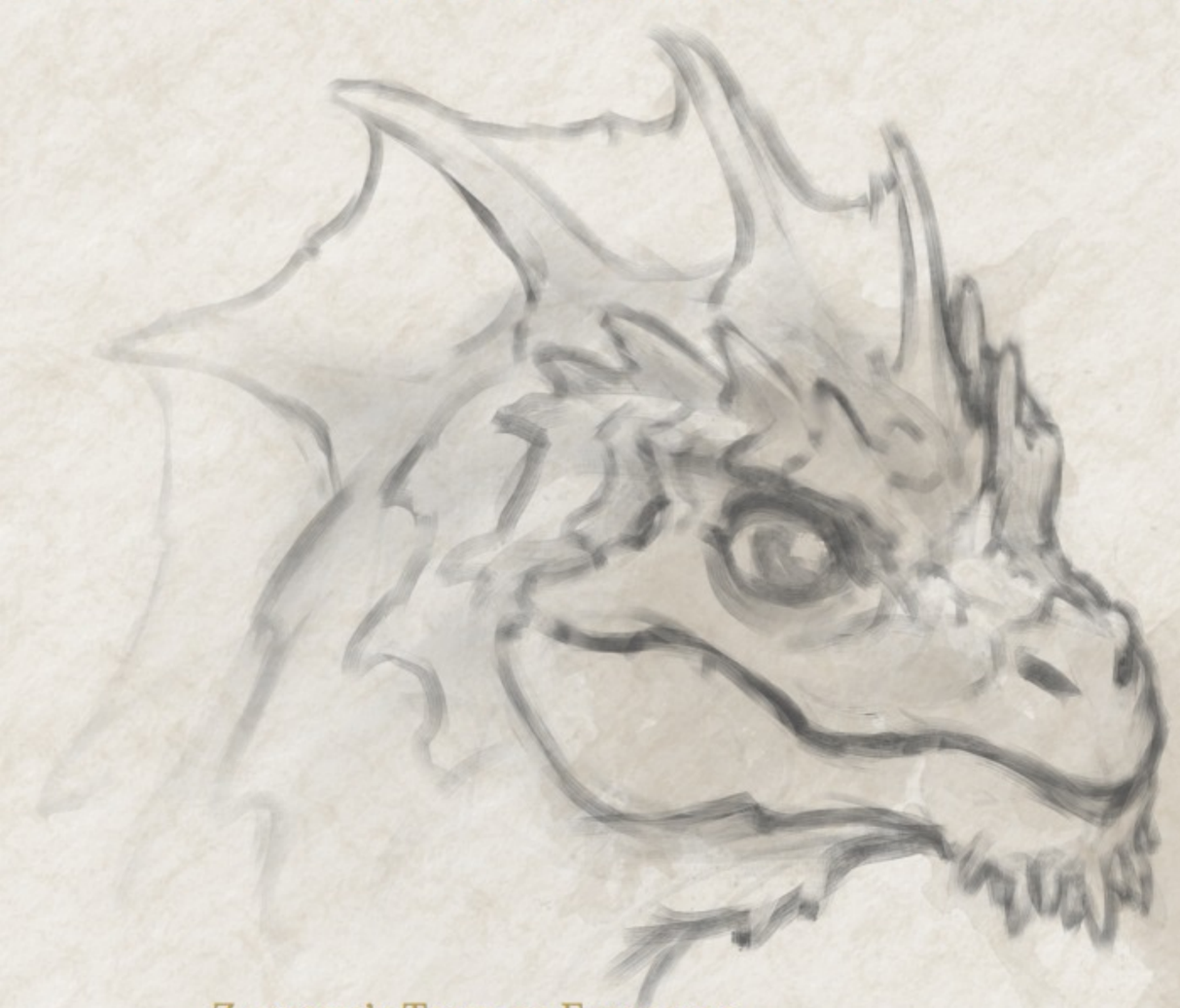


Green Dragon Hatchling

Green dragon hatchlings are thin and sleek, almost serpentine, from long whipping tails to grinning crocodile jaws. A long ribbed fan runs down their spine, cresting imperiously at their head. Their brilliant scales are emerald green, and tough as iron plates. This allows them to camouflage themselves easily among trees and wild growth, where they wait and study their prey. Over time they develop a deep affinity with plants, and are able to subtly control them to aid concealment and ensnaring small game. When threatened, they breathe a thick, noxious green mist that is so toxic it can kill instantly.

Charming Tricksters. Clever and intelligent, even precocious, green hatchlings revel in their intellect. They are natural tricksters, and enjoy playing mind games and deceiving other "intelligent" creatures. Most are charming and convivial, seeming generous and even friendly... until they grow bored or angry, when their mean streak takes over like a passing cloud and they lash out. Greens are inquisitive and like to keep well-informed, intuitively understanding that knowledge is power. They enjoy riddles and other battles of wit and are very good at them, but are sore losers when bested.

Denizens of the Wood. Native to deep forests, green dragon hatchlings are typically raised by both parents and taught to be cunning and deceptive predators. Greens have little emotional attachment to their offspring, however, and are known to abandon clutches of eggs if parenting strikes them as an overly burdensome task. Such abandoned hatchlings grow into fierce adults, bitter and violent, losing much of their natural charm and sophistication. Though they would never admit it, young hatchlings crave a mentor to help hone their keen intellect. As such, they can sometimes imprint on surrogates they see as clever and impressive.



White Dragon Hatchling

White dragon hatchlings are smaller than other wyrms, with short thick necks, strong tails, and compact wings. The frills atop their heads and below the jaw range from bone-white to ice blue, as do their wings, and snow-white scales armor their stocky, powerful frames. Though strong flyers, they prefer to use their smaller wings in bursts rather than over long distances, and often run or climb to save energy for fighting and hunting. White hatchlings are born to the coldest climates, and prefer ice, snow, and freezing temperatures, shying away from heat. From a young age they are keen to prove themselves, and rarely back down from a fight.

Ice Climbers. White dragons inhabit the icy tundras, laying their eggs in the frozen wastes and abandoning them to find their own way or perish. Hatchlings make their lairs in solid ice, digging great caverns with their claws. These mighty talons can easily dig into ice and rock, and make them excellent climbers. They can scale walls with shocking speed, even clinging to cavern ceilings and concealing themselves among frozen stalactites to drop down on prey with fury. Frozen food is their favorite, and they will use their icy breath on both the living and the dead.

Cold Fury. The smallest of the dragons, white hatchlings make up for their size with unmatched ferocity. When hunting and fighting they tend to be aggressive, launching themselves eagerly at prey and tearing with tooth and claw like wild beasts. They enjoy violence and carnage and are messy eaters, ripping into prey with abandon, their white scales often stained red with blood. They have nearly perfect memories, especially for slights and insults to their pride, and are vengeful to a fault, eager to get even at any cost. White hatchlings are usually solitary, but can be "recruited" by the strong, and sometimes grow begrudgingly loyal to firm leaders who can keep them in line. They are always looking to prove their strength, and will challenge others for leadership, only falling into line behind those who have established themselves as mightier than they are.

Ember Pup

Ember pups are stocky, strongly-built young hounds with ash-black fur and intelligent eyes that burn like fire. They are broad-chested with wide, powerful jaws and jagged teeth. Born and bred in dark, unforgiving realms beyond, ember hounds have been forged into relentless hunters and fearless fighters, and those instincts are strong in pups from their first day. The fires of their native worlds burn inside them, growing stronger as they mature. The flame that becomes an ember hound's most powerful weapon is barely a flicker in pups, though they are always warm to the touch. As they grow they have been known to start fires with flares of heat, especially when startled or angry, and their fur smokes and smolders after a hunt.

Hellbent. Ember hounds are feared across the realm as unshakeable hunters and omens of certain death, called from other worlds to stalk the enemies of their masters. They are excellent trackers, tirelessly pursuing prey once marked, and when their fire is up they fight with rabid fury that can be difficult to control or stop. Their otherworldly howl is mournful and sometimes stirs other ember hounds, even across the planes.

Hellbound. Ember pups are rarely found outside the kennels of invading abyssal armies unless directly summoned. Bred and trained as weapons, they are obedient by nature and eager to please any who they come to see as their master, whether through binding or patient and cautious training. Once bonded, they are steady, constant allies, fierce and loyal. Bound ember pups can be fiercely protective, and are eager to please their masters with surprise "gifts" of charred prey. Their retrieval skills are the stuff of legend, and a loyal ember can be sent to acquire just about anything, though their interpretation of their master's request is not always accurate.

Ember Runt

Small beast, neutral

Armor Class 14 (natural Armor)
Hit Points 9 (2d6 + 2)
Speed 40 ft.

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

Skills perception +3
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages understands Infernal but can't speak
Challenge ½ (100 XP)

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

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

Radiating Heat. A hostile creature takes 2 (1d4) fire damage when it comes within 5 feet of the ember runt for the first time on a turn or starts its turn there.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 4 (1d8) fire damage.

Flailing Snailing

Snailings are alien snails from the Plane of Earth, marked by pearlescent shells and spiked tentacle stalks. Originally brought to the Material Plane by returning astral explorers, snailings quickly escaped captivity and made homes for themselves in this new world. Snailings feed on rich mineral deposits, collecting in glittering mines and the deep caves of the Under Dark.

Shell Games. The dazzling shells of snailings are famous and desired throughout the realms. Each snailing's shell is veined with gemstone, always catching the light pleasantly, They can be found variously embellishing the weapons, armor, and lavish jewelry of the very rich. Most captured snailings don't survive to adulthood thanks to the high price offered for their shells, and the fact that it takes them hundreds of years to fully mature. Wizards have been known to adopt them for study, and they are a particular favorite pet of gnomes, who gave them their name.

Magic Shell. Aside from the astounding beauty of their shells, flailing snailings are known for their ability to distort harmful magical energy. As a means of self defense, snailings radiate an aura that displaces magic, helping them avoid and overcome the effects of harmful spells. A snailing's displacement field also allows it to manipulate light, a trait used to distract predators in the Under Dark.

Flailing Snailing

Small elemental, neutral

Armor Class 16 (natural armor)
Hit Points 11 (2d6 + 4)
Speed 10 ft..

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

Damage Immunities fire, poison
Condition Immunities poisoned
Senses Senses darkvision 60 ft., tremorsense 60 ft.
Challenge ¼ (50 XP)

Antimagic Shell. Friendly creatures within 5 feet of the flailing snailing have resistance to damage from spells and other magical effects.

Actions

Tentacle Flails. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Iridescent Shell. The snail's shell emits a rainbow of scintillating light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30 foot radius and dim light for an additional 30 feet.

Shell Defense. The flailing snailing withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

Mimic Spawn

Mimic spawn are the literal offspring of mimics, produced by budding, a process where the adult mimic splits off a portion of itself, whether intentionally, or severed during combat. They take on the shape of objects that like to be touched in order to attract food. When small, mimic spawn are often more cunning, resorting to guile to achieve what they cannot do through brute force. They are able to take the form of more ornate and intricate objects. As they grow older and larger, their ability to shift becomes more crude as their need for intelligence recedes and is replaced by their mature strength.

Wizard's Clay. Most scholars agree that mimics are an unnatural species, created by wizards of old. Though they now exist adjacent to the civilizations of sentient races, they are considered invasive and have no natural place in any ecosystem. Some wizards still employ mimics as guardians of their sanctums, to trap unwary thieves. They breed them, splicing and grafting, experimenting with different properties. Often, wizards will choose to keep mimics small, pruning them like ornamental trees to preserve their cunning and adaptability. In this way, unnaturally small mimics may be deceptively old, having spent centuries learning from their wizard master. Some even develop the ability to simulate speech.

Mimic Spawn

Small monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

Skills Stealth +5
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11

Challenge ½ (100 XP)

Shapechanger. The mimic spawn can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 4 (1d8) acid damage.

Morphling. The mimic can latch onto a willing creature, altering its appearance. The creature can decide what it looks like, including its height, facial features, hair length, coloration, and any distinguishing characteristics. This effect can make the creature appear as a member of another race, though none of its statistics change. The creature also can't appear as a different size. The mimic can use its action to alter this appearance or detach itself.

Owlbear Cub

Owlbear cubs are small and sturdily built, with wide flat faces, large eyes, and razor sharp serrated beaks. They lumber on all fours when walking, running, or stalking prey, and rise up onto two legs when threatened or attacking, swiping with thickly muscled forelegs that end in wicked claws. Downy feathers cover them from head to toe, ranging from light brown to grey, and their tails are plumes of long, true feathers. Like their namesake the owl they cannot move their large powerful eyes, and must constantly turn their heads to shift focus.

Unflappable. Owlbear cubs grow to be large and powerful with few predators and are fearless from the moment they hatch, treating minor threats with indifference and bigger threats with aggression. Owlbear cubs, like full grown bearowls, don't hesitate to challenge creatures much larger and stronger than themselves, and can get themselves into trouble without their parents to protect them until they grow into their strength. Aggressive carnivores, owlbear cubs are always hungry, and will eat anything — so long as it is meat. They hunt in forests, and are astonishingly stealthy for their size, stalking their prey in absolute silence through thick foliage. Once they are close to their prey they charge suddenly, smashing through the trees to tackle their food. When threatened or agitated, owlbear cubs let out an ear-piercing screech, much like a battle cry, and charge the offending party without mercy. Despite their courage, owlbear cubs are intelligent and fight with both aggression and strategy, often flanking their foes when working with allies.

Fowl Tempered. Owlbears mate for life, forming an unbreakable bond with their partner and protecting their owlets ferociously until they are grown. Owlbear eggs are very valuable on black markets, so dens are often robbed or parents slain by brave or ruthless poachers. Owlbear cubs without their parents to care for them are extremely exposed, with neither the good sense to avoid danger nor the strength to keep it at bay. Vulnerable though they are, owlets are notoriously difficult to tame, and show a grumpy indifference to humanoids even when well fed. Typically it takes a skilled druid or ranger to tame an owlet, but once coaxed out of their shell owlbear cubs grow into fiercely loyal and even affectionate friends, showing some of the devotion usually reserved for their families.

Owlbear Cub

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12(+1)	14(+2)	3 (-4)	11(+0)	7 (-2)

Skills Perception +1
Senses darkvision 60 Ft., passive Perception 13
Challenge ½ (100 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Mighty Build. The owlbear counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

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

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

Phoenix Fledgling

Phoenix fledglings are young elementals that resemble recently-hatched eagles or peacocks, albeit a bit larger. They sport beautiful red and orange down feathers that glow softly like embers and are always warm to the touch. With time, this down will slowly give way to radiant, fiery plumes. Their beaks and talons are crystalline sapphire, hard as diamond, and their eyes are bright and intelligent. Phoenixes are eternal creatures born of pure energy, and this energy radiates from them at all times as a warm aura. Grown phoenixes can learn to control this aura, suppressing it to a gentle simmer or expanding it to a spectacular radiance of light and heat intense enough to melt metal. Fledglings have not learned such control, nor do they yet have such power at their disposal. As they learn, they tend to heat up based on emotion rather than will, becoming white-hot with anger or surprise, or cooling to a gentle spark when afraid, though such fear is rare in the noble phoenix.

Crusade Unending. Phoenix fledglings are bold and intelligent. As beings of energy, phoenixes have no need of food or sleep, and seem to exist purely to champion righteous causes and burn out evil from the world. Fledglings, though confused and a bit shaky in the first years after a fresh rebirth, get to work on this immediately, seeking out good folk to aid. Adult phoenixes rarely have need of help and tend to work alone, but fledglings will sometimes align with particularly noble souls and lend their power and protection, as long as that person continues to follow the righteous path and pursue just causes with courage and conviction. Fledglings are highly intelligent and can comprehend most languages very quickly, regaining their ability to communicate within a year. Fledglings "speak" by resonating their whole being, rather than with vocal cords, and are quick to express their praise for good acts or harshly condemn whatever they see as evil.

Eternal Flame. Newly hatched phoenixes have no memory of their many past lives, or of falling to ash and finally burning out to become an egg again. Despite this amnesia, they are well and truly immortal, and each phoenix has existed since ages beyond reckoning. They are creatures born of flame and radiant energy. Once they reach maturity, a phoenix has enough energy to persist for many hundreds of years, but that process is sometimes cut short when a fledgling unleashes its budding power too quickly, whether in an attempt to heal itself or preserve the life of another. When a fledgling falls to ash they leave behind only their heart, an egg of ruby-crystal that burns with inner light. This crystal recharges until the energy within is strong enough to burst forth in a fiery blaze and become a phoenix once again.

Phoenix Fledgling

Tiny elemental, neutral

Armor Class 12
Hit Points 5 (2d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	4 (-3	14 (+2)	5 (-3)

Skills Perception +4, Insight +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 14
Challenge ⅛ (25 XP)

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

Molten Egg. If the phoenix fledgling dies it becomes enveloped in a molten egg. Dealing 5 damage to the egg (AC 10) destroys it. If the egg is not destroyed, after ten minutes the phoenix hatches and is restored to its hit point maximum.

Phoenix Tear. As a bonus action, the phoenix fledgling can sacrifice itself to heal a creature within 5 feet. The fledgling dies and causes the chosen creature to regain 1d4 hit points. That creature may immediately spend any number of hit dice to recover lost hit points.

Actions

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

Reactions

Phoenix Dive. When a creature the phoenix can see within 40 feet would take damage from a targeted attack, spell, or ability, the phoenix can use its reaction to move up to 40 feet to a space within 5 feet of that creature's location and the phoenix becomes the target instead.location and the phoenix becomes the target instead.

Pygmy Watcher

The genesis of the pygmy watcher has long perplexed scholars and adventures alike. Some claim they are the stunted spawn of genuine Watchers, either birthed through some yet unknown faculty or grown from a severed eye stalk. The pygmy watcher consists of little more than four eye stalks surrounding one disproportionately large central eye.

Microaggression. Although not as powerful or intelligent as large Watchers, pygmy watchers do tend to see themselves as the absolute leader of their broods, assuming companions will feel lucky to serve and care for them. While pygmy watchers view themselves as invaluable and others expendable, they will fiercely defend their perceived servants from danger as a matter of pride.

Evil Eye. A watcher's power rests in its eyes. Each eye manifests a different spell, firing it forth in a prismatic ray. Like true Watchers, the pygmy watcher's bulbous central eye warps magic that passes too close.

Pygmy Watcher

Tiny aberration, lawful neutral

Armor Class 15 (natural armor)
Hit Points 5 (2d4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +2
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 16
Languages understands Deep Speech but can't speak
Challenge ⅛ (50 XP)

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

Actions

Eye Rays. The pygmy watcher shoots one of the following magical eye rays at random, choosing a creature it can see within 60 feet:

Fear Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or become frightened until the end of its next turn, and must take the Dash action to move away from the pygmy watcher by the safest available route on its next turn.

Sleep Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or fall asleep and remain unconscious until the end of its next turn. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

Blinding Ray. The targeted creature must succeed on a DC 12 Constitution saving throw or become blinded until the end of its next turn.

Disintegration Ray. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or take 13 (3d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

Rust Monster Larva

From the clutches of heavy iron eggs, rust monster larva spawn. Though they start as worm-like creatures, they quickly grow into fully formed, but smaller versions of their adult selves -- rust colored insectile creatures, whose antenna can sense metal and whose mandibled bite can devour even the hardest steel. It takes them many years to grow, molting flakes of rust and shedding an exoskeleton of brittle iron. The more metal they consume the faster they mature. They will eat nearly any metal, but savor ferrous metals such as iron and steel best of all.

Adventurer's Pests. Rust monster Larva are often encountered close to human, dwarvish, and gnomish civilizations, where iron is most abundant. They thrive in places where such metal has been abandoned; collapsed dwarven halls where ancient battles were fought, abandoned gnomish workshops, or human foundries in their sprawling cities. Rust monsters are mostly considered pests at best, and dangerous threats at worst. Sentient races often hunt them to extinction, forcing them back to the edges of their civilizations.

Practical Corrosion. Some factions have been known to breed and train rust monsters. Thieves guilds will sometimes use them for break ins, to gnaw through prison bars or chew through the door of a vault. In warfare, they are sometimes employed in harrying the enemy, packs are unleashed on the enemies camps, devouring their armory and supply caches before they can be driven off. It is said that the scales of a fully grown rust monster can be melted down and forged into magical blades that rust any weapons or armor they strike.

Rust Monster Hatchling

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft..

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

Skills Perception +1
Senses darkvision 60 ft., passive Perception 11
Challenge ½ (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Clockwork Creatures

Given life through the artificer's precise art, these cleverly designed clockwork creatures can transform in whir of gears and clatter of mechanical parts. Often made in the shape of animals, these creatures are living tools, able to collapse or unfold into weapons, adventuring gear, or complex machines. Some, ornate and ingenious are the product of gnomes, others heavy and armored, are made by the dwarves, and others still, more magic than machine, are the innovations of arcane artificers. These creations range from those clad in function steel plates, to the intricate filigree of delicate mechanical wings.

Tinker

Prerequisite: Proficiency in tinker's tools

You master the artificer's art of creating clockwork creatures. As a light activity during a long rest you use tinker's tools and 50 gp worth of metal which is consumed during the process to create one of the following creatures: bronzeback armadillo, clockwork spider, faceted scorpion, mechanical octopus, quicksilver fox, siegemetal ram, springjaw centipede swarm, or steelwing moth.

You may activate a clockwork creature you created using this feat by attuning to it. Active clockwork creatures follow your verbal commands and take their turn immediately after yours. Inactive clockwork creatures are considered petrified.

