

Pets and Familiars of the Realms

New creatures and critters for your heroes!

by Jennifer Adcock



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Animated Book

Tiny construct, unaligned

Armor Class 12

Hit Points 10 (2d6 + 3)

Speed 10 ft.

STR	DEX	CON
8 (-1)	3 (-4)	12 (+1)

INT	WIS	CHA
15 (+2)	13 (+1)	10 (+0)

Skills Arcana +4, History +4, Deception +2

Senses passive Perception 11

Languages any three

Challenge 1/4 (50 XP)

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

Misinformation. If anyone other than the book's owner looks inside the book, it can choose to show only incorrect information on the subject matter of its expertise. The reader must make a DC 13 Wisdom (Insight) check to determine that the information is false.

Subject Matter Expert. Each animated book has a particular subject which its text pertains to. This could be something like the wildlife of a particular region, a biography of a notable historical figure, a travel guide to a major city, etc. The book grants its owner advantage on INT and WIS checks pertaining to that subject.

Actions

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

Animated Quill

Tiny construct, unaligned

Armor Class 10

Hit Points 7 (2d4 + 2)

Speed 10 ft.

STR	DEX	CON
8 (-1)	11 (+0)	10 (+0)

INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)

Skills Sleight of Hand +2, History +4, Stealth +2

Senses passive Perception 11

Languages any three

Challenge 1/8 (25 XP)

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

Writing. The quill is capable of taking precise dictation at the command of