If a clockwork creature falls to 0 hit points you can attempt to repair it, spending ten minutes to make a DC 13 tinker's tools check. On a successful check, the creature is restored to full hit points; on a failed check it is destroyed, becoming a pile of scrap metal worth 25 gp.

Gearsmith

Prerequisite: Tinker

Your mastery of the artificer's art is perfected.

- Clockwork creatures do not count against the limit of magic items you can be attuned to.
- You may attune to up to six clockwork creatures at a time.
- You may spend an additional 1000 gp worth of metal when you create or repair a clockwork creature to permanently increase its AC to 20.

Bronzeback Armadillo

Also called sphere guardians, these obedient machines were crafted by ancient dwarven and gnomish artificers to defend their deep workshops and treasure vaults. On the move, a sphere guardian takes the form of a segmented brass orb that rolls along the ground with a distinctive metallic clicking. In combat the sphere unfurls into a bronze armadillo-like construct with long bladed claws and a shield drawn from its own thick metal carapace. Though the secret to creating these eternal guardians is considered lost to the ages, they can still be found patrolling the halls of forgotten underground vaults, defending the ancient treasures of long-absent masters.

Eternal Service. Sphere guardians are designed for the purpose of protecting their master and safeguarding their treasures. They are unfailingly obedient and tireless, obeying their master's directives with precision for as long as they are able.

Bronzeback Armadillo

Medium construct, unaligned

Armor Class 16 (natural armor, shield)
Hit Points 22 (3d8 + 9)
Speed 10 ft. (40 ft. in sphere form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	5 (-3)	11 (+0)	3 (-4)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge ¼ (50 XP)

Transform. A creature attuned to the bronzeback armadillo can speak its command word to cause the armadillo to transform into a small sphere or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying other than its shield is not transformed. The bronzeback armadillo's shield is part of its shell and cannot be dropped or doffed. While in sphere form, the bronzeback armadillo can't take any actions or manipulate objects, it has advantage on Dexterity and Constitution saving throws, and it has resistance to all nonmagical damage.

Charge (sphere form only). If the bronzeback armadillo moves at least 20 feet straight toward a Medium or smaller target, it can attempt to push the target. If the target is not a creature, the target is pushed 5 feet. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be pushed 5 feet and knocked prone.

Actions

Claws (true form only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Clockwork Spider

Clockwork spiders are delicate arachnoid constructs built for espionage, designed to gather delicate information from people and places important enough to be warded against conventional stealth and scrying. Spiders can record and perfectly recreate whatever sounds they hear for a short time, making them ideal for capturing the secrets of powerful enemies.

Black Markets & Ballrooms. Originally a drow device inspired by the craft of their svirfneblin slaves, spiders were used to great effect in the dark political games of their underground cities before spreading to the black markets of the surface. Spiders are impossible to replicate by any but the most brilliant artificers, making them a near-priceless boon to any guild spy or scheming noble.

Clockwork Spider

Tiny construct, unaligned

Armor Class 16 (natural armor)
Hit Points 1 (2d4 - 4)
Speed 20 ft., climb 20 ft.

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

Skills Perception +2, Stealth +6
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., tremorsense 120 ft. ,passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 0 (0 XP)

Transform. A creature attuned to the clockwork spider can speak its command word to cause it to transform into a small gramophone or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

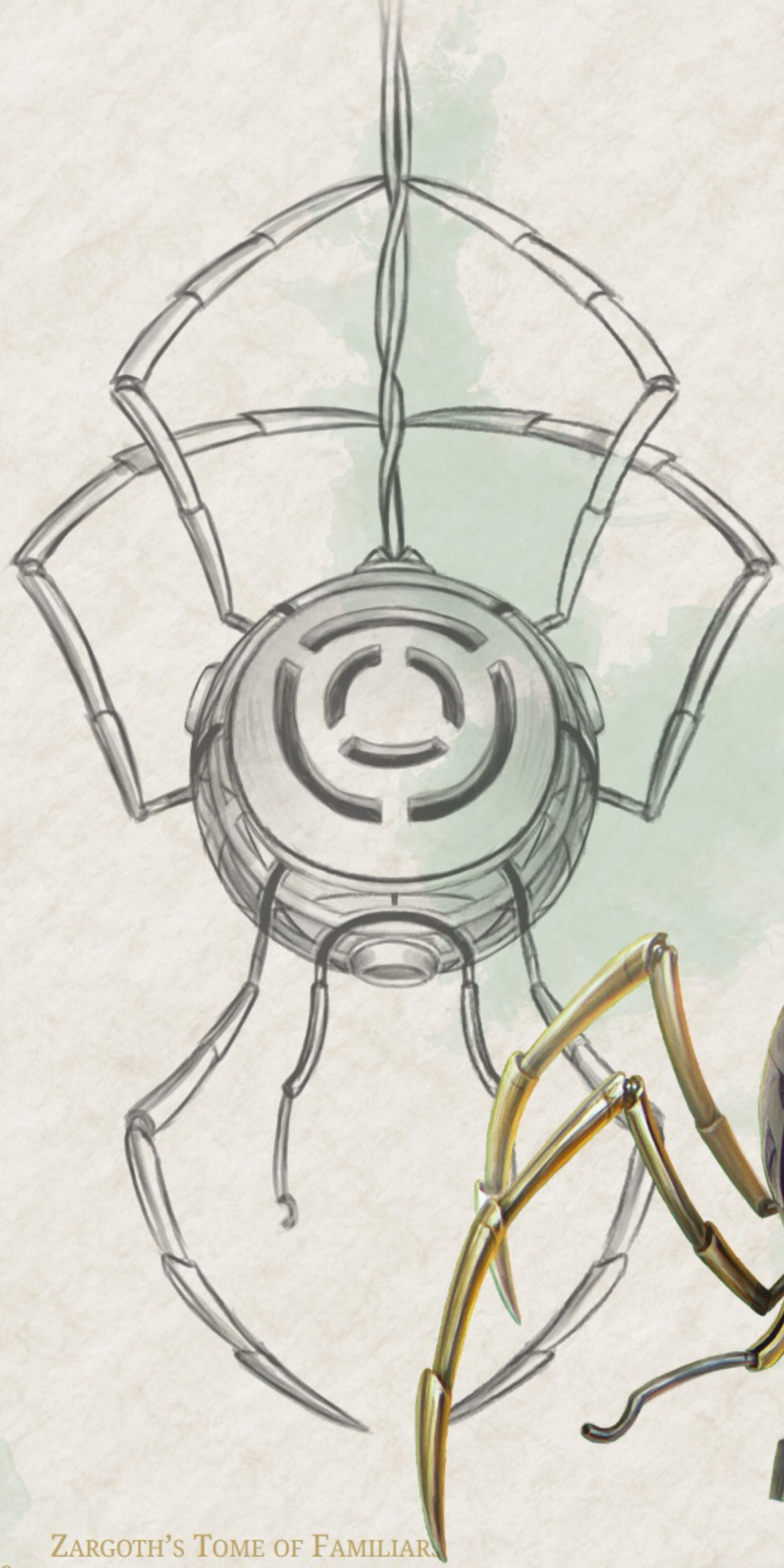
Record (true form only). The clockwork spider can perfectly record up to one hour of sound that it can hear.

Playback (gramophone form only). The clockwork spider can replay any sound it has recorded.

Translate (gramophone form only). The clockwork spider can speak the translation of written or spoken standard language that it can see or hear. Otherwise, the spider cannot speak.

Actions

Self Destruct. To retain important information, the clockwork spider can explode, destroying itself. Creatures within 5 feet of the spider must make a DC 10 Dexterity saving throw, taking 1 fire damage on a failed save.



Faceted Scorpion

Faceted scorpions are constructed to be as beautiful as they are deadly. Inlaid with precious metals and stones, these clockwork assassins can reassemble their form into a lethal weapon or take on the almost impenetrable guise of a masterwork piece of jewelry. Schematics for faceted scorpions include formulae for the highly refined poison they produce, and often designs for the over three hundred different adornments the scorpions can assume as a disguise. The amount of skill and work required to construct faceted scorpions makes them rare commodities, even in black markets and other underground trade.

Deadly Ornamentation. Although they may be used in petty murder plots, faceted scorpions are primarily procured for the purpose of political assassination. Some scorpions are gifted as fine jewelry, only to be found later on their wearer's corpse, while others are simply worn behind closed doors where other weapons may be disallowed. While a faceted scorpion is capable enough of taking out targets on its own, some assassins prefer to wield them in their weaponized form, adding their own deadly skill to the scorpion's potent venom.

Faceted Scorpion

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 4 (2d4-1)
Speed 30 ft.

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

Skills Perception +1, Stealth +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge ⅛ (25 XP)

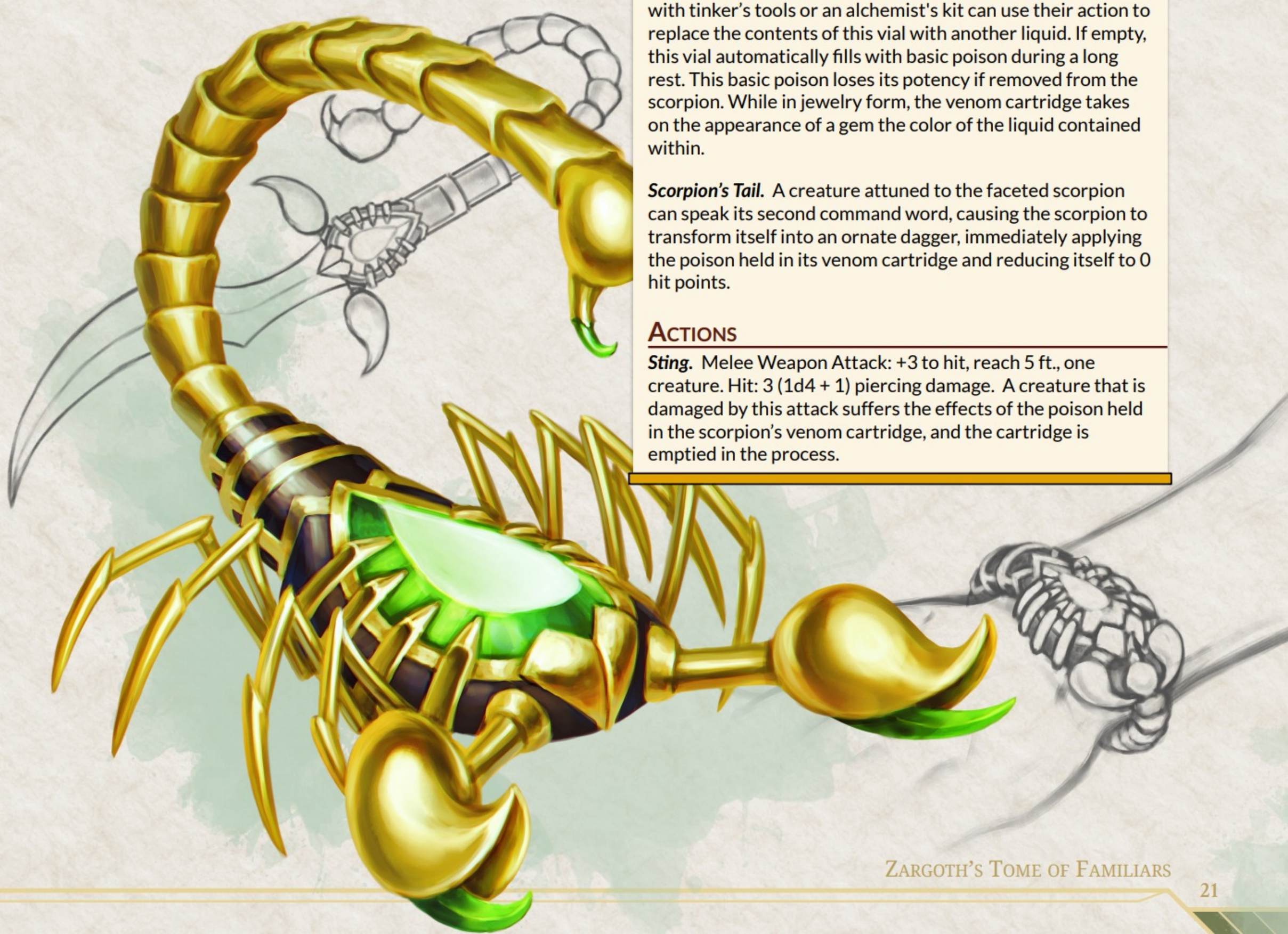
Transform. A creature attuned to the faceted scorpion can speak its command word to cause the scorpion to transform into a necklace, a small piece of jewelry, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying, other than its venom cartridge, isn't transformed. While in the form of a piece of jewelry, the scorpion can't move, take any actions or reactions, or manipulate objects. While transformed, the scorpion is indistinguishable from an ordinary piece of jewelry.

Venom Cartridge. The scorpion has a chamber that holds a vial of poison, the effects of which are applied to its attack and remain potent until consumed. A creature proficient with tinker's tools or an alchemist's kit can use their action to replace the contents of this vial with another liquid. If empty, this vial automatically fills with basic poison during a long rest. This basic poison loses its potency if removed from the scorpion. While in jewelry form, the venom cartridge takes on the appearance of a gem the color of the liquid contained within.

Scorpion's Tail. A creature attuned to the faceted scorpion can speak its second command word, causing the scorpion to transform itself into an ornate dagger, immediately applying the poison held in its venom cartridge and reducing itself to 0 hit points.

Actions

Sting. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage. A creature that is damaged by this attack suffers the effects of the poison held in the scorpion's venom cartridge, and the cartridge is emptied in the process.



Mechanical Octopus

Mechanical octopuses are marvels of engineering, allowing gnome tinkers to travel with all the tools of their workshop at their fingertips. Although these constructs are capable of travel in most types of terrain, mechanical octopuses seem to favor being carried by their creators, often latching onto them like a backpack or belt.

All-in-one. Mechanical octopuses are built to have the tool for any job. Each of its eight mechanical arms, as well as its head, contain countless instruments, containers, ingredients, and other miscellanea that could be found in various artisans' toolkits. Mechanical octopuses and their contents are largely waterproof, wear-resistant, and unmarred by the natural aging of their materials. Although favored by the gnomes, even stubborn dwarven smiths and tinkers are fond of mechanical octopuses as well.

Tinker's Assistant. Mechanical octopuses kept in use for long enough often end up displaying greater intelligence than they were originally designed with, showing anticipatory preparation for the needs of their creators. Some mechanical octopuses will even continue their creator's work after they have died. The intelligence of these constructs is threatening to some gnome tinkers, and there is a fringe group of gnomes in the Under Dark that believe all of the mechanical octopuses and their blueprints should be destroyed, lest their artificial intellect grow beyond the control of the tinkers themselves.

Mechanical Octopus

Small construct, unaligned

Armor Class 12 (natural armor)
Hit Points 3 (1d6)
Speed 20 ft., climb 10 ft., swim 40 ft.

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

Skills Sleight of Hand +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge ⅛ (25 XP)

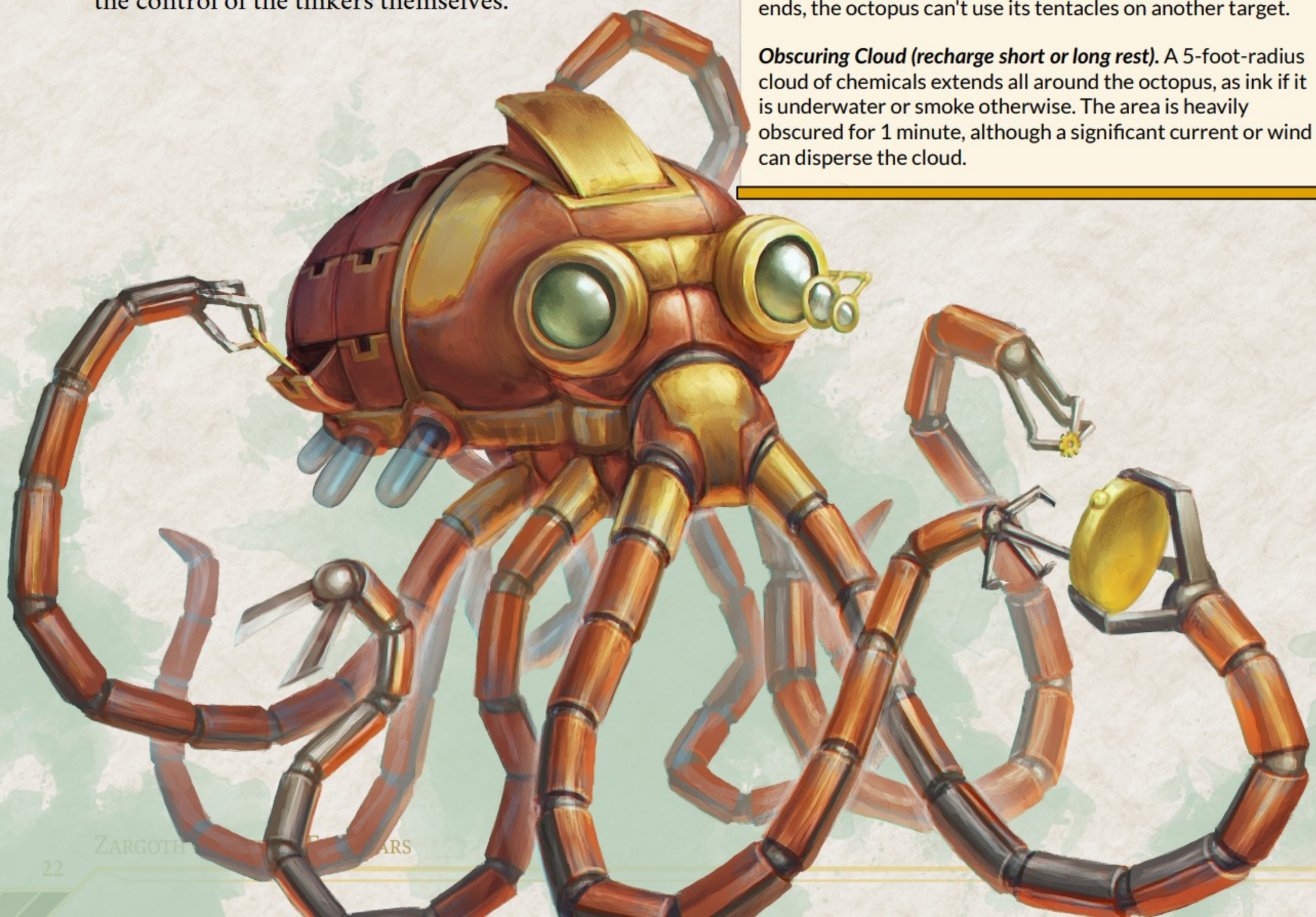
Transform. A creature attuned to the mechanical octopus can speak its command word to cause the octopus to transform into any artisan's tools or thieves' tools or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. While in tool form, the octopus can't take any actions or reactions.

Synthesize. The octopus can synthesize various compounds and reagents. It can consume a flask of oil during a long rest to produce a vial of acid, a vial of basic poison, a vial of rare ink, or a flask of alchemist's fire. These compounds are unstable and lose their potency within eight hours.

Actions

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

Obscuring Cloud (recharge short or long rest). A 5-foot-radius cloud of chemicals extends all around the octopus, as ink if it is underwater or smoke otherwise. The area is heavily obscured for 1 minute, although a significant current or wind can disperse the cloud.



Quicksilver Fox

Legendary devices capable of transforming into the finest weapons or shields, quicksilver foxes are deadly weapons and loyal companions in one. These sleek fox-like constructs are plated with silver and adorned with eyes of gemstone or stained glass. Said to have been first requisitioned by a famous bard who felt his weapon "lacked personality," the spirited quicksilver fox has become coveted among adventurers, wielded by many a famous ranger and rogue. As playful off the battlefield as their animal inspirations, these free-spirited creatures seem to thrive on excitement, seeking adventure and action wherever possible.

Shifting Blade. The silver plating that makes up the bodies of these creatures can shift to take on the form of any weapon or shield desired by its master, its gemstone eyes always finding a place of adornment on its new form. This, coupled with the fox's keen strategic battle sense, makes them coveted tools of war.

Quicksilver Fox

Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 7 (2d4+2)
Speed 40 ft., burrow 5ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	7 (-2)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge ⅛ (25 XP)

Transform. A creature attuned to the quicksilver fox can speak its command word to transform the fox into a melee weapon or shield or back to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. While in the form of a melee weapon or shield, the quicksilver fox can't move, take any actions, reactions, or manipulate objects. Attacks made with this weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Elusive. The quicksilver fox doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Keen Senses (true form only). The quicksilver fox has advantage on Wisdom (Perception) checks.

Magic Weapons. The quicksilver fox's weapon attacks are magical.

Return (weapon or shield form only). A creature attuned to the fox can speak its second command word to call the transformed fox. If the fox is within 100 feet of the creature and there is a clear path, the weapon or shield flies quickly into that creature's outstretched hand.

Actions

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

Sigmetal Ram

Siegemetal Rams were originally invented and manufactured by dwarves living in the industrial quarters of a great city. These solid constructs, steel-horned and formed of heavy metal plates serve as beasts of burden for the dwarves, hauling scrap and slag to and from their great forges. Such rams can compact, folding in their iron hooves and locking their horned heads to act as a powerful tool of destruction and demolition.

Battering Ram. Though the dwarves intended these rams to serve as tools for forging and mining, it was humans who turned them to more imaginative uses. Shortly after their invention, the city watch commissioned hundreds of rams to be used by their soldiers. The rams proved the perfect tool for battering down doors during raids. Ironically, this surplus of rams lead to many rusted, unused units falling into the hands of thieves and criminals who found them just as apt tools for breakouts and smash and grab robberies.

Siegemetal Ram

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 11 (2d6+4)
Speed 30 ft.

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

Skills Athletics +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge ⅛ (25 XP)

Transform. A creature attuned to the siegemetal ram can speak its command word to transform the ram into a battering ram or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. While in battering ram form, the ram can't move, take any actions or reactions, or manipulate objects. The battering ram can be used to break down doors, granting a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check. The ram's horns can also be used as a pry bar, granting advantage on Strength checks where the crowbar's leverage can be applied. If the door is sealed by magic, such as arcane lock, the ram takes 1d6 force damage, flaring with magic and suppressing the lock for 10 minutes.

Charge. If the siegemetal ram 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 ram has advantage on Strength and Dexterity saving throws against effects that would knock it prone.

Actions

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

Springjaw Centipede

Modeled after the forms of giant centipedes that roam the Under Dark, springjaw centipedes are multipurpose constructs designed by deep gnomes for scouting, hunting, and trapping intruders. Constructed with earth-toned metals, springjaw centipedes are able to traverse the cavernous walls and ceilings of the Under Dark undetected, and are a favorite of deep gnome tinkers.

Three in One. Springjaw centipedes are uniquely designed with the ability to segment their body and mind into three separate constructs. While separated, the tinier components of a springjaw centipede are able to act as hunting traps, using several of its bladelike legs to latch itself firmly in the ground, and laying its body and remaining legs flat in wait for any unwary creatures to stumble onto its hidden form. Though unintentional, these traps often act as alarms as well, as creatures that find themselves trapped by a springjaw usually can't help but cry out in pain and surprise. When the separate sections of a springjaw rejoin, their minds integrate, giving the whole construct the memories of each of its component parts.

Springjaw Minefields. Drow and duergar hunters in the Under Dark have been known to seek out and deactivate springjaw traps to use for their own purposes. Hazardous "minefields" of springjaw traps can often be found around the prisons and slave pens of duergar and drow. Adventurers should be wary; where one springjaw trap is found, many more may be concealed nearby.

Springjaw Centipede Swarm

Medium swarm of small constructs, unaligned

Armor Class 15 (natural armor)
Hit Points 6 (2d4+1)
Speed 30 ft.

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

Skills Stealth +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge ⅛ (25 XP)

Transform. A creature attuned to the swarm can speak its command word to transform one or more of its five centipedes into jaw traps, reducing the swarm's maximum hit points by 1; or transform one or more jaw traps back into centipede form, increasing the swarm's maximum hit points by 1. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Jaw Trap. Jaw traps are affixed to the ground by the centipede's mandibles. When a creature steps on a jaw trap, they must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement speed becomes 0. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. This destroys the trap. Each failed check deals 2 (1d4) piercing damage to the trapped creature.

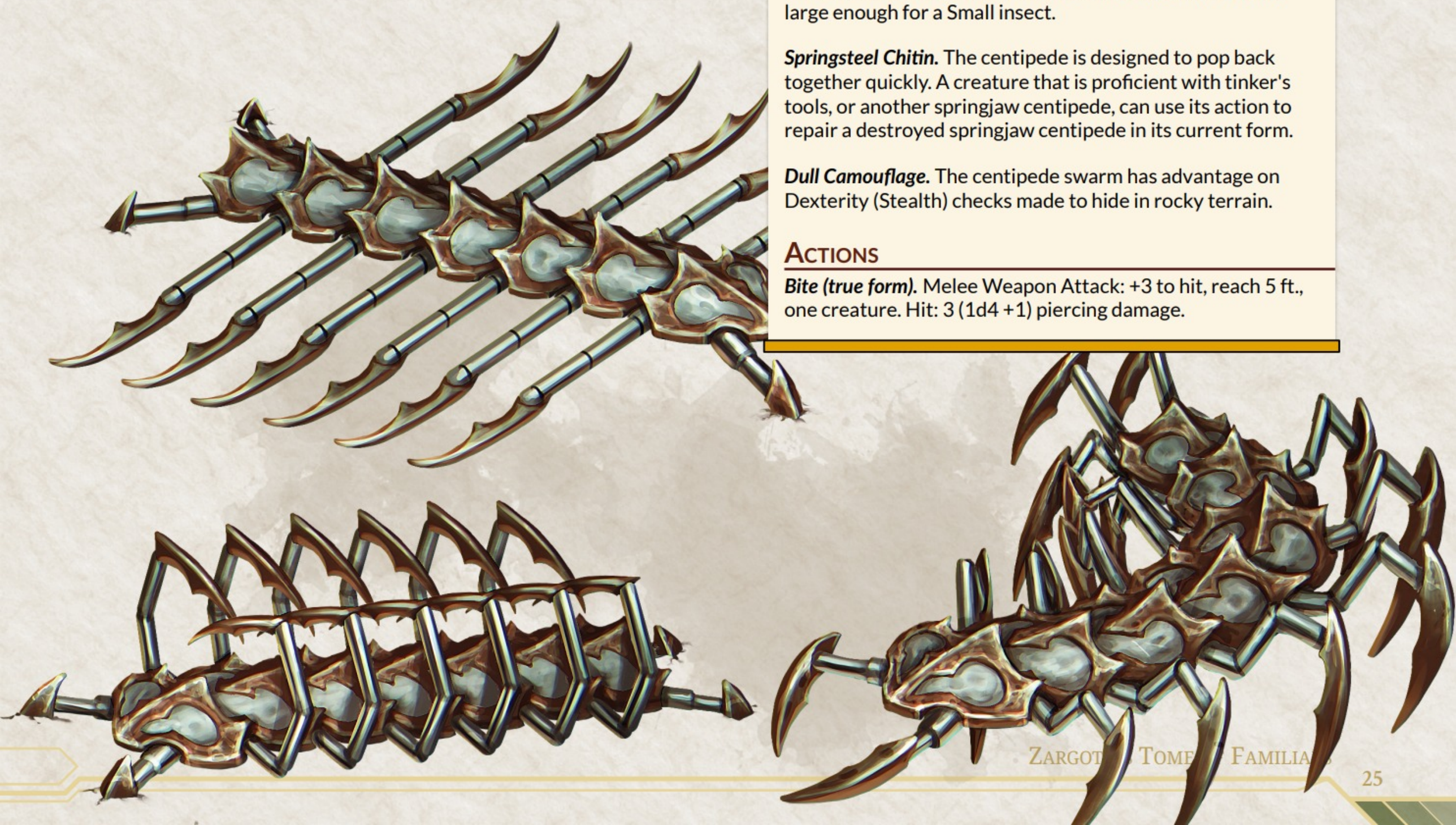
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small insect.

Springsteel Chitin. The centipede is designed to pop back together quickly. A creature that is proficient with tinker's tools, or another springjaw centipede, can use its action to repair a destroyed springjaw centipede in its current form.

Dull Camouflage. The centipede swarm has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

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



Steelwing Moth

Steelwing moths are devices composed of fanning plates of thin steel that glide on the wind. They are most often found in large dwarven cities, transporting small objects and messages. The glint of their mechanical wings in the firelight overhead is a testament to gnomish artifice, though they tend to make the dwarven populace somewhat uneasy. Steelwing moths are guided through the air by specially lit beacons, and may veer off course if redirected by a similar signal. The cartels have discovered this flaw and light beacons of their own to lure the moths and their precious cargo.

Urban Gliders. It was thieves that first discovered the moths' use as gliders while attempting to intercept the constructs mid-transport, only to find that the moths would deliver the hijackers to the ground as softly as they would any parcel. Steelwing thieves are not uncommon in cities that employ these constructs as a delivery system.

Steelwing Moth

Small construct, unaligned

Armor Class 14 (natural armor)
Hit Points 2 (2d4-1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	9 (-1)	3 (-4)	10 (+0)	6 (-3)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge ⅛ (25 XP)

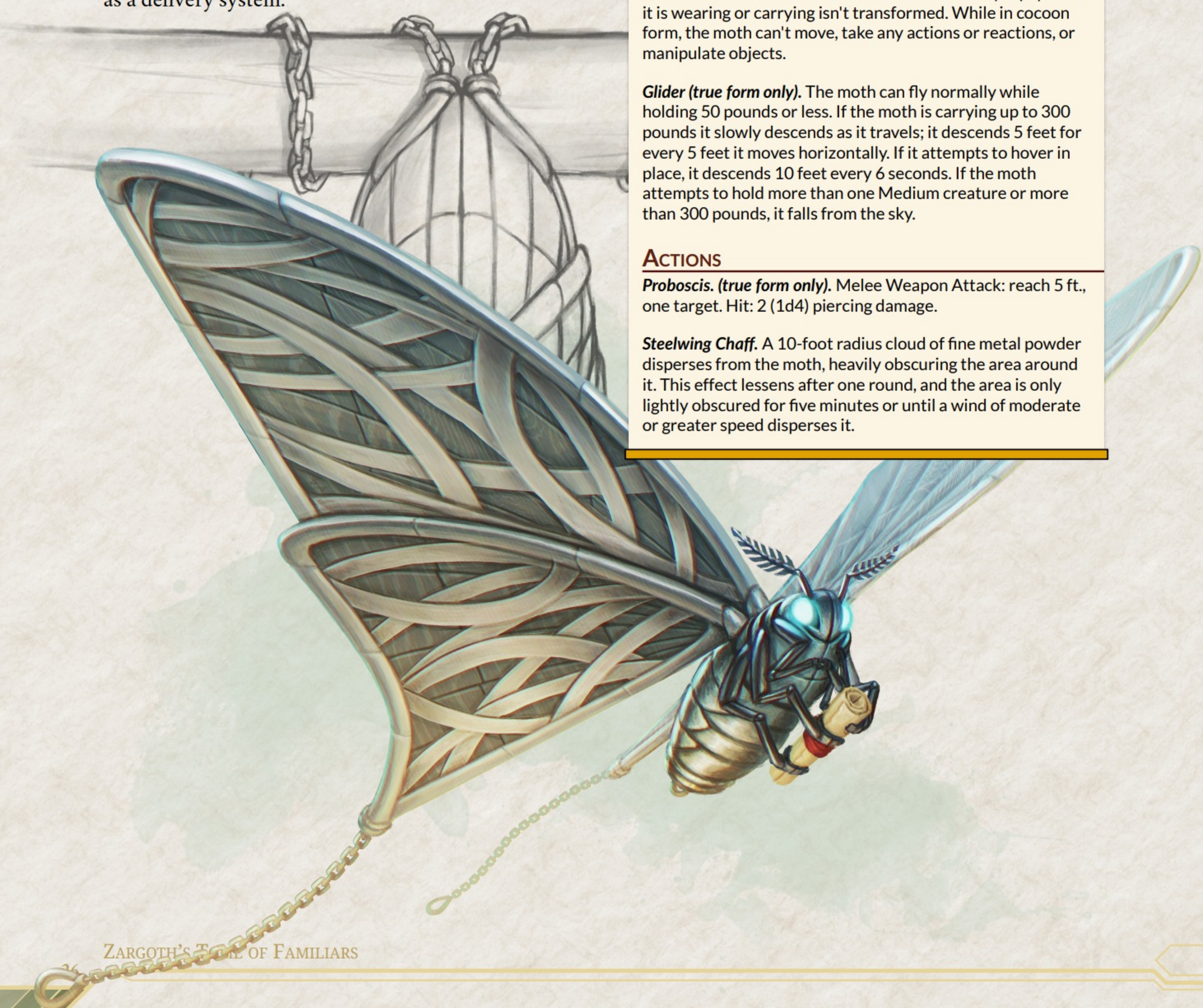
Transform. A creature attuned to the steelwing moth can speak its command word to cause the moth to transform into a tiny cocoon that fits into your hand or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. While in cocoon form, the moth can't move, take any actions or reactions, or manipulate objects.

Glider (true form only). The moth can fly normally while holding 50 pounds or less. If the moth is carrying up to 300 pounds it slowly descends as it travels; it descends 5 feet for every 5 feet it moves horizontally. If it attempts to hover in place, it descends 10 feet every 6 seconds. If the moth attempts to hold more than one Medium creature or more than 300 pounds, it falls from the sky.

Actions

Proboscis. (true form only). Melee Weapon Attack: reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Steelwing Chaff. A 10-foot radius cloud of fine metal powder disperses from the moth, heavily obscuring the area around it. This effect lessens after one round, and the area is only lightly obscured for five minutes or until a wind of moderate or greater speed disperses it.



Undead Servants

Undead familiars are the servants of necromancers, warlocks, and powerful liches. It is only natural for these most unnatural of mages to seek out undead companions. From dark immaterial shades to carrion hounds and the ancient feline guardians of buried tombs, these creatures serve even in death.

Necromancer

Prerequisite: The ability to cast at least one spell

Your study of the necromantic arts allows you to create an undead familiar. You learn the find familiar spell and can use this feat to cast it as a ritual. When cast in this way you must choose one of the following undead creatures instead of the options you could normally choose: ossuary hound, mummified cat, corpse crawler, shade, Nyssian scarabs, vampiric bat, floating skull.

Corpse Crawler

Corpse crawlers greatly resemble glossy black spiders, with white discoloration across their backs giving the vaguest impression of a skull. Fresh graves, warzones, and lands ravaged by plague are likely to draw these dreaded necrotic arachnids who feed on the residual life force of fresh corpses.

Necrotic Nest. Corpse crawlers not only feed on necrotized flesh but also make of it their nests, burying rapid-gestating egg sacs between loose layers of muscle and broken-down tissue, saturating the dead flesh with nourishing necrotic energy. Corpse crawlers do not require mates to reproduce, each of them able to create offspring on their own after consuming enough energy. Thanks to their rapid reproduction, areas with a large supply of fresh dead are at risk of being overrun if even one is able to nest amongst the corpses.

Puppet Master. In order for newly-hatched corpse crawlers to survive, they must feed on dead flesh that has been infused with necrotic energy by their parent. A result of this oversaturation is the animation of the infested corpse, including some semblance of its former mind, though it no longer bears any true intelligence. Corpse crawlers pilot their reanimated hosts until they are destroyed by the crawlers' own voracious young.

Corpse Crawler

Tiny undead, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 20 ft., climb 20 ft., burrow 5ft.

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

Skills Stealth +4
Senses darkvision 30 ft., passive Perception 12
Challenge 0 (10 XP)

Spider Climb. The corpse crawler 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 corpse crawler knows the exact location of any other creature in contact with the same web.

Web Walker. The corpse crawler 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.

Infest. Over the course of 1 minute, the corpse crawler can infest the corpse of a Medium or Small humanoid, turning it into a zombie under its control. Until the effect ends, a creature can ask the corpse up to three questions. The corpse crawler can speak through the corpse using any language the corpse knew in life. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This effect doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events. When the corpse crawler leaves the corpse (including dismissal), or the zombie is reduced to 0 hit points, there is a 25% chance that a hostile swarm of insects will appear occupying the corpse's space.

Floating skull

Floating skulls are made from the severed heads of wizards, warlocks, clerics, and others with potent magical gifts. All that remains are their burning skulls, carved with magical runes and set with gems in the hollow sockets of their eyes.These skulls are ablaze with magical flames which burn the same color as their gemstones. These gems act as crude phylacteries and will restore the floating skull to its animated undeath unless their magic is dispelled or their curse lifted. They are generally created as guardians and eternally charged with watching over a place, object, or person.

Bound Guardians. Floating skulls are echoes of the creatures they were in life. Though they can speak and have memories from their lives, they are only pale shadows of their living selves. Often, they are driven mad by the solitary existence of their eternal watch, their cursed immortality stretching out long centuries in the dark of tombs and forgotten treasure hoards. It is this very insanity, loneliness, and boredom, that drives some to serve as companions. They can prove ironically grateful for those who break their curse by defeating them, stealing or destroying whatever they were charged to protect. Once free, they will follow this creature as their new master, at long last being able to leave their eternal post.

Ascendant Liches. Some floating skulls were never bound, but self created, through dark sacrificial rituals. These greater floating skulls represent a form of ascendant lichdom. Such wizards have outlived the need for mortal flesh and have become something more in the pursuit of the arcane mysteries of the cosmos. Their existence is purely cerebral and they maintain the full dimensions of their personality and mortal memories. Such greater floating skulls bear many gems beyond the pair in the sockets of their eyes. They have crystal fangs in place of teeth, or are crowned in spiked crystal shards. Some wear jewelry holding similar gems. These stones serve as their phylacteries and their undeath endures as long as one remains.

Floating skull

Tiny undead, neutral evil

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	17 (+3)	12 (+1)	12 (+1)

Skills Arcana +5, Perception +3
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge ¼ (50 XP)

Illumination. The floating skull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The floating skull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the floating skull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on it.

Spell Conduit. The floating skull possesses this trait when it acts as a familiar. When its companion casts a spell, it can deliver the spell as if it had cast the spell. The floating skull must be within 100 feet of its companion and it must use its reaction to deliver the spell when cast. If the spell requires an attack roll, the companion uses their attack modifier for the roll.

Nyssian Scarabs

Deep beneath the sands of Nys, the most ancient tunnels and tombs are home to swarms of Nyssian scarabs, guardians of the undead. The cobalt blue carapace of these undead insects is recognized by adventurers and graverobbers throughout Nys as a warning to explore elsewhere, as scarabs never stray far from other undead creatures.

Scions of the Worm God. Nyssian scarabs are as old as the sands of Nys, having fed aeons ago on the corpse of the Worm and received its immortal gift. In addition to the Worm's immortality, the scarabs radiate its dark power to bolster the undead. Their protection as undeniable as the will of the titan itself, undead shielded by the scarabs are not easily turned by the gods or their champions.

Treasures Lost to Time. Nyssian scarabs are favored by the undying pharaoh kings of Nys both for the protection they grant and as priceless symbols of power and influence. As hosts of the Worm God's secret, the scarabs never truly die, instead turning to stone when their animating energy leaves them. Petrified Nyssian scarabs are seen as holy relics and good luck charms to worshipers of the Worm and are used to adorn Nyssian clothing, jewelry, and weapons.

Swarm of Nyssian Scarabs

Medium swarm of Tiny undead, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Challenge ½ (100 XP)

Swarm. The swarm occupies a 10-foot cube, can occupy another creature's space and vice versa, and can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Scarab's Protection. Undead that are occupying the same space as the swarm of scarabs have advantage on saving throws against any effect that turns undead and have a +2 bonus to AC. The swarm can choose to surround one undead creature. In this state, the swarm only occupies the space of that creature and may use its reaction to move up to 60 feet with that creature when that creature moves. An undead creature surrounded by the swarm in this way has immunity to any effect that turns undead and has a +5 bonus to AC.

Ossuary Hound

The glowing green embers of an ossuary hound's eyes are framed by unnatural bone spikes and ridges jutting from its once-canine body. Often referred to as "ghoul hounds" thanks to their appetite for decaying flesh, these tainted beasts prowl graveyards, battlefields, and alleyways looking for their next meal. Though not especially aggressive toward the living, ossuary hounds are seen as dark omens and many find themselves on the wrong end of pitchforks and torches. More enlightened towns will make a place in their society for ossuary hounds, training them as watchdogs against malicious undead.

Necromancer's Best Friend. Ossuary hounds are coveted familiars for fledgling necromancers, their propensity for fetching the remains of the dead proving useful for many of their master's spells and rituals. In desperation, a necromancer can also tap into the rich supply of necrotic energy that ossuary hounds build up with their diet, using their familiars as components for their spells when no other bodies are available.

Born from Death. Ossuary hounds are not generally made, but rather are the result of a hound continuously feeding on the undead until they themselves become more dead than alive. As ossuary hounds feed, the necrotic energy that animates their undead prey begins to affect their bodies and minds, making them relentless and a bit feral. Although most ossuary hounds are a creation of circumstance, some necromancers seek to create them intentionally, feeding necrotic flesh to slavering hounds. Some hunters of the undead stumble upon the secret when their own hounds take on the likeness of their prey.

Ossuary Hound

Medium undead, lawful neutral

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	9 (-1)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common but can't speak
Challenge ¼ (50 XP)

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

Bonepile. The ossuary hound can be used as material components for spells requiring bones as a material component (such as animate dead). The ossuary hound dies when used in this way.

Grim Scavenger. During a long rest, or as the party travels at a normal or slow pace, the bone dog can gather a pile of bones or the corpse of a Medium or Small humanoid, if any exists within one mile of the party.

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.

Shade

Some dark magics, such as powerful necromantic rituals, expel the animating spirit from a creature's body. When the body of such a creature dies without its spirit, the spirit is unable to rest and becomes a shade. Shades are made of an ephemeral blackness and resemble a strange shadow of the body they were torn from, with exaggerated and disproportionate features. Unable to comprehend their loss, shades will wander the planes looking for a new body to be laid to rest with.

Hungry Guests. Shades are unaware of their state of being, but have an instinctive drive to seek out a physical body to anchor to. Unable to possess or inhabit new bodies, shades will attempt to meld with willing hosts, turning their host's body into the same shadow material that constitutes the shade's form. Shades that have existed for extended periods of time may be seen shifting between the forms of different creatures they have melded with, each new bond further distorting the shade's image.

Shade

Medium undead, chaotic evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Challenge ½ (100 XP)

Amorphous. The shade can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shade can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shade has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 2 (1d4) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shade rises from the corpse 1d4 hours later.

Cloak of Shadows. The shade can envelop a willing creature. That creature can't use actions until the end of its next turn. This creature shares the shade's amorphous, shadow stealth, and sunlight weakness traits until the end of its next turn.

Tomb Cat

Deep in lost deserts and forgotten temples, the tombs of the lich-kings are watched over by tomb cats, preserved eternal guardians. Ceremonial bandages and golden ornamentation drape the bodies of these undead felines, reflecting their sacred status in the cults of the dead. Beneath their loose wrappings, hieroglyphs of ancient necromancy shine and fade, carved into their very flesh. The eyes of a tomb cat reflect a cold light, wisps of smoke curling and dissipating around them.

Tombwatcher. Tomb cats have a unique bond with death, granting them access to powers beyond. Tomb cats naturally sense, speak to, and protect against undead, making them uniquely suited to their role as wardens of the most sacred tombs. Created not only as guardians, these cats are often tasked with guiding lich-kings into their new undeath. Tomb cats are able to share many of their gifts with those to whom they are bound, and eventually their master's eyes share the cat's cold gleam. Tomb raiders will often bring offerings for tombcats, hoping to gain their favor and use their gifts to navigate the endless maze of buried tombs lost beneath the sand.

Tomb Cat

Tiny undead, lawful neutral

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft., climb 30 ft.

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

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Challenge 0 (10 XP)

Sense Undead. The tomb cat knows if there is an undead within 100 feet of it, as well as the creature's location. This sense penetrates most barriers, but is blocked by 1 inch of common metal or a thin sheet of lead.

Tomb Guardian. While the tomb cat is within 100 feet of its companion, its companion shares its darkvision and sense undead characteristics.

Speak with Undead. The tomb cat may form a telepathic link to undead that knew at least one language in life but cannot speak, allowing them to speak through the cat. Their words are usually brief, cryptic, or repetitive, and the undead is under no compulsion to speak truthfully if you are hostile to it or it recognizes you as an enemy.

Actions

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

Ancient Ward. One willing creature the cat touches is protected against its choice of one type of creature: celestials, elementals, fey, or undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Vampiric Bat

Staring into the glowing red eyes of a vampiric bat will reveal within them a malignance and intelligence far beyond that of any beast of nature. Aside from those eyes, these large black bats seem made of shadow, save for the flash of glittering white fangs in the dark. Like the undead they originate from, vampiric bats lust for blood, are ravaged by sunlight, and cast neither reflection nor shadow.

Missing Piece. As vampires spend centuries in their cursed state, their gifts develop to new heights and depths. Powerful vampires are even able to divide their mind and form among several bodies at once, shattering themselves into a swarm of malefic vampire bats. When one of the bats that makes up an elder vampire's being is forcibly separated from the rest, whether by mishap or violence, it wanders alone as a lesser creature, with only a small piece of its former intellect and personality.

Vampiric Bat

Tiny undead, lawful evil

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
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.

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

Actions

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

Lifelink. The vampiric bat possesses this trait when acting as a familiar. If its companion delivers a touch spell that deals necrotic damage through the vampiric bat, the companion regains hit points equal to half the amount of necrotic damage dealt.

Aberrant Symbiotes

Aberrant symbiotes, considered parasites by some scholars, are ancient eldritch beings from another plane that have slipped into our own. These alien creatures seek to form bonds with mortal creatures in order to survive.

Symbiotic Host

Prerequisite: Constitution 13 or higher

You form a symbiotic bond with an aberrant creature. While the creature is bonded to you it is considered a part of you and cannot move, take any actions, or lose hit points. If the creature is destroyed it regrows attached to you over the course of a long rest.

When you choose this feat, select one of the following creatures to bond with: spine worm, silent lurker, gibbering arm, widow's blades, or siren's tail. You may take this feat multiple times, selecting a different option each time.

Gibbering Arm

Gibbering arms have dense wormlike bodies of liquified flesh covered with sets of eyes and mouths from different creatures they have consumed, with each end of their tubular form leading to a toothed maw surrounded by splayed tentacles. They are terrifying to behold, and maddening to play host to.

Mouths to Feed. Gibbering arms have only one goal: to feed. Though they prefer flesh found in the wild, these creatures readily devour organic and inorganic material alike, seeming sated only in fleeting moments while feeding. Gibbering arms can survive in the wild independently, hunting like great worms, but each seeks to bond with a host to fulfil their true potential for consumption. If a gibbering arm is found without a host, it is likely because something did not survive the attachment process, which involves the aberration consuming one of its prey's arms and latching itself to them at the shoulder. Leeching off of their host's metabolism and driving them to unendingly seek sustenance for the both of them, gibbering arms usually drain and eventually devour weaker hosts, and only the strong can withstand them.

Whispers of the Past. When a gibbering arm consumes a creature's body it is absorbed into its mass, the creature's mouth and eyes appearing on the arm within a few hours of consumption. Though their bodies are consumed, the psychic remnants of the mouther's victims remain; the eyes of these creatures often appear to be in a state of confusion, pain, anger, or terror, their mouths whispering incoherently. Gibbering arms without hosts will grow into gibbering mouthers after consuming enough food to undergo the metamorphosis.

> Alien Influence. The gibbering arm gives its host the following flaw: "My hunger is insatiable, and the hungrier I get the louder my arm's whispers become."

Gibbering Arm

Small aberration, chaotic neutral

Armor Class 12
Hit Points 15 (2d10 + 4)
Speed 15 ft., burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13(+1)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 Ft., passive Perception 10
Challenge ¼ (50 XP)

Symbiotic Bond. The gibbering arm consumes a willing or unconscious creature's arm. That creature becomes its host. The creature's arm is replaced by the gibbering arm and cannot wield shields or weapons, including two-handed weapons, but it can lift, drop, hold, push, and grasp things. The arm can perform the somatic spell components of spells. The arm acts as a shield, granting its host a +2 bonus to AC. Additionally, the host's Strength score increases to 18 if it is less than 18.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage. A creature hit by this attack is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the gibbering arm can't bite another target. If the creature remains grappled in this way for 1 minute, it becomes the gibbering arm's host. A lost limb can be restored by effects such as the regenerate spell.

Silent Lurker

Silent lurkers are composed of translucent viscous sacs with protruding arthropodal appendages; viscera, visible through the sac, pulse with psychic energy in place of blood. These solitary aberrations will go to great lengths to find a host, willing or otherwise, to bind with. Single-minded and possessive, silent lurkers will fight off their own kind in the pursuit of a suitable host.

Seekers of Secrets. What little personality silent lurkers have is focused on the sole pursuit of magical power. Abandoned libraries, spell-torn wastelands, and other realms of lost arcana are the most likely places to find silent lurkers, as they lie in wait for a suitable host to bind with. Silent lurkers come in the night and attach themselves to their host's face, using systems of tubes and vessels originating from their underbelly to permanently affix themselves through their target's nasal and oral cavities.

Singular Focus. The silent lurker urges its host to focus solely on the acquisition of magical power, and to that end, the lurker psionically removes its host's need for the trivial everyday requirements of lesser creatures such as eating, drinking, breathing, talking, and feeling. Once detached from mortal pursuits, the silent lurker uses the psionic connection to induce the same unrelenting thirst for magic in its host.

> **Alien Influence.** The silent lurker gives its host the following flaw: "The mundane chores of mortal life are less meaningful to me than the acquisition of magical and psionic power."

Silent Lurker

Tiny aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 2 (1d4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	4 (-3)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9
Challenge ⅛ (25 XP)

Hunger for Power. The Silent Lurker can sense the presence of strong magic within 5 miles of it. The silent lurker knows how far away the source of the magic is and in what direction it lies. The silent lurker loses this ability while it is attached to a host creature.

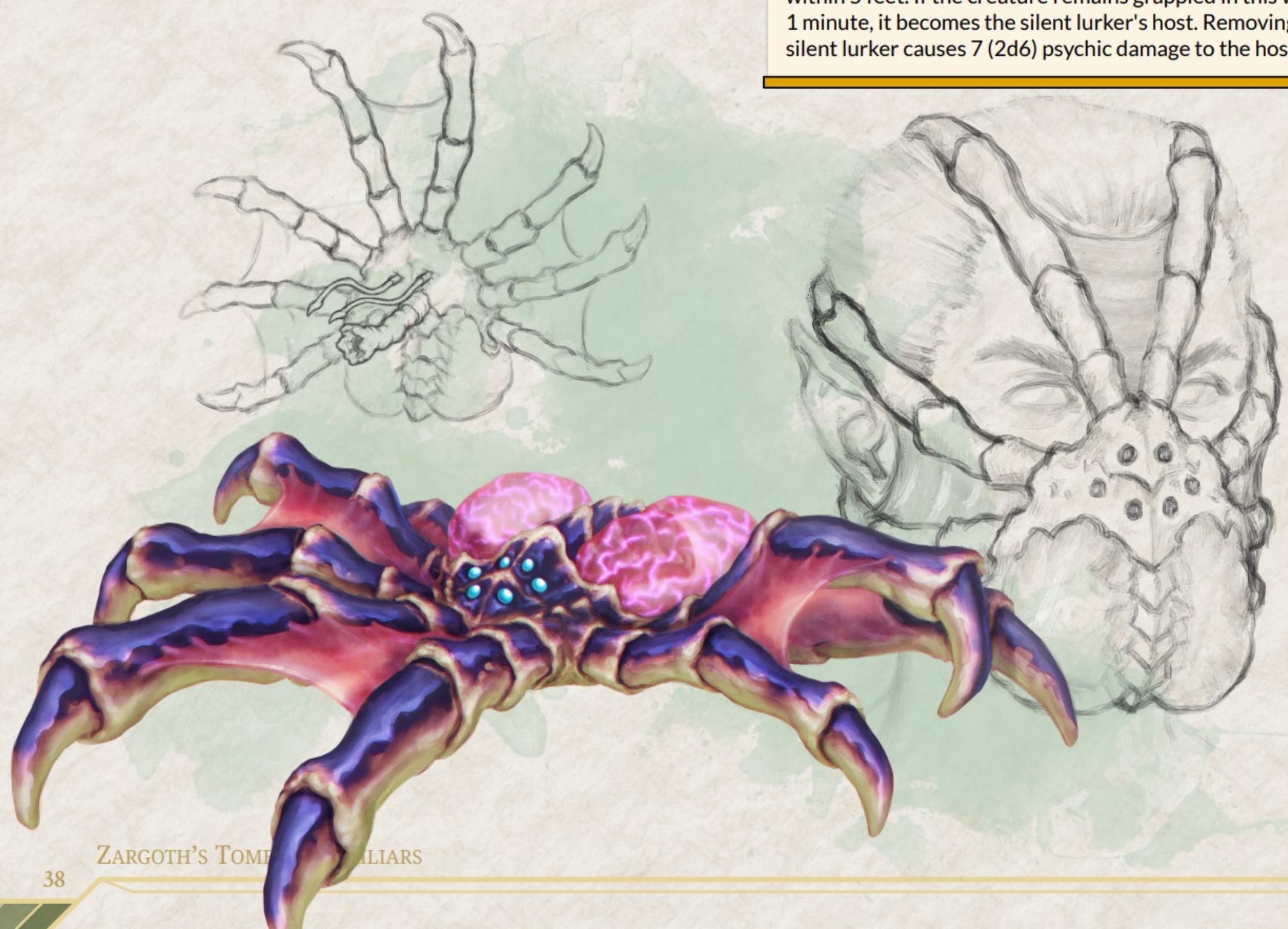
Symbiotic Bond. When the silent lurker is latched to a host, the host gains the following properties. The host cannot talk, eat, drink, or breathe, but no longer requires nourishment or respiration. They can communicate with creatures they can see within 100 feet, by mentally sharing words, images, sounds, and other sensory messages, and the target recognizes the host as the creature it is communicating with. Additionally, the host may ignore the verbal components when casting spells.

Psionic Membrane. The silent lurker is resistant to psychic damage and shares this resistance with its host.

Leap. The silent lurker can long jump up to 20 feet

Actions

Latch. The silent lurker grapples a creature (escape DC 11) within 5 feet. If the creature remains grappled in this way for 1 minute, it becomes the silent lurker's host. Removing the silent lurker causes 7 (2d6) psychic damage to the host.



Siren's Tail

Named for the unique appearance they give their hosts, siren's tails are water-dwelling aberrations that bind to other creatures by consuming their lower body. Once a host's lower extremities have been digested, the creature becomes completely reliant on the siren's tail for survival. Hosts of these aberrations can be mistaken for merfolk from afar, but proximity always reveals the giant leech that consumes its host.

Fluid Dependent. Siren's tails rely on a constant intake of fluids, whether from a watery environment or a host's blood supply. To this end, a siren's tail causes its host to constantly thirst and produce more blood, making sure it always has an ample supply of fluids when out of the water. Though not always immediately noticeable, this process makes a host's skin semi-translucent and causes it to produce light layers of mucus, which most will simply mistake for excessive sweat.

Muscular Form. Despite its flexibility and grace, a siren's tail is composed of dense muscle, making it a force to be reckoned with both in and out of the water. In combat, siren's tails make more use of their body as a weapon than they do of their mouths, which exist mainly for the purpose of binding to hosts. Creatures that find themselves bound to a siren's tail can learn to make great use of its musculature both for combat and traversing complex terrain.

> **Alien Influence.** The siren's tail gives its host the following flaw: "I possess a thirst that is never quenched and have a persistent desire to return to the water."

Siren's Tail

Medium aberration, chaotic neutral

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12

Challenge ¼ (50 XP)
Amphibious. The siren's tail can breathe air and water.

Symbiotic Bond. When the siren's tail is attached to a host, the host gains the following properties. The host can breathe underwater and gains a swim speed equal to twice their walking speed. They retain their normal mode of respiration. They ignore the effects of difficult terrain and standing up from prone costs no movement.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. The target is grappled (escape DC 11) Until this grapple ends, the target is restrained, and the siren's tail can't bite another target. If the creature remains grappled in this way for 1 minute, it becomes the siren's tail's host.

Swallow. The siren's tail makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the siren's tail, and it takes 5 (2d4) acid damage at the start of each of the tail's turns. The tail can have only one target swallowed at a time. If the tail dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Spine Worm

Spine worms navigate the world through their sense of touch, seeking hosts only to increase their perceptive field by integrating themselves into their host's nervous and sensory systems. Spine worms are some of the most natural-looking of all aberrants, at first glance resembling overgrown centipedes until closer examination reveals a spine-like carapace and two large antennae that seem to possess minds of their own.

Touchy-feely. Spine worms perceive the world through touch, using the highly developed vibrational sensors in their legs to determine their surroundings and their sensitive antennae to feel out specific detail. With such heightened sensory capabilities, most physical contact — including pain — is perceived as pleasurable to a spine worm. While integrated with a host, a spine worm receives sensory information from its host's body as well as its own. The array of sensations provided by a host body is more than enough incentive for any spine worm to seek out a host of its own. When bonding with a host, a spine worm inserts its needle-like legs through the host's back and taps directly into their spinal cord. Spine worm hosts do not suffer from the change, gaining only a preference for and stronger sense of touch.

> **Alien Influence.** The spine worm gives its host the following flaw: "I trust my sense of touch more than any of my other senses."

Spine Worm

Small aberration, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	3(-4)	7 (-2)	3 (-4)

Senses tremorsense 30 ft., passive Perception 8
Challenge ¼ (50 XP)

Symbiotic Bond. The spine worm can bond with a willing or unconscious creature. The spine worm latches onto its host's spine and its host may control the worm's tentacles. These tentacles can lift, drop, hold, push, and grasp things. They each have a reach of 5 feet, and can lift up to 50 pounds. They can't wield weapons or shields or do anything that requires precision, such as using tools, magic items, or performing the somatic components of spells. The tentacles are natural melee weapons which have reach. As a bonus action, they can do one of the following: use an object, help, grapple, or make an unarmed attack dealing bludgeoning damage equal to 1d6 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

Actions

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage and the target is grappled (escape DC 11) if it is a Medium or smaller creature. If the creature remains grappled in this way for 1 minute, it becomes the spine worm's host. Removing the spine worm causes 10 (3d6) piercing damage to the host.

Multiattack. The spine worm makes 2 tendril attacks.

Tendril. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Widow's Blades

Widow's blades, so-named by the drow that cultivate them, are native to the Astral Plane, where they sail across psychic storms on membranous wings. The thin membranes that make up their sails cannot maintain its integrity on other planes, leaving behind webs of tattered skin and the barren skeleton of claw-like wings. When trapped on the Material Plane, widow's blades are forced to crawl across the ground on their bone-like wings, desperately seeking a host to help them survive and return home. When they do finally find a suitable host, widow's blades latch onto their flesh, enveloping the back of the rib cage and piercing through its tissue with the sharp bony frame of its sails. With talons buried deep within its host body, a widow's blades is able to realize its role once again as both a means of travel and a highly effective weapon. Longing to return to their home and sail again across an astral sea, widow's blades share their dreams of other worlds with their host as they sleep.

Gift of the Drow. The name widow's blades was given to these lost aberrants by the drow, as the first of their kind to host one was thought to have been blessed by the Spider Queen herself. Since then, the drow have developed rituals to breed widow's blades and bind them to worthy hosts. Only the greatest of drow warriors and priestesses are chosen to undergo the ritual and take on the likeness of their deity. Non-drow hosts discovered by the dark elves are seen as an affront to their queen, and are often targeted for assassination. Drow that are allowed to bear the blades are trained to wield them as deadly weapons.

> **Alien Influence.** The widow's blades gives its host the following flaw: "I have troubled dreams of flying over strange worlds, and no matter where I travel, I feel unfulfilled."

Widow's Blades

Small aberration, chaotic neutral

Armor Class 13
Hit Points 7 (3d6 - 3)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	5 (-3)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Challenge ¼ (50 XP)

Symbiotic Bond. The widow's blades latch onto the back of their host, granting them the following abilities. The host's movement speed is increased by 15 feet and they gain a climbing speed equal to their walking speed. The host may make an unarmed attack with the wings as a bonus action. The wings are a natural melee weapon with which the host is proficient. Attacks with the wings deal piercing damage equal to 1d6 + their Strength or Dexterity modifier (the host's choice), instead of the normal bludgeoning damage for an unarmed strike. If the host leaps at least 20 feet straight onto a creature and makes an attack using the wings, that creature must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Running Leap. With a 10-foot running start, the widow's blades can long jump up to 25 feet.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. A creature hit by this attack is grappled (escape DC 14) and the widow's blades can't bite another target. If the creature remains grappled in this way for 1 minute, it becomes the widow's blades' host.

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

Pact Devils

Warlocks, dark sorcerers, and fallen wizards often seek shortcuts to power. They are tempted by dark forces whispering grand promises of fortune and potency. These black mages swear oaths to powerful devil lords, striking pacts in exchange for a sliver of their master's power. Such bargains are not without cost. Devil lords require payment in return, often in the form of souls, be it from those who strike the pact, or innocent sacrifices.

Devil's Pact

You have made a pact with a powerful devil lord and gained the following benefits.

You learn the thaumaturgy cantrip.

You learn the Infernal language.

Based on the type of devil lord you made a pact with, choose one of the following devils to serve you: thieving devil, feasting devil, flayer devil, alluring devil, massacre devil, abhorrent devil, searing devil.

The devil acts independently of you, but it always obeys your commands and takes its turn immediately after yours. The devil can't attack, but it can take other actions as normal.

As an action, you can summon your devil into an unoccupied space within 5 feet of you, as long as you are on the same plane of existence as your devil.

When your devil reaches 0 hit points, it disappears, leaving behind no physical form. It reappears within 5 feet of you after you complete a short or long rest.

Abhorrent Devil

The shattered, faceless husk of an abhorrent devil is more reminiscent of a weathered skeleton than of any living being. Worn from aeons of existence, even an abhorrent devil's movements are enough to cause its aged frame to crack and slough off bits of crumbling debris that float on the air. Abhorrent devils are personifications of terror, their mere existence twisting the minds of those around them. These fiends are seen as omens of darkness, and their masters are often persecuted for intermingling with them.

Bargain of Terror. Unlike most archdevils, Nycteus the Broken does not actually make bargains of his own; instead, those that seek his gifts perform rituals that bind themselves to the archfiend. Some prophets of good deities give dire warnings to those seeking to join with Nycteus, claiming that the abhorrent devils summoned from these unions are the weathered souls of their summoners, pulled back through time and space to serve their past selves. Creatures that gaze upon an abhorrent devil's summoner are filled with dread, as if helplessly watching their own demise. Because of this gift, cults of the Broken are both feared and despised. Nycteus' chosen often do not fear losing their life, having already felt the loss reflected in their devilish familiar.

Abhorrent Devil

Tiny fiend (devil), lawful evil

Armor Class 11
Hit Points 10 (3d4 + 3)
Speed 30 ft.

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

Skills Intimidation +4
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Pact of Terror. While the abhorrent devil is bound to a master by a pact, when a creature that can see the eyes of the devil's master starts its turn it must succeed on a Wisdom saving throw (DC 10 + master's proficiency bonus + master's Charisma modifier) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The abhorrent devil's master retains these abilities even if the abhorrent devil dies.

Actions

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

Alluring Devil

With a charming figure not unlike pixies and sprites, alluring devils often hide their fiendish origin behind an attractive visage so they can manipulate unwitting creatures into bargains with their archdevil mistress. Their playful and flirtatious nature, coupled with their fey-like appearance, is more than enough to trick most people into believing they are good natured sprites.

Archdevil Lysandra. Archdevil Lysandra is known throughout the Nine Hells for her beauty, her vanity, and her cruelty. Once an archangel, Lysandra was banished from the upper planes for torturing mortal races in an attempt to create angels in her own likeness. Though marked by the torments of the Nine Hells, Lysandra is beautiful and terrible to behold. Alluring devils serve their queen by bringing her souls to be carved and reshaped in her image. Lysandra uses her broken celestial blade with surgical skill to reshape any soul that enters her domain until all that remains is an alluring devil that bears the likeness of the archfiend. Her court is filled with such creatures, hollow reflections of her cold beauty.

Bargain of Mirrors. Archdevil Lysandra gifts her worshipers with her enchanting beauty. Bargains with the archdevil are most often made by those seeking high social standing, their new allure captivating onlookers and bringing admirers to the brink of madness. Such pacts not only cost a mortal their soul, but requires them to draw others into the archdevil's web as well.

Alluring Devil

Tiny fiend (devil), lawful evil

Armor Class 12
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	12(+1)	13 (+1)	18 (+4)

Skills Deception +6, Insight +3, Persuasion +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Pact of Lust. While the alluring devil is bound to a master by a pact, when a creature can see the eyes of the devil's master or starts its turn within 30 feet of them, they must succeed on a Wisdom saving throw (DC 8 + the master's proficiency bonus + the master's Charisma modifier) or become charmed by the master for 1 minute or until the master or one of their companions do anything harmful to it. When the effect ends, the creature must repeat the saving throw, becoming obsessed with the alluring devil's master for 24 hours on a failed save. While obsessed with the devil's master in this way, the creature gains the flaw, "I can't think of anything or anyone other than the object of my obsession." If either of the creature's saving throws is successful, the creature is immune to this effect for the next 24 hours. Repeated failed saves and bouts of obsession may cause this flaw to become permanent. The alluring devil's master retains these abilities, even if the alluring devil dies.

Actions

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

Feasting Devil

Voracious and volatile, feasting devils are among the less refined devils and are often mistaken for demons due to their chaotic nature. Though not much to look at, these stout blue devils prove formidable foes when faced with a promising meal. Just as wild beasts live for the hunt, feasting devils live for the feast that follows a kill.

Archdevil Golgos. Feasting devils serve Golgos the All-Consuming, the Mouth that Hungers, Lord of the Great Feast. Once one of the mightest of archdevils, Golgos' gluttonous desires drove him to consume several of his fellow archfiends. As punishment for his betrayal, the remaining archdevils reduced Golgos to a tortured mound of unsightly blue flesh and bound him deep in the Abyss. Few other than Golgos' feasting devils ever venture to his prison, which is flooded with blood, waste, and bile. Despite the severity of his punishment, Golgos dreams of the day he is freed from his prison and can devour the remaining archdevils.

Bargain of the Feast. Duke Golgos demands only one thing of his worshipers: that their feasting never end. Golgos' champions can draw strength from eating the flesh of other creatures, a reflection of the strength they pass on to the archdevil in the act. When the time finally comes for Golgos' worshipers to die, the feasting devil bound to them will make sure they're delivered to Golgos, body and soul.

Feasting Devil

Tiny fiend (devil), lawful evil

Armor Class 12 (natural armor)
Hit Points 16 (3d4 + 9)
Speed 30 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Pact of Gluttony. While the feasting devil is bound to a master by a pact, the devil's master gains the ability to consume all flesh. The master can bite, rolling 1d6 piercing damage in place of the normal damage of their unarmed strikes, and they are proficient with unarmed strikes made in this way. These unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, the master can bolster their strength by eating the body of a non-construct creature that has died within the last hour. Eating a creature takes 10 minutes, and is a vigorous activity that cannot be completed while attempting to rest. When the master consumes a creature's body in this way, it destroys the entirety of the body and the devil's master regains hit points equal to one of the creature's hit dice + the master's Constitution modifier. Any hit points that would be gained in excess of the master's maximum hit points are gained instead as temporary hit points. The feasting devil's master retains these abilities even if the feasting devil dies.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If this attack hits, the feasting devil regains 1 hit point.

Flayer Devil

Repulsed by their own appearance, flayer devils seek to hide their shame behind a disguise of humanoid flesh. As their name suggests, flayer devils are infamous for leaving a trail of skinless corpses behind, never fully satisfied with the face they wear. Flayer devils have small imp-like bodies, the glossy red tapestry of their exposed muscles only broken by the bone-white claws ripping through their flesh and the mask of mortal skin clumsily stitched over their face. Like their archdevil creator, flayer devils will become feverishly murderous towards any who expose the face they hide behind these masks.

Archdevil Narcissus. Hauntingly beautiful, Narcissus the Archdevil of Flesh is renowned through the Nine Hells as a master of torture. Narcissus appears as an attractive human, claws and horns protruding from skin he wears that is clearly not his own, their lacerations revealing bits of the true infernal flesh that lies beneath the facade. The archdevil wears a cloak made of stitched skin he can don whenever he wishes to change form, though he never does so while observed. Narcissus does not accept the truth of possessing any appearance other than the flesh he is currently wearing, unable to acknowledge the horror of his true face. It is said that any who look upon the true countenance of the archdevil will die instantly, though such rumors are only ever spoken in hushed whispers. Narcissus can become blinded with rage should any speak of his true countenance.

Bargain of Flesh. Narcissus is drawn to uniquely beautiful mortals with a fervor that can only be described as obsessive, seeking out such prizes personally in hope of one day wearing their forms. The archdevil accepts only one payment in exchange for his gifts, whether in the form of the flesh of the bargainer or the assured acquisition of even more exquisite skins. The souls of flayers as well as the flayed enter into Narcissus's domain as flayer devils when they die, their souls only able to be freed when their skin is put to rest. Cults of Narcissus make pacts with the archdevil in return for his gift to wear the skins of others. Members of such cults ritualistically flay their own skin in supplication to Narcissus.

Flayer Devil

Tiny fiend (devil), lawful evil

Armor Class 12
Hit Points 13 (3d4 + 6)
Speed 30 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Pact of the Flayer. While the flayer devil is bound to a master by a pact, the devil's master can flay the bodies of the dead in order to wear their skin and take on their appearance. The master can flay the skin off of the body of a medium humanoid creature that has died within the last hour. Doing so takes 10 minutes, and is a vigorous activity that cannot be completed while attempting to rest. The master can wear the skin of a flayed body in order to take on the semblance of that creature as if by the change appearance effect of the alter self spell. The flayer devil's master retains these abilities even if the flayer devil dies.

Actions

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

Slaughter Devil

Born from both churning chaos and iron order, the inner turmoil that fills a slaughter devil plagues its every moment, its anger palpable to those around it. Though a slaughter devil's nature drives them to constant violence, they are soldiers, bound to their masters and can never act against their summoner's will. As complex on the outside as the inside, a slaughter devil's body is a strange amalgamation of discordant creature parts: the eyes of a wolf, a ram-like face and horns, a leonine mane, and cloven hooves, all plastered onto a grotesque frame of exposed muscular tissue. These fiends' bodies are built for war, and yearn to give in to their most violent desires.

Bargain of Animosity. Being of both abyssal and infernal descent, Archlord Atrax has been largely rejected by both lineages and has therefore rejected both himself. Atrax is filled with the chaotic impulses of his demonic heritage, while still bound by the lawful chains of his devilish one, leaving him as much at war with himself as he is with the rest of the lower planes. Unable to escape to the Nine Hells, the Archlord expresses his destructive rage through his worshipers and devils. Those that strike bargains with Atrax usually do so to fulfill some vengeful purpose, and pacts are often made with him in times of war. Atrax gifts his followers much of his martial prowess, but does so in exchange for their service as conduits for his boundless savagery.

Slaughter Devil

Tiny fiend (devil), lawful evil

Armor Class 12
Hit Points 13 (3d4 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	9(-1)	6 (-2)	7 (-2)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Pact of Blood. While the slaughter devil is bound to a master by a pact, the slaughter devil's master can enter into a diabolical blood craze as a bonus action on their turn. While in a blood craze, whenever the master hits a creature with an attack they deal 1d4 extra damage of that weapon's type. While in a blood craze, the master must use their action each round to attack the hostile creature nearest to them. If the master can make extra attacks as part of the attack action, they use those extra attacks, moving to attack the next nearest hostile creature after felling their current target. If there are multiple possible targets, the master chooses which to attack. The master remains in a blood craze until they start their turn with no creatures within 60 feet of them that they can see or hear. The slaughter devil's master retains these abilities even if the slaughter devil dies.

Actions

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

Searing Devil

Searing devils are mischievous fire imps that delight in setting things, and creatures, ablaze. Their skin is charred and cracked, struck with flaming fissures that show the flames beneath. They are manic and erratic creatures who thrive in the chaos of uncontrolled fires. When they are excited, flames leap from their body, their claws and horns glowing like hot irons. Their very touch can leave hungry flames spreading in its wake.

Archdevil Pyron. Pyron, the prince of ash, seeks to enter the mortal plane. Like his minions, he desires only for his fire to consume all it touches. Large fires are gateways for servants to enter the mortal world. Raided cities set aflame and rampant wildfire left unchecked become doorways for his burning legions. Ancient charred fragments of a sacred scroll tell of a prophecy; when the world is consumed in flames, through a burning gateway Pyron, crowned in flame, shall set his cloven hooves upon the charred earth of the mortal world.

Searing Devil

Tiny fiend (devil), lawful evil

Armor Class 13
Hit Points 13 (3d4 + 6)
Speed 30 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Living Torch. The searing devil sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Pact of Flames. While the searing devil is bound to a master by a pact, the master can use their action to unleash a burst of flames. Each creature in a 20-foot-radius sphere centered on the master must make a Dexterity saving throw (DC 8 + master's proficiency bonus + master's Charisma modifier). A target takes 1d4 fire damage on a failed save, or no damage on a successful one. Creatures that fail their saving throws catch fire, taking 1d4 fire damage at the start of each of their turns. A creature can end this effect by using its action to make a DC 10 Dexterity check to extinguish the flames. The fire spreads at a rate of 5 feet per turn, and travels around corners. It ignites flammable objects in its area that aren't being worn or carried. The searing devil's master retains these abilities even if the searing devil dies.

Actions

Pyromaniac. The devil touches a nonmagical flammable object that isn't being worn or carried and causes it to ignite.

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

Thieving Devil

Wanting nothing more keenly than to steal what is valued most highly by others, thieving devils work as collectors for their infernal master, adding insatiably to their hoard of stolen treasure. Thieving devils serve their master not only by stealing, but by encouraging mortals to do the same as well. Thieving devils resemble lithe four-armed monkeys with prehensile tails and large nimble hands. Greedy beyond measure, thieving devils can always be found holding or hiding away something that doesn't belong to them.

Archdevil Ikelos. Known as the Lord of All that is Lost and Stolen, Ikelos seeks to amass power by collecting everything of value he can get his hands on. He is utterly disgusted by the idea of anyone possessing anything of value that he cannot have. It is said that Ikelos knows the location of all things that are lost or stolen, and by holding any of these items he can know their entire history and future. Ikelos has a large and muscular simian physique, with six arms ending in powerful grasping hands. His face carries with it a palpable sense of jealousy and malice which he holds for all other creatures and their possessions. Ikelos' desire for tokens of great personal value is unmatched in all of the lower planes, and he has been known to demand such boons from those he has struck bargains with.

Bargain of Theft. Thieves and charlatans often make bargains with Ikelos, disregarding their souls in the blind pursuit of fortune and power. The great duke grants such supplicants the service of thieving devils, as well as echoes of his own power, giving them insight into the hearts and minds of those they have stolen from. When these mortals pass and descend into the lower planes, Ikelos claims ownership not only of their souls, but of everything they've ever stolen. Not even death can free such souls from avarice, as the archdevil transforms them into new thieving devils, desiring only to expand his collection.

Thieving Devil

Tiny fiend (devil), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 30 ft.

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

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Pact of Theft. While the thieving devil is bound to a master by a pact, its master can steal from others in order to better deceive and manipulate them. The devil's master gains a bonus to damage rolls from attacks against any creature they have stolen from. They also gain a bonus to Intelligence checks to recall information, Wisdom (Insight) checks, as well as all Charisma skill checks against the target. The size of the bonus depends on how valuable the item is to the creature and the sort of emotional connection the creature has to it; either +1, +2, or +3, determined by the DM. The thieving devil's master retains these abilities even if the devil dies.

Actions

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

Sylvan Fauna

At the edges of the mortal realm, where the mist thins, here in the eddies may be glimpsed the endless wood of the Fey Wild. In the gloam of this strange border between worlds, curious sylvan creatures dwell. These fey take on the forms of beasts grown from twining branches, roots and leaves. Such creatures, curious in form as they are in nature, may chance to slip between the realms, entering our own as fabled travelers sometimes slip into theirs.

Sylvan Keeper

Prerequisite: Fluency in Elvish, Sylvan, or Druidic

You have traversed the border of the Fey Wild and gained knowledge of the creatures that dwell in its mists.

You learn the druidcraft cantrip.

You can cast the find familiar spell without using a spell slot. You can't do so again until you finish a long rest. When you cast the find familiar spell in this way, the spirit you summon is a fey chosen from one of the following options instead of those you could normally choose: nettle boar, fern wolf, moss fawn, snakeroot, ringkeeper, dryad's hair, thornling, humming blossom, twigling.

Familiars summoned in this way add your proficiency bonus to their spellcasting modifier and the DC for all of their abilities.

Dryad's Hair

Dryad's hair are small swarms of gentle fey with delicate butterfly-like bodies. These shy fairies can perfectly disguise themselves as clusters of leaves among the branches of a tree or blowing through the air on a gust, only to burst into life and color as they unfurl their wings and take flight. Whether as beautiful insects or floating flora, the dryad's hair takes on the colors and semblances appropriate to its environment.

Glow Dust. Dryad's hair are best known for the glowing dust they leave behind as they flit through the air. Though the dust usually dissipates quickly, the dryad's hair can, if necessary, produce a sudden burst of it, outlining everything around in a fine layer of luminescence. Preferring to avoid direct confrontation, dryad's hair use their glow dust to signal nearby fey and beasts of danger, so that they might confront it in place of the swarm. Observation of dryad's hair swarms and the study of their glow dust led the oldest of fey to the art of faerie fire.

Dryad's Hair

Medium swarm of tiny plants, unaligned

Armor Class 12
Hit Points 24 (7d8 - 7)
Speed 10 ft., fly 50 ft.

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

Skills Perception +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 15
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny plant. The swarm can't regain hit points or gain temporary hit points.

False Appearance. While the dryad's hair remains motionless, it is indistinguishable from normal tree leaves.

Mask of the Fey Wild. The dryad's hair can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Wings. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Glow Dust (Recharges after a Short or Long Rest). Each object within 20 feet of the swarm is outlined in pulsing green light. Any creature in the area is also outlined in light if it fails a DC 10 Dexterity saving throw. For one minute objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and affected creatures and objects can't benefit from being invisible.

Fern Wolf

Fern wolves are formed of sinuous vines and mantled in thick leaves, and are the watchful guardians of the Fey Wild. Fern wolf packs prowl anywhere the veil to the Fey Wild is thin, most often the deepest and most ancient forests. These plant-like fey are wild sentinels and, though they resemble wolves, are bound by purpose rather than primal instinct.

Hunting Hound. Fern wolves were originally grown by the Greenkeeper as hounds for the Wild Hunt, useful for their ability to track and incapacitate prey with sleeping spores. Those that no longer serve the hunt wander the borders of the Fey Wild, tracking down interlopers in their realm.

Sleep Dust. The soft plants that blanket a fern wolf's body bear a pollen that can put creatures to sleep. Creatures that trespass the Fey Wild, knowingly or not, may find themselves waking up miles from the path covered in a sweet, sticky pollen. There are tales among druids of the great fern wolf, first of his kind, whose pollen could place a mortal in a timeless and eternal slumber.

Fern Wolf

Medium plant, 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 understands Sylvan but can't speak
Challenge ¼ (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 an attack roll 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

Mask of the Fey Wild. The wolf can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Sleep Pollen (Recharges after a Short or Long Rest). The fern wolf targets one creature that it can see within 30 feet of it and attempts to place it into a magical slumber. The creature must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute, or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead, constructs, and creatures immune to being charmed aren't affected by this dust.

Humming Blossom

Humming blossoms, also known as birds of paradise, are healers and guardians to all plant life. Though their natural gifts are well known among fey, humming blossoms are more highly regarded by others for their magnificent appearance. The feathers of these fey resemble the brilliant colored petals of a flower in sight, touch, and smell, and epitomize the beauty of nature, retaining their luster indefinitely after falling from a humming blossom's wing.

Clotting Sap. As healers of nature, humming blossoms produce a sticky sap-like substance which they can apply to broken plants, mending their wounds. Besides its healing properties, a humming blossom's sap is also highly adhesive and is used by the tiny fey to restrain hostile invaders while the humming blossom makes its escape or warns nearby creatures of the trapped enemy.

Humming Blossom

Small plant, unaligned

Armor Class 12
Hit Points 13 (2d10 + 2)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

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

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

False Appearance. While the humming blossom remains motionless, it is indistinguishable from a normal flower.

Mask of the Fey Wild. The humming blossom can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

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

Paralyzing Sap (Recharges after a Short or Long Rest). The humming blossom can spit sticky sap at a creature within 10 feet. The target must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn.

Tending Sap (Recharges after a Short or Long Rest). The humming blossom may repair a single break or tear in a plant it touches, such as a broken branch, two halves of a cut stem, torn bark, or a fallen leaf. As long as the break or tear is no larger than 1 foot in any dimension, the humming blossom can mend it, leaving no trace of the former damage. This effect can physically repair a magic item or plant creature, restoring 2d6 hit points, but can't restore magic to such an object.

Moss Fawn

A moss fawn resembles a deer with soft green moss in place of fur, dappled with patches of delicate wildflowers. Caretakers of meadow and glade, moss fawns are drawn to areas where the natural world is suffering, providing care and nourishment to the land and its natural inhabitants.

Keepers of the Grove. Moss fawns were created by the Greenkeeper to tend the Fey Wild. Moss fawns that graze the Material Plane often search out scarred and devastated lands to heal, leaving only when the earth has regained enough vitality to sustain new growth. Patches of grass, moss, flowers, and the like sprout from the very footprints of these gentle fey. Seeing these footprints is believed by farmers and common folk to forecast a bountiful season of crops, while seeing the fawn itself promises an entire year of plenty — though moss fawns are shy and rarely spotted.

Goodberry Bloom. Moss fawns are innately kind and empathetic, nurturing to all life. They have been known to enchant nearby flowers to sprout goodberries, providing for creatures the nourishment that has been lost with the retreat of nature. These curative gifts even outlive the fey themselves, as, in passing, a wild moss fawn's body becomes a mossy green mound yielding white flowers that bear goodberries each season.

Moss Fawn

Medium plant, unaligned

Armor Class 10
Hit Points 11 (2d10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

Charge. If the fawn 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 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Nurture. When the moss fawn finishes a long rest, plants within 20 feet of it are invigorated, causing the flora to be enriched for 1 year. Plants empowered by the fawn yield twice the normal amount of food when harvested.

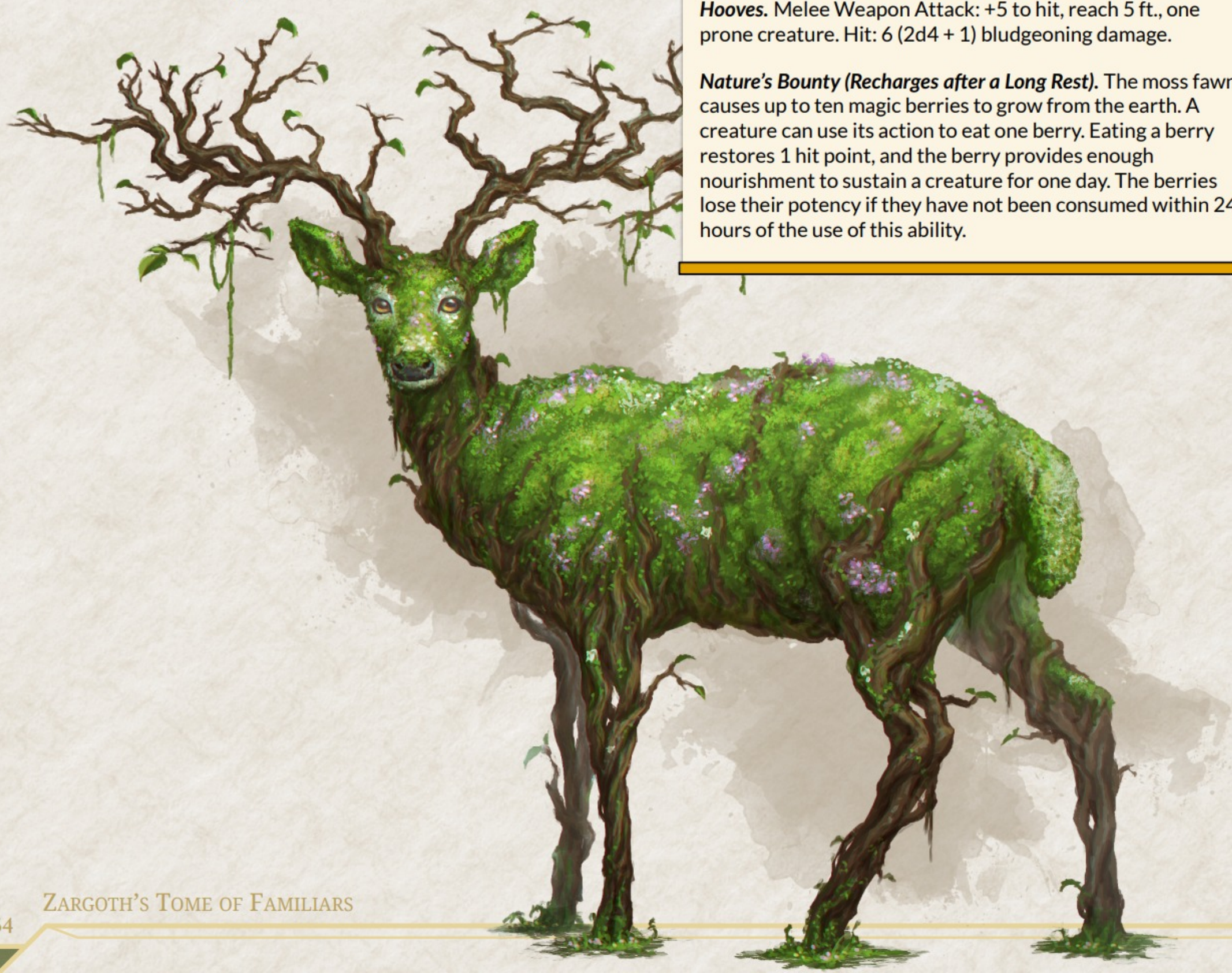
Mask of the Fey Wild. The fawn can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

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

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 6 (2d4 + 1) bludgeoning damage.

Nature's Bounty (Recharges after a Long Rest). The moss fawn causes up to ten magic berries to grow from the earth. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the use of this ability.



Nettle Boar

Nettle boars are highly aggressive fey, their stout bodies covered in long quills bearing an unforgiving poison that wracks their victims with intense pain. Not overly fond of company, these fey are a rare sight, a fact that most creatures don't mind due to their hostile nature. It is unclear why the Greenkeeper decided to create the nettle boars, as they seem to answer to no higher purpose other than seeking solitude.

Prickly Hermits. Nettle boars prefer to be left alone, often sequestering themselves in the deep woods, swamps, and other unforgiving terrain where they can live undisturbed by other creatures. When threatened or angry, a nettle boar will launch the quills from its back in all directions. Travelers unfortunate enough to happen upon a "bristle bush" soon learn why it's best to keep to the beaten path.

Unlikely Guardians. Knowing the fey's aggressive response to uninvited guests, clever druids and rangers sometimes use the dwellings of nettle boars to hide away supplies and treasure. Whether concealing these treasures or retrieving them, patience is required, as nettle boars rarely leave their homes.

Nettle Boar

Medium plant, unaligned

Armor Class 11 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 9
Languages understands Sylvan but can't speak

Challenge ¼ (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Mask of the Fey Wild. The boar can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

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

Poison Spines (Recharges after a Short or Long Rest). Each creature within 10 feet must succeed on a DC 10 Dexterity saving throw or take 1 piercing damage and be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ringkeeper

Ringkeepers are fungal fey with stout mushroom-like bodies. The most mischievous of the Greenkeeper's creations, ringkeepers make games out of disorienting travelers and tricking them into wandering through the veil into the Fey Wild. Though these fey are more playful than they are malicious, they rarely notice when their games go too far. There is a good deal of contention between fern wolves and ringkeepers, as the wolf-like fey have taken it upon themselves to guard the borders of the Fey Wild, and the ringkeepers make games of bringing outsiders into the Wilds to delight in their confusion and fear.

Fairy Rings. The ringkeepers are the caretakers of the fairy rings, circles of wildflowers or mushrooms that form passages to the Fey Wild. The magic of a fairy ring will draw any creatures that step through it into the Fey Wild, a fact that is paramount to the fungal fey's favorite game. When creatures approach a fairy ring, a ringkeeper will try to trick them into going through the fairy ring to be lost forever in the Fey Wild. Despite their love of these games, ringkeepers take their jobs as caretakers very seriously, and will defend their rings with ferocity against those who would do the Wild harm.

Ringkeeper

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Condition Immunities blinded, deafened
Senses blindsight 10 ft., passive Perception 10
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

False Appearance. While the ringkeeper remains motionless, it is indistinguishable from a normal giant mushroom.

Mask of the Fey Wild. The ringkeeper can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

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

Spore Cloud (Recharges after a Short or Long Rest). The ringkeeper creates a 20-foot-radius sphere of spore dust centered on itself. The spore cloud lingers around the ringkeeper. If the ringkeeper moves, the sphere moves with it. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Snakeroot

Deep within swamps and dense forests, snakeroots nestle among the offshoots of great trees, basking in their hoard of trinkets and lying in wait to defend it. These bark-skinned fey can remain rigid and motionless for hours or even days at a time, blending in perfectly amongst the thick roots in which they nest. With the power to manipulate the roots around them, snakeroots find themselves well defended and comfortable in their dens, and rarely leave except to hunt or look for lost or forgotten treasures to add to their collection.

Wyrmroot. Snakeroots are also known as dragonroots, due to their tendency to fill their nests with tiny treasure hoards composed of any shiny or unique objects cast off by travelers in the snakeroot's domain. Any treasures found by a snakeroot are immediately spirited away by this avaricious fey to be hidden amongst the roots of its nesting tree. Deeply concerned for the safety of their keepsakes, a snakeroot never hides all of its treasure in a single location, splitting it amongst several hidden caches beneath different trees in the same root network. If they spot intruders near their nests, these possessive fey will animate the roots of the trees around them to restrain the thieves while they make a swift getaway with whatever treasures they can carry.

Snakeroot

Large plant, unaligned

Armor Class 12
Hit Points 13 (2d10 + 2)
Speed 30 ft., burrow 30 ft.

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

Senses blindsight 10 ft., passive Perception 10
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

False Appearance. While the snakeroot remains motionless, it is indistinguishable from normal plant roots.

Mask of the Fey Wild. The snakeroot can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

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

Grasping Vine (Recharges after a Short or Long Rest). The snakeroot attempts to entangle one creature that it can see within 30 feet of it. The creature must succeed on a DC 10 Strength saving throw or be restrained by the entangling plants for 1 minute. A creature restrained by the plants can use its action to make a DC 10 Strength check, freeing itself on a success. If a creature succeeds its Strength check to break free, the snakeroot immediately takes 2d6 slashing damage.

Thornling

Thornlings appear to be little more than a jumble of thorny vines. These proud fey regard themselves rulers over plant-kind, and cultivate beautiful gardens wherever they choose to settle. Though their vines usually bear only thorns, thornlings sometimes sprout a few tiny flowers on their bodies during the spring. Thornlings in bloom can present a very strange sight to passers-by, as they tend to sprout many different types of exotic flowers at the same time.

Ghastly Rumors. For reasons unknown, thornlings tend to favor planting themselves in and around abandoned homes, farms, and keeps. Left undisturbed, these fey aid in the growth of thorn bushes and vines, covering their claimed properties almost completely in a halo of sharp thorns. Protective of their gardens, thornlings will lash out at creatures that wander too close to their homes, causing all manner of barbed and entangling plants to sprout from the surrounding area. These sudden and violent growths around destitute buildings lead to rumors of haunting. Clerics that come to face the rumored undead are often caught off guard when they find themselves unable to turn the possessed plants.

Thornling

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius)
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

False Appearance. While the thornling remains motionless, it is indistinguishable from a normal thorn bush.

Mask of the Fey Wild. The thornling can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

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

Barbs. Ranged Weapon Attack: +3 to hit, range 30/60 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

Thorn Burst (Recharges after a Short or Long Rest). The ground in a 20-foot radius centered on the thornling sprouts spikes and thorns. The area becomes difficult terrain for 1 minute. The thornling cannot move until the effect ends. If the thornling dies, the thorns wither away and the effect ends. When a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the plants appear must make a DC 10 Wisdom (Perception) check to recognize the terrain as hazardous before entering it.

Twigling

Twiglings are small, mischievous stick-like fey. Some say they are born of broken branches of the awakened trees, deep in the Fey Wild. Twiglings are drawn to the edges of the Fey Wild by the intriguing promise of mortal civilization. The smell of baking pies from halfling homes, the sound of dwarven hammers, and the clatter of horse carts draws these inquisitive creatures through the mist and into civilization.

Sticky Fingers. Though twiglings are considered folklore to city folk who blame them for lost keys or misplaced keepsakes, for those that dwell near the forest's edge twiglings are an endearing pest. Twiglings are inquisitive by nature and delight in savoring human food. Though tiny they often attempt to steal whole pies or loaves of bread. They are also fascinated by shiny objects and will pilfer coins and other trinkets to take back to their home tree and adorn their nest.

Due to their knack for theft and other mischief, they are often found in the company of halflings and other mischievous races. They can even use their delicate twig-like fingers to nimbly pick locks. Though they are inherently chaotic and easily distracted, some thieves' guilds have attempted to train twiglings to use as pickpockets or in heists.

All Bark and No Bite. When threatened, twiglings' natural defense is to camouflage themselves against the base of their mother tree, or another nearby tree. They can unfurl into a barklike sheet, embracing its trunk for safety. Twiglings that form a strong bond with a mortal creature may cling to them instead, forming protective barklike armor around their companion, protecting themselves and their friend at the same time.

Twigling

Small plant, unaligned

Armor Class 12 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	7 (-2)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius)
Languages understands Sylvan but can't speak
Challenge ¼ (50 XP)

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

Mask of the Fey Wild. The twigling can attempt to hide even when it is lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Nimble Twigs. The twigling's appendages may be used in place of thieves' tools, with which the twigling is considered proficient.

Actions

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

Bough Armor (Recharges after a Short or Long Rest). The twigling expands, twining itself around a willing creature or plant within 5 feet. That creature's AC can't be less than 16, regardless of what kind of armor it is wearing. The twigling can choose to end this effect as a bonus action on its turn.

Mephits

Mephits are elemental creatures, called from their primordial plane and given shape. They are roughly humanoid in form, with impish features such as wings, claws or horns. They are creatures inseparable from their elemental nature, and personify the temperament of their quintessential environments.

Fire Mephit

Small elemental, neutral

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 30 ft., fly 30 ft.

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

Skills Stealth +3
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge ½ (100 XP)

A Death Burst. When the mephit dies, it explodes in a burst of flames. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary fire.

Innate Spellcasting (1/Day). The mephit can innately cast heat metal (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Elementalist

You develop a natural affinity for an element. When you take this feat, choose fire, earth, water, or air. You gain the following benefits:

You learn Primordial.

You gain one of the following crantrips based on the element you chose: produce flame, shape earth, mold water, or air gust.

You gain the ability to manifest an elemental of your chosen element. As an action, you can summon a mephit to an unoccupied square within 30 feet. You can summon a mephit in this way once, and regain the ability to do so when you finish a long rest. You may only have one mephit at a time, and summoning a new mephit causes your current mephit to vanish. The mephit summoned is based on the element you chose: magma mephit (fire), dust mephit (earth), ice mephit (water), wind mephit (air).

You may choose this feat multiple times. Each time you may choose a different element, and the number of mephits you can have summoned at a time is increased by one.

Wind Mephit

Small elemental, neutral

Armor Class 10
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

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

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge ¼ (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of wind. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be pushed 15 feet away.

Innate Spellcasting (1/Day). The mephit can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

Wind Breath (Recharge 6). The mephit exhales a 15-foot cone of air. Each creature in that area must make a DC 10 Dexterity saving throw, taking 3 (1d6) bludgeoning damage and being pushed 15 feet away on a failed save, or half as much damage and not pushed on a successful one.

Ice Mephit

Small elemental, neutral

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +3
Damage Vulnerabilities bludgeoning, fire
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Aquan
Challenge ½ (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

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

Innate Spellcasting (1/Day). The mephit can innately cast fog cloud, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must make a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Sand Mephit

Small elemental, neutral

Armor Class 12
Hit Points 17 (5d6)
Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +4
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Terran
Challenge ½ (100 XP)

Death Burst. When the mephit dies, it explodes in a swirl of sand. Each creature within 5 feet of it must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast sleep (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding sand. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Arcane Familiars

For some powerful practitioners of the arcane arts, it is not enough to simply conjure fae or fiends in the shape of beasts. The most powerful of mages will shape raw arcane energy into the forms they see fit. These elemental beings are living tools, extensions of the mage that created them and a physical manifestation of their power.

The more powerful a wizard becomes, the more arcane familiars they may conjure. The power of an archmage may be gleaned by the number of shimmering runes that orbit them. Though these familiars can take many forms, a summoner may only control one type at a time. They can, however, cause their familiars to shift forms and realign as any arcane tool they desire.

Arcanist

Prerequisites: The ability to cast the find familiar spell; one or more 2nd level spell slots

Your mastery of the arcane arts allows you to conjure familiars of raw arcane power. You can expend a spell slot of 2nd level or higher in order to summon a number of arcane familiars equal to the level of the spell slot expended. All arcane familiars summoned this way must be of the same form, chosen from the following list: arcane motes, arcane wisps, arcane servitors, arcane darts, arcane wards, arcane eyes.

You can't have more than one type of arcane familiar at a time. If you summon arcane familiars while you already have arcane familiars, their number changes to match that of the new spell slot used and you may cause them to adopt a new form.

Arcane Darts

Many battlemages learn the art of shaping arcane familiars. Feared are the battlemages who are trailed by runed dagger-like blades of force floating in the air behind them. These darts of arcane force turn as one like eyes toward those who threaten the mage. They can be fired like magic missiles, leaving searing trails of white force in their wakes as they strike and return.

Arcane Darts

Small elemental, unaligned

Armor Class 10 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

Arcane Orbit. Arcane familiars are immune to all damage while within 50 feet of the creature that summoned them.

Arcane Dart. As an action, the creature who summoned the arcane darts may cause them to launch as blade-shaped planes of force at a creature within 50 feet, dealing 1d4 + 1 force damage per arcane dart. The darts all strike simultaneously, and you can direct them to hit one creature or several. These darts count as magic missiles for the purposes of effects such as shield.

Arcane Eyes

These orbs of arcane magic shimmer with faint eye-like runes. Their watchful gaze grants their summoner enhanced perception. They are used by wizards traveling through dangerous environments suspicious of attack or ambush, or those paranoid of others stealing their closely-guarded arcane secrets.

Arcane Eyes

Small elemental, unaligned

Armor Class 10 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

Arcane Orbit. Arcane familiars are immune to all damage while within 50 feet of the creature that summoned them.

Arcane Eyes. The creature who summoned the arcane eyes gains a +1 bonus to initiative, passive Perception, and Wisdom (Perception) checks for each arcane eye they control.

Arcane Motes

Arcane motes are the purest expression of the wizard's art. These spheres of shimmering arcane energy slowly orbit their summoner like the planets of the cosmos. Whenever their summoner evokes magic intended to destroy, these orbs rush with the spell in a bombardment of arcane energy, enhancing the spell's potency.

Arcane Motes

Small elemental, unaligned

Armor Class 10 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

Arcane Orbit. Arcane familiars are immune to all damage while within 50 feet of the creature that summoned them.

Arcane Mote. When you cast a spell you can add 1 force damage to the damage roll of that spell for each arcane mote you control.

Arcane Servitors

Servitors are used by mages who need additional helping hands for mundane tasks, such as grabbing ingredients, mixing components and pouring vials in a wizard's laboratory. These mage hands appear as shimmers of force performing small tasks in the vicinity of their master.

Arcane Servitors

Small elemental, unaligned

Armor Class 10 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

Arcane Orbit. Arcane familiars are immune to all damage while within 50 feet of the creature that summoned them.

Arcane Servitors. The creature who summoned the arcane servitors may control them like hands within 50 feet to manipulate objects, open unlocked doors or containers, stow or retrieve items from open containers, or pour the contents out of vials. The arcane servitors can't attack, activate magic items, or carry more than 5 pounds each.

Arcane Wards

Arcane familiars are not only weapons, but can defend their summoner in times of need. Powerful mages that sit at the sides of kings or guard others of great importance are often orbited by faint shimmering hermetic disks. Each disk is a shield of force, as strong as any steel. These shields float in a slow spherical orbit around their summoner, but can also protect the mage's allies in battle, appearing just in time to stop an arrow mid-flight or block the heavy blow of an orcish war axe.

Arcane Wards

Small elemental, unaligned

Armor Class 10 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

Arcane Orbit. Arcane familiars are immune to all damage while within 50 feet of the creature that summoned them.

Arcane Wards. As an action, the creature who summoned the arcane wards may cause them to protect one or more creatures within 50 feet, projecting disk-shaped planes of force. A creature protected in this way receives a +1 bonus to its AC until the start of its next turn for each arcane ward protecting it. Creatures protected in this way take no damage from magic missile.

Arcane Wisps

These faint shimmers of arcane power swarm in the air around their summoner. Used by tricksters, these arcane familiars can project illusions. While each can only project a relatively small illusion, they can be used in concert to create larger illusions, shaped by the will of their summoner.

Arcane Wisps

Small elemental, unaligned

Armor Class 10 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

Arcane Orbit. Arcane familiars are immune to all damage while within 50 feet of the creature that summoned them.

Arcane Wisps. As an action, the creature who summoned the arcane wisps can cause them to create an image of an object no larger than a 5-foot cube within 50 feet of them. The size of the image can increase by 5 feet for each additional arcane wisp the creature controls. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against the summoner's spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Animated Objects

Animists are mages who have learned the art of awakening the spirits of objects. By infusing arcane energy into weapons, armor, or even mundane items, they create powerful weapons — and tools — to do their bidding.

Animist

Prerequisite: One or more 1st level spell slot

Your study of the arcane arts allows you to imbue inanimate objects with life to serve as your familiar. You learn the find familiar spell and can cast it as a ritual. When you cast it in this way, you may choose to animate one of the following objects instead of summoning a familiar: small object, spellbook, weapon, shield, carpet, armor, cloak.

You must be touching the object for the duration of the ritual. If the object is a magical item you must be attuned to it.

If your animated familiar reaches 0 hit points, you can cast the find familiar spell to completely repair the object while touching it, animating it and returning it to its hit point maximum. You can't repair an object in this way if it was a magical item that was destroyed by its own effect.

You may take this feat multiple times. Each time you take this feat again, you may have two additional animate familiars active at a time.

Animated Armor

Entire suits of heavy plate, their thick steel runed with blocky wards, animated armors serve as vigilant sentinels and powerful servants. They are animated by wizards who need a physical presence, whether for labor or protection. They can be guarding the gates and halls of castles, or forgotten in discarded piles atop the golden coins of a treasure vault. Wherever they are found, animated armor is often indistinguishable from simple plate on display. Some only spring to life when certain conditions are met, such as a gem being removed from its pedestal.

This creature can only be animated from a full suit of heavy armor.

Animated Armor

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Challenge 1 (200 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Mighty Build. The armor counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

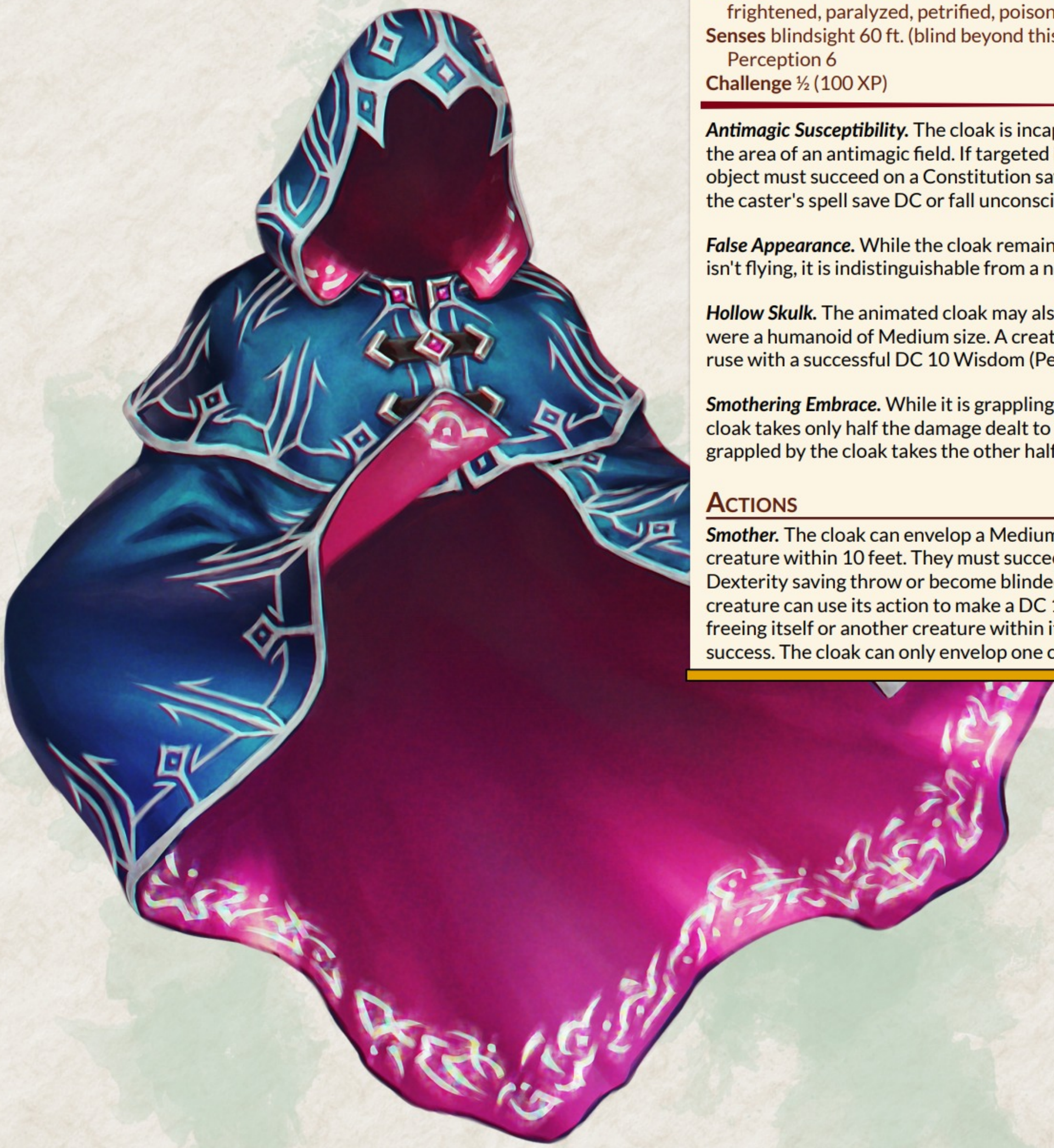
Actions

Multiattack. The armor makes two slam attacks.

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

Animated Cloak

Employed by tricksters, illusionists, and thieves, animated cloaks are one of the rarest animated objects. These cloaks are sometimes plain black to shroud dark deeds, used for misdirection and concealment. Sometimes these cloaks are lavish, richly colored and embroidered with silver runes. Magical cloaks can also be imbued with animation, and animated invisibility cloaks are a rare and much sought-after treasure.



Animated Cloak

Medium construct, unaligned

Armor Class 12
Hit Points 17 (5d6))
Speed 0 ft., fly 30 ft. (hover)

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

Damage Vulnerabilities slashing
Damage Resistances bludgeoning
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Challenge ½ (100 XP)

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

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

Hollow Skulk. The animated cloak may also appear as if it were a humanoid of Medium size. A creature can discern the ruse with a successful DC 10 Wisdom (Perception) check.

Smothering Embrace. While it is grappling a creature, the cloak takes only half the damage dealt to it, and the creature grappled by the cloak takes the other half.

Actions

Smother. The cloak can envelop a Medium or smaller creature within 10 feet. They must succeed on a DC 13 Dexterity saving throw or become blinded and restrained. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. The cloak can only envelop one creature at a time.

Animated Shield

The brother to animated weapons are animated shields. Powerful animist battle mages may control both a shield and sword, fighting as if an unseen warrior were at their side. Such shields are often magical items themselves, etched with warding runes or painted with the symbol of their master.

Animated Shield

Small construct, unaligned

Armor Class 19 (natural armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft. (hover)

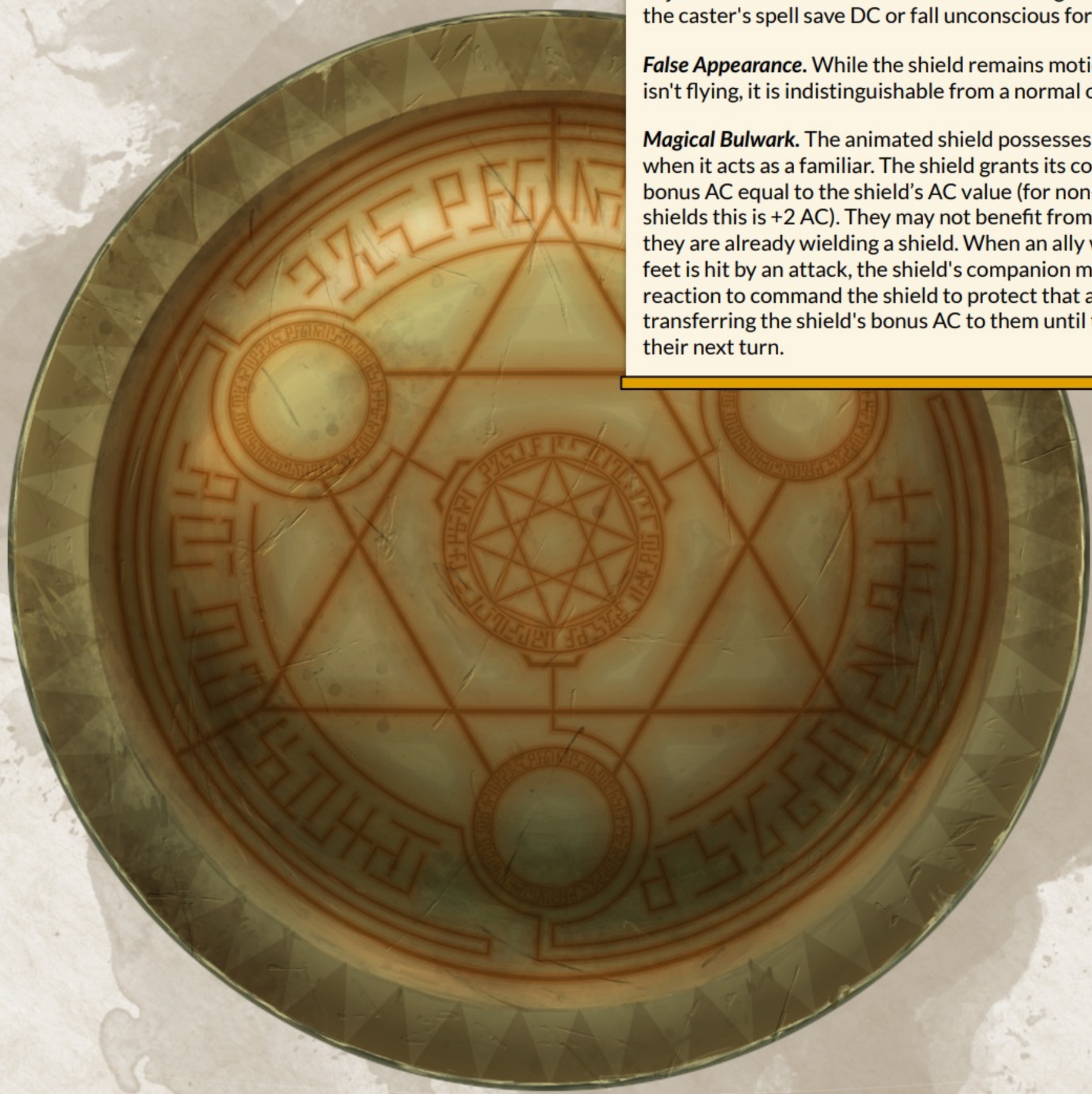
STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

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

Magical Bulwark. The animated shield possesses this trait when it acts as a familiar. The shield grants its companion bonus AC equal to the shield's AC value (for non-magic shields this is +2 AC). They may not benefit from this AC if they are already wielding a shield. When an ally within 30 feet is hit by an attack, the shield's companion may use their reaction to command the shield to protect that ally, transferring the shield's bonus AC to them until the start of their next turn.



Animated Small Object

Often an animist's first task, the animation of simple objects is a useful skill for any wizard. Clocks, brooms, and candlestick can be made to move of their own accord, carrying out the simple tasks of their form. The workshop of powerful animists is often maintained by such servants, allowing their master to focus on research. Some animists sell these living objects to nobles and wealthy merchants, who are amused by their machinations.

Small Animated Object

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft. (hover)

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

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

Functional Form. The object retains some function of its original inanimate form; for example, a clock continues to keep time, a broom can sweep, and a candlestick can light and extinguish its candles.

Animated Spellbook

An animated spellbook is the mark of a true animist, trusting all their secrets and their power to the strength of their animating magic. Infusing their spellbook with animation allows wizards to use their hands freely while researching in their study, or on the heated field of battle. From old musty tomes to papyrus scrolls, animated spellbooks take many forms. Rarely, when a wizard meets an untimely end, these tomes lay dormant in forgotten towers and buried ruins, gathering dust and cobwebs until they are disturbed and spring to life.

Animated Spellbook

Small construct, unaligned

Armor Class 12 (natural armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

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

Flying Focus. The animated spellbook possesses this trait when it acts as a familiar. While this creature is within 100 feet of its companion it counts as their spellcasting focus. As an action, while the spellbook is within 5 feet of its companion, the companion can use their action to cast any first level spell, expending a spell slot. The companion must complete a short or long rest before using the spellbook in this way again.

Animated Weapon

Animated weapons come in many forms. A warrior-mage may animate weapons to fight alongside them as they hurl destructive magic on the field of battle, or an archmage scholar may simply animate a spear to hold guard while they are engrossed in their arcane research. Clerics and paladins have been known to animate the weapons symbolic of their god, be it a spear or axe. Powerful wizards will often animate magic swords, some with sentience of their own. These blades range from rusty swords, appearing mundane until disturbed, to runed blades set with warded gemstones.

> This creature cannot be animated from a weapon with the two-handed or heavy property.

Animated Weapon

Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft. (hover)

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

Damage Immunities poison, psychic
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge ¼ (50 XP)

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

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

Dancing Steel. The animated weapon possesses this trait when it acts as a familiar. As a bonus action on its companion's turn, they can command the weapon to move up to 20 feet and attack a creature within 5 feet of it. On a hit, the target takes damage of the weapon's type equal to the weapon's damage die + the companion's spellcasting ability modifier in addition to its normal effects; for example, a +1 sword would deal 1 additional point of damage.

Flying Carpet

Flying carpets are the stuff of many a tale of daring and adventure. Used by princes and thieves alike, there is a certain romance associated with these animated objects. Such carpets can be small, only large enough for a single person, or large enough for a dozen warriors. They are often ornately designed, dyed with rich colors, woven with runes, and tasseled in gold. Some, however, threadbare and worn, still retain their magic and can be found in desert tombs or the dusty storerooms of old curiosity shops.

Flying Carpet

Large construct, unaligned

Armor Class 12
Hit Points 22 (5d6 + 5)
Speed 0 ft., fly 30 ft.

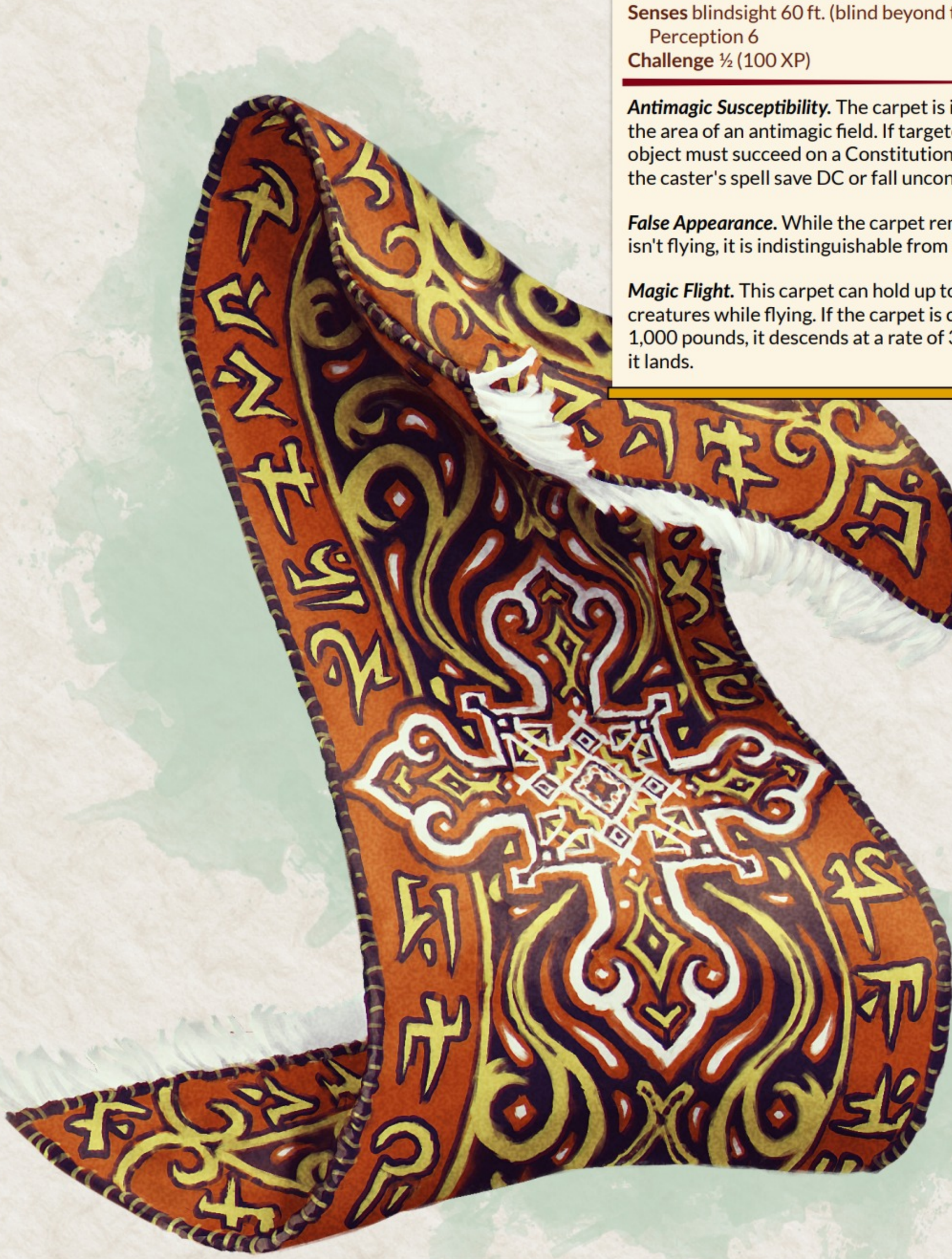
STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities slashing
Damage Resistances bludgeoning
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Challenge ½ (100 XP)

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

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

Magic Flight. This carpet can hold up to 5 Medium-sized creatures while flying. If the carpet is carrying more than 1,000 pounds, it descends at a rate of 30 feet per round until it lands.



Alchemical Creations

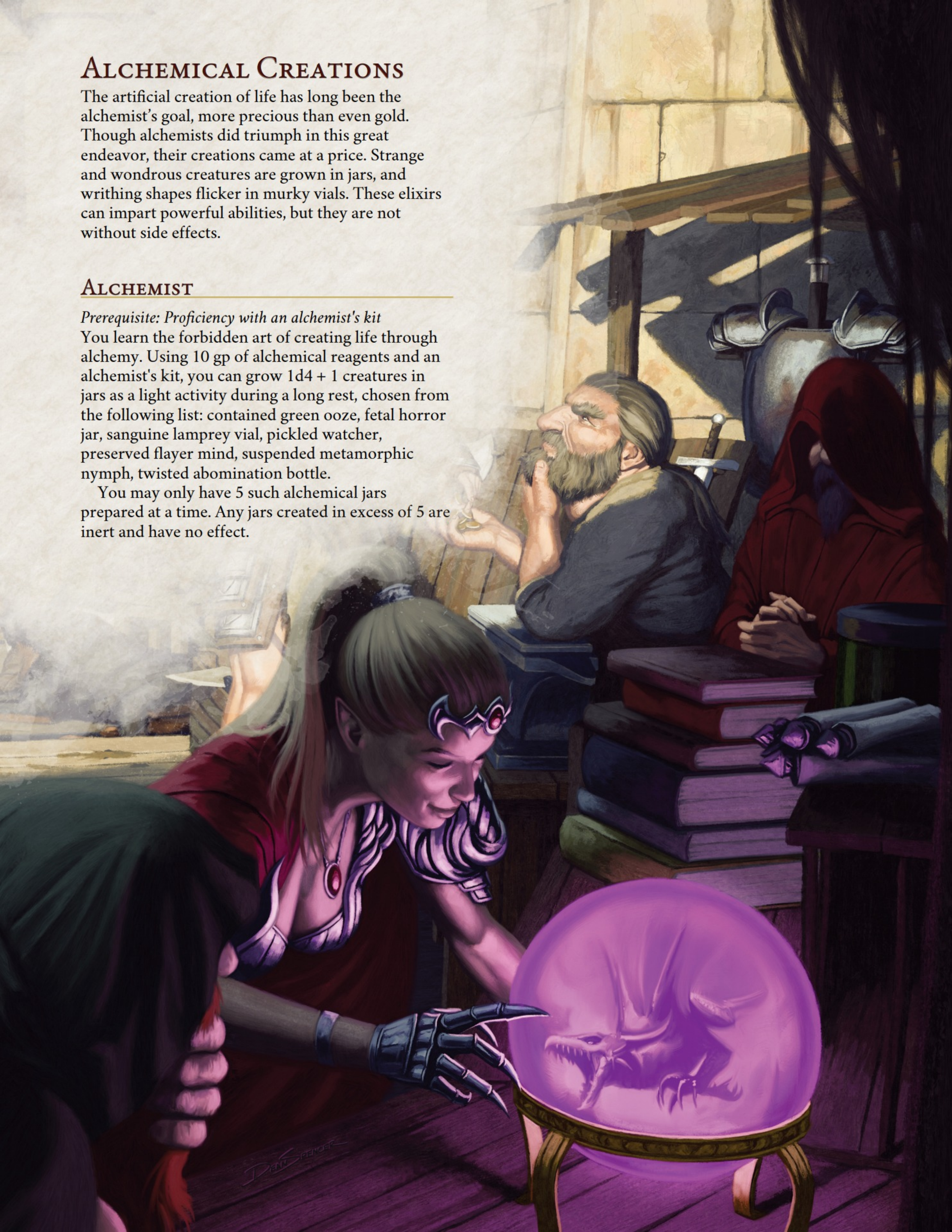
The artificial creation of life has long been the alchemist's goal, more precious than even gold. Though alchemists did triumph in this great endeavor, their creations came at a price. Strange and wondrous creatures are grown in jars, and writhing shapes flicker in murky vials. These elixirs can impart powerful abilities, but they are not without side effects.

Alchemist

Prerequisite: Proficiency with an alchemist's kit

You learn the forbidden art of creating life through alchemy. Using 10 gp of alchemical reagents and an alchemist's kit, you can grow 1d4 + 1 creatures in jars as a light activity during a long rest, chosen from the following list: contained green ooze, fetal horror jar, sanguine lamprey vial, pickled watcher, preserved flayer mind, suspended metamorphic nymph, twisted abomination bottle.

You may only have 5 such alchemical jars prepared at a time. Any jars created in excess of 5 are inert and have no effect.



Green Ooze

Oozes, sometimes known as jellies or slimes, are strange amorphous creatures that dwell underground in natural caverns and forgotten tunnels. Green oozes do not exist in nature, but are grown by alchemists and wizards. With small culture samples from other oozes, a skilled alchemist can create green ooze, a synthetic hybrid of potent acidity. Such creatures are kept as writhing green masses, held within glass alchemy flasks. These oozes cannot survive long outside the sterile environment of their container and rapidly consume themselves, dissolving in a matter of minutes, when exposed to the outside elements.

Clean Destruction. The acidic properties of green ooze are not without their merits. While most mundane alchemists can distill vials of acid, only the most skilled can produce green ooze. The substance is highly valued by master thieves who use the ooze to melt locks, traps, and doors. Even more unsavory members of the underground have been known to use green ooze to dispose of bodies and other evidence of their crimes.

Contained Green Ooze

Wondrous item, common

As an action, you can make a DC 10 Dexterity check to throw this jar up to 20 feet, shattering it on impact. On a failed check, the jar drops at your location and shatters. Once the jar is shattered, green ooze spreads out to a 15-foot diameter circle that lasts for 10 minutes before dissolving. When a creature moves into or within the area, it takes 1d4 acid damage for every 5 feet it travels.

Fetal Horror

Fetal horrors were born from alchemists' first clumsy, botched attempts to create life. In their hubris alchemists sought to replicate mortal life and create a being in the space where magic and science blur. The result were these wretched malformed creatures, floating preserved in murky bell jars. Never maturing beyond a warped infancy, these fetal creatures know nothing beyond the most base of instincts.

Weaponized Horrors. Though a mistaken creation, fetal horrors found their use in violence. Jars containing the undeveloped creatures are relatively small and can be concealed or smuggled more easily than armaments. When the glass shatters and the creature is unleashed, it grows rapidly, and will attempt to sate its hunger with its malformed claws and needle-like teeth.

In the Sewers. Through some twisted sense of familial instinct, fetal horrors will not attack the creature that unleashed them into the world... at first. As the fetal horror rapidly matures, it grows uncontrollable and erratic. Once its sentience solidifies, it will learn quickly, often turning on its creator. Some flee from the combat they were born to, crawling into caves or sewers to live abandoned as feral orphans. Many a city has myths about such creatures living in sewers or crypts, devouring children or the unwary traveller.

Fetal Horror Jar

Wondrous item, uncommon

As an action, you can throw this jar up to 20 feet to an unoccupied square, shattering it on impact. A fetal horror emerges from the shattered jar. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). At the end of each of the creature's turns, it makes a Charisma saving throw. On a failed save, the creature continues to obey you. On a successful save, your control of the creature ends and the creature may attack or flee.

Fetal Horror

Small monstrosity, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 13 (3d6+3)
Speed 20 ft.

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

Skills Perception +3 Stealth +3
Senses Darkvision 60 Ft. passive Perception 13
Languages Understands common but cant speak
Challenge ¼ (50 XP)

Actions

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

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

Flayer Mind

Flayers are notoriously evil and intelligent mind-devouring beings. With a brain tissue sample from such a creature, a skilled alchemist can grow a flayer mind. Flayers are all linked to an elder brain, which houses the collective knowledge of countless generations of flayers. A creature that imbibes the fluid steeped in this brain mass can gain a fleeting, fractured link to that alien intelligence.

Flayer Madness. To be linked to the combined mind of the flayers is not without cost. Wizards and warlocks consume such potions as shortcuts to power, heightening their intelligence for the span of a battle to unravel some arcane mystery. When the potion's effects wear off, however, many are left raving mad, muttering of visions of darkness and of monsters. Some practitioners of the dark arts imbibe the fluid expressly for this effect, to see glimpses of the ancient and terrible knowledge of the elder brain.

Dark Addiction. Though even the strongest minds suffer strain bearing such an unnatural power for too long, some become addicted to the rush of raw intellect and develop a dependency on flayer minds. Repeated exposure to the psychic strain of the flayer mind can lead to permanent madness or death, leaving only a drooling husk behind. Some who have drunk of the flayer mind claim they sometimes dream of the visions they saw, pieces of a dark void and monsters writhing within.

Preserved Flayer Mind

Potion, uncommon

When you drink this potion you gain advantage to all Intelligence and Wisdom skill checks for 1 hour. After 1 hour you must succeed on a DC 13 Wisdom saving throw or suffer 1d4 psychic damage and the effects of a short-term madness.

Metamorphic Nymph

Alchemists attempted to synthesize sylvan beings, creatures not of our world. The metamorphic nymph is the result of those experiments — both the failure and the success. Fae are unlike other creatures, not native to the mortal plane. Creating them through alchemical means proved difficult. Suspended in swirling pearlescent pink fluid (which can be gleaned as the source of the elixir's power), it appears at first to be a pixie, with faerie wings and tiny features not unlike a fair human, though as the elixir swirls the rest of the creature is revealed. Insect-like features mar the smoothness of the fairy's skin, its body tapering into insectile legs.

Blackmarket Love Potions. Though alchemists failed at creating true fae, the result was not without some aspects of faerie power. The dust that glitters in the rosy waters of the elixir is fairy dust, a powerful intoxicant and aphrodisiac. Those who drink such a potion are swept up in the wild magic of the fey, charmed by all creatures they encounter. It heightens natural attraction, and often leads to the imbiber thinking they have fallen in love. Beyond simply being a love potion for the imbiber, it also suffuses them with an aura of powerful pheromones, causing the creatures around them to be similarly enthralled by the potion's effects. These potions are often sold as blackmarket love potions, with this particular side-effect omitted during the bartering.

Suspended Metamorphic Nymph

Potion, uncommon

When you drink this potion you gain advantage on all Charisma skill checks, but all Charisma rolls against you also have advantage. Effects such as detect magic will reveal glowing dust radiating from you. These effects last for 1 hour.

Pickled Watcher

From the eyestalk of a watcher, a pygmy is grown in a sealed jar of swirling blue alchemical fluid. The dead eyes and slack-jawed mouth, filled with needle-like teeth, bob in the murky arcane liquid. These jars are often ornate, fastened with double lids: one for consuming the fluid, and a second for removing the shriveled, bloated watcher within.

Lidless Sight. If the fluid around the watcher is consumed, the imbiber is granted true sight, the ability to see the nature of things and pierce all illusions. However, the mortal eye was not meant to bear the intensity of this gaze for long. Consuming the liquid makes the imbiber sensitive to the sun and other bright lights. As the effects of the elixir fade, vision may fade with it, leaving the imbiber blind. Normal sight eventually returns for most, though some have gone truly blind from consuming too much of the pickled watcher's elixir.

Pickled Watcher

Potion, uncommon

When you drink this potion you gain truesight and sunlight sensitivity for 10 minutes. After 10 minutes you must succeed on a DC 13 Constitution saving throw or be blinded for 1 hour.

Sanguine Lampreys

Sanguine lampreys, or bloodworms as they are commonly called, are grown from cheap alchemical reagents. They are used in sanguine elixirs, suspended in a vial of blood-red fluid. If approached, they will strike at the glass, revealing maws of serrated teeth. If ingested, these worms will repair the flesh of their host. The process is painful and can poison a host not strong enough to tolerate the worms.

Poor Man's Potion. Proper potions of healing, sanctioned by the alchemists guild, cost an enormous sum for the common man. Fifty gold pieces, though affordable for an adventurer flush with treasure from plundered hoards, is far beyond the reach of most ordinary folk. Many turn to back-alley alchemists or blackmarket dealers for sanguine elixirs. These cheap replacements are consumed by sick commoners, wounded soldiers, and injured mercenaries. They are often made poorly, and the odds of sickness from the worms is exacerbated by the unskilled hands of the alchemist who created them.

Sanguine Lamprey Vial

Potion, common

When you drink this potion it restores 2d4 hit points, but you must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour. The amount of hit points restored by such a vial increases when its creator reaches 5th level (4d4), 11th level (8d4), and 17th level (10d4).

Twisted Abomination

First created by warlocks, the elixir of the twisted abomination is a dark attempt to harness the strength of a captive demon. Inside this red liquid, a twisted form of claws and horns and muscles bulges against the glass of its containment. Drinking this fluid suffuses the imbiber with terrible strength and mindless bloodlust. Some become lost in the potion's induced rage and use their strength to commit terrible acts of violence, of which they have no recollection when the effects of the elixir fade.

Twisted Abomination Bottle

Potion, uncommon

When you drink this potion you gain advantage on Strength checks and your size increases by one category — such as from Medium to Large. While enlarged you are also enraged and can't talk, write, or read, and you can't cast or concentrate on spells. Your weapon attacks deal an additional 1d4 damage of the same type. These effects last for 1 hour.

Magic Items

Blackened Skull

Wondrous item, uncommon
This charred cat skull, cracked and blackened by fire and carved with runes, counts as the material components for the find familiar spell and is not consumed by the spell.

Brand of the Hellhound

Wondrous item, uncommon (require attunement by beast)
A beast can attune to this iron brand. The brand sears itself into the creature's hide, becoming part of the beast. The attuned beast's eyes glow softly, it leaves smoldering tracks, and all attacks it makes with natural weapons deal 1d6 bonus fire damage. If a creature's attunement to the brand breaks, the brand reforms and clatters to the ground nearby.

Crystal Totem

Wondrous item, uncommon
A chunk of rock crystal, carved into the form of a primitive bear. A willing beast can touch the crystal to enter the Ethereal Plane until it touches the crystal again. The totem is considered to be on the Ethereal Plane at all times, regardless of what other plane it resides on.

Elderwood Seed

Wondrous item, very rare
This large seed can be consumed by a Large or smaller beast with no Intelligence score or an Intelligence of 3 or less. The beast gains an Intelligence of 10. The beast also gains the ability to speak Sylvan. Consuming the seed destroys it.

Enchanted Collars

Wondrous item, very rare
These enchanted collars are always found in pairs. A creature wearing one collar may use their action to change places with the creature wearing the other collar as long as both creatures are within 100 feet of each other. The other creature must be willing and use its reaction for the change to occur, otherwise nothing happens.

Fae Barding

Armor (light, medium or heavy); uncommon (+1), rare (+2), very rare (+3)
This armor, crafted by fairies, fits a Small or Tiny non-humanoid creature and grants bonus AC based on its rarity.

Ghosthair Brush

Wondrous item, rare
This fine ivory comb can be used on a non-humanoid creature, granting it a +10 bonus to Dexterity (Stealth) checks and preventing it from being tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage. These effects last until dawn.

Ivory Memento Mori

Wondrous item, uncommon
This small carved ivory charm counts as a medium-sized pile of bones for the purposes of the animate dead spell. When a skeleton created from this item reaches 0 hit points, it collapses in a pile of bone dust with this magic item at its center.

Plated Bone

Wondrous item, uncommon

This long bone is capped in runed silver. The bone can be consumed by a beast or monstrosity as a light activity during a long rest. Once a beast consumes the bone, its teeth permanently take on a silver appearance, and count as magical for the purposes of overcoming magic resistance. The bone is destroyed when it is consumed.

Ravenskull Whistle

Wondrous item, rare

A whistle carved from the skull of a raven with dark stones set in the eye sockets. As an action, a creature can blow this whistle to summon 1d4 flocks of ravens within 60 feet. The ravens are under the creature's control for one hour. After one hour or when they drop to 0 hit points, the ravens disappear as wisps of black smoke. Once this whistle is blown, it can't be used again until the next dusk.

Runic Bands

Wondrous item, uncommon (requires attunement by two creatures of different types)

These small metal bands are found in pairs and magically size to fit their wearers. When one creature casts a spell with a range of touch, the other can use their reaction to deliver the spell as if it had cast the spell, as long as both creatures are within 100 feet of each other. If the spell requires an attack roll, the casting creature uses their attack modifier for the roll.

Saddle of the Wild Hunt

Wondrous item, rare

As an action you can place this small saddle on a Large or smaller willing beast. The beast becomes Large and its movement speed becomes 60 feet if it is less than 60 feet. While it is enlarged by the saddle, the beast cannot take the Attack action. A creature, including the beast, can use an action to remove the saddle and end these effects, returning to its original size.

Serpent's Lash

Weapon (whip), uncommon

This magical weapon is a cruel whip made from braided snakeskin and tipped with fang-like barbs. A creature wielding the whip can use its action to urge the mount they are riding to immediately use their reaction to dash and become frightened of the wielder until the end of the mount's next turn.

Spidersilk Leash

Wondrous item, rare (requires attunement)

This leash is spun from Drow spider silk. A creature attuned to the leash can speak its command word to extend or retract its length, from 5 feet to 1,000 feet. If the end of the leash is tied around a creature, that creature is charmed by the creature attuned to the leash until it is untied. The leash may only be tied around one creature at a time.

Spiked Collar

Wondrous item, uncommon

This spiked collar can be worn by a Medium or smaller non-humanoid creature. When a creature wearing this collar is struck in combat, the collar deals 2 piercing damage to the attacker. When a creature wearing this collar is grappled, the creature grappling them receives 2 piercing damage each round. When a creature wearing this collar makes a bite attack, the attack deals 1d4 bonus piercing damage

Sunstone Collar

Wondrous item, uncommon

This delicate bronze collar is studded with softly glowing amber gems. The collar's glow emits bright light in a 5-foot radius and dim light for an additional 5 feet. The light is sunlight. A creature wearing the collar can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 20 feet each or a minimum of 5 feet each.

Vial Injection Rig

Wondrous item, uncommon

This mechanical apparatus can be fitted to a construct by a creature proficient in artificer's tools. The creature to which the rig is fitted can use its action to deliver the contents of a potion or poison to a willing or unconscious creature. A creature proficient in artificer's tools can study this rig over a period of 8 hours to learn how to create copies of it, using artificer's tools and 10 gp of fine materials.

Warded Bands

Wondrous item, uncommon (requires attunement by two creatures of different types)

These small metal bands are found in pairs and magically size to fit their wearers. While both bands are worn by creatures within 100 feet of each other, those creatures have resistance to all damage, but each time one takes damage from an effect other than this item, the other takes the same amount of damage. If one creature drops to 0 hit points, the other loses their damage resistance until the other creature is restored to at least 1 hit point.

Witch's Lookingglass

Wondrous item, rare (requires attunement)

A creature attuned to this magic lookingglass summons an additional familiar when they cast the find familiar spell.

Zargoth's Tome

Wondrous item, rare

This heavy tome contains the notes of a crazed lich, chronicling his strange experiments. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing the rituals inside it, you learn the find familiar spell and can cast it as a ritual. The tome then loses its magic, but regains it in a century.

Soulbound

The soulbound are a race of humans who manifest their spirits as an animal companions.

Soulbound Traits

Age. Soulbound humans reach adulthood in their late teens and live less than a century. Their soul companions age at the same rate.

Alignment. Soulbound humans tend toward no particular alignment. Soul companions often share their bonded human's alignment and even personality traits.

Size. Soulbound humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common. You can also speak the language of beasts, allowing you to verbally communicate with them. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.

Dreamsight. While you sleep, you can perceive through your soulbound companion's senses.

Ability Score Increase. One ability score of your choice increases by 1, and all of your soul companion's ability scores increase by 1.

Kinship. You are proficient in the Animal Handling skill and add double your proficiency bonus to the check when interacting with Medium or smaller creatures.

Soulbond. You are born with a manifestation of your soul in animal form that serves as a companion. You may choose the form it takes when you create your character. It may be any beast of CR 1/8 or lower. This soulbound creature is unshakably loyal, obeys your telepathic commands, and is immune to being charmed. Your soulbound companion can magically communicate simple ideas, emotions, and images telepathically with you.

In combat, your soulbound companion takes its turn immediately after yours. It has resistance to all types of damage, but whenever it takes damage you take the same amount of damage. Its hit point maximum is increased by 5 x your level.

If slain, your soulbound companion's body dissipates as mist, leaving behind no physical form. During a short rest it reappears, reforming from mist.

As an action, you can see through your soulbound companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

Expanded Beasts

Beast Master

Prerequisite: Proficiency with Animal Handling
Your affinity with animals deepens, bordering on the supernatural. You learn the following spells: beast sense, speak with animals, and animal messenger. You may cast these spells as rituals.

Variant Familiars

These animals are additional forms for your familiar. You may choose for the spirit of your familiar to take any of the following forms, in addition to those it could normally take, with or without the Beast Master feat.

Anglerfish

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4-1)
Speed Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses darkvision 60 Ft., passive Perception 8
Challenge 0 (10 XP)

Lure. The anglerfish has a glowing lure that sheds bright light in a 5-foot radius and dim light for an additional 15 feet.

Water Breathing. The anglerfish can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d1) piercing damage.

Armadillo

Small animal, unaligned

Armor Class 13 (natural armor)
Hit Points 4 (1d6+1)
Speed 15ft.

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

Senses passive Perception 10
Challenge 0 (10 XP)

Actions

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., 1 targets. Hit: 1 point of piercing damage.

Reactions

Curl: As a reaction to being attacked, the armadillo can curl into a ball. While curled into a ball the armadillo gains a +5 bonus to AC. It may uncurl as a bonus action on its turn.

Axolotl

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4)
Speed 20 ft., swim 20 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	1 (-5)	8 (-1)	3 (-4)

Senses darkvision 30 Ft., passive Perception 9
Challenge 0 (10 XP)

Amphibious. The axolotl can breathe air and water

Regeneration. The axolotl's severed body parts, if any, are restored after completing a long rest.

Chameleon

Tiny beast, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

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

Senses darkvision 30 Ft., passive Perception 9
Challenge 0 (10 XP)

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: (1d1) piercing damage.

Meld. The chameleon changes the color of its skin. As long as the chameleon's skin color matches that of its environment, it has advantage on stealth check.

Dog

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Challenge 0 (10 XP)

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

Actions

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

Electric Eel

Small beast, unaligned

Armor Class 12
Hit Points 4 (1d6+1)
Speed 5 ft., swim 30 ft.-

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	4 (-3)

Damage Resistances lightning
Skills Perception +2, Stealth +4
Senses blindsight 60 ft.; passive Perception 12
Challenge ⅛ **(25 XP)**

Actions

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

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+3 bludgeoning damage plus (1d6) lightning damage. A creature hit by this attack must succeed a DC 5 constitution saving throw be stunned until the end of its next turn.

Fox

Small beast, unaligned

Armor Class 13
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	11 (+0)	4 (-3)	14 (+2)	7 (-2)

Skills: Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 15
Challenge: 0 (10 XP)

Keen Senses. Foxes have advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

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

Giant Moth

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4-1)
Speed 25 ft., fly 30 f

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	8 (-1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +2
Senses darkvision 60 ft., passive Perception 12
Challenge: ⅛ (25 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Proboscis. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Hedgehog

Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 2 (1d4)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 10
Challenge: 0 (10 XP)

Spiney Body. A hostile creature that touches the hedgehog or hits it with a melee attack while within 5 ft. of it takes 1 piercing damage.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., 1 targets. Hit: 1 point of piercing damage.

Reactions

Curl. As a reaction to being attacked, the hedgehog can curl into a ball. While curled into a ball the hedgehog gains a +2 bonus to AC. It may uncurl as a bonus action on its turn.

Hermit crab

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 2 (1d4)
Speed 20 ft., swim 20 ft.

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

Skills Stealth +2
Senses Blindsight 30 Ft., passive Perception 9
Challenge 0 (10 XP)

Amphibious. The hermit crab can breathe air and water.

Actions

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: (1d1) bludgeoning damage.

Shell. The hermit crab retracts its head and limbs inside its shell, gaining a +5 bonus to AC. It may emerge from its shell as a bonus action on its turn.

Magpie

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	8 (-1)	4 (-3)	13 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Challenge 0 (10 XP)

Glean. The magpie has advantage on Wisdom (Perception) checks to spot shiny objects and Dexterity (Sleight of Hand) checks to interact with them.

Actions

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

Monkey

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 30 ft., climb 30 ft.

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

Skills Acrobatics +4, Perception +4, Stealth +4, Sleight of Hand +4
Senses passive Perception 16
Challenge 0 (10 XP)

Actions

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

Mouse

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4-1)
Speed 20 ft.,

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	3 (-4)	11 (+0)	5 (-3)

Senses darkvision 30 Ft., passive Perception 10
Challenge 0 (10 XP)

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

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: (1d1) piercing damage.

Otter

Small beast, unaligned

Armor Class 13
Hit Points 2 (1d6-1)
Speed 30 ft. Swim 30 ft.

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

Skills Perception +3
Senses passive Perception 13
Challenge 0 (10 XP)

Actions

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

Pangolin

Small beast, unaligned

Armor Class 15 (natural armor)
Hit Points 4 (1d6+1)
Speed 20 ft. Burrow 5ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 10
Challenge 0 (10 XP)

Actions

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., 1 targets. Hit: 1 point of piercing damage.

Reactions

Curl. As a reaction to being attacked, the pangolin can curl into a ball. While curled into a ball the pangolin gains a +2 bonus to AC. It may uncurl as a bonus action on its turn.

Poison Dart Frog

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4-1)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1
Senses darkvision 30 Ft., passive Perception 11
Challenge 0 (10 XP)

Amphibious. The frog can breathe air and water

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

Chromatic Skin. The frog's brightly patterned skin gives it disadvantage on stealth checks.

Poisonous Skin. The frog constantly secretes a poison from its skin. If a creature touches the frog, it must make a DC 10 Constitution saving throw or take 1d4 poison damage. A creature can extract poison from a willing or unconscious poison dart frog, applying it to a weapon. Once applied, the poison retains potency for 1 hour before drying.

Possum

Tiny beast, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 30 ft.

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

Skills Perception +3
Senses darkvision 60 ft.
Challenge 0 (10 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 point of piercing damage.

Rabbit

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4-2)
Speed 35 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	7 (-2)	2 (-4)	13 (+1)	4 (-3)

Skills Perception +2
Senses passive Perception 13
Challenge 0 (10 XP)

Hop. The rabbit's long jump is up to 5 ft. and its high jump is up to 5 ft., with or without a running start.

Keen Hearing. The rabbit has advantage on Wisdom (Perception) checks that rely on sound.

Actions

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

Raccoon

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 30 ft., climb 30 ft.

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

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Challenge 0 (10 XP)

Actions

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

Rhino Beetle

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 3 (1d4+1)
Speed 20 ft. Fly 20 ft.

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

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Challenge 0 (10 XP)

Actions

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

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Sphynx Cat

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	9 (-1)	4 (-3)	12 (+1)	8 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Challenge 0 (10 XP)

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

Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: (1d1) slashing damage.

Skunk

Tiny beast, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 30 ft.

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

Skills Perception +3
Senses darkvision 30 ft., passive Perception 15
Challenge 0 (10 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 point of piercing damage.

Sloth

Small beast, unaligned

Armor Class 7
Hit Points 3 (1d6)
Speed 30 ft., climb 30 ft.

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

Skills passive Perception 16
Challenge 0 (10 XP)

Slow. The sloth has a -5 penalty to initiative.

Actions

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

Squirrel

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4-1)
Speed 30 ft., climb 30 ft.

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

Skills Acrobatics +4, Perception +4, Stealth +4
Senses darkvision 30 ft., passive Perception 15
Challenge 0 (10 XP)

Keen Smell. The squirrel has advantage on all wisdom checks related to their sense of smell.

Actions

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

Sugar glider

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4-1)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	7 (-2)	2 (-4)	12 (+1)	6 (-2)

Skills Acrobatics +4, Perception +4, Stealth +4
Senses darkvision 30 ft., passive Perception 15
Challenge 0 (10 XP)

Glide. The sugar glider slowly descends as it falls; it descends 5 feet for every 5 feet it moves horizontally.

Actions

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

Turtle

Tiny beast, unaligned

Armor Class 15 (natural armor)
Hit Points 3 (1d4+1)
Speed 15 ft.

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

Senses passive Perception 10
Challenge 0 (10 XP)

Actions

Shell. The turtle retracts its head and limbs inside its shell, gaining a +5 bonus to AC. It may emerge from its shell as a bonus action on its turn.

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

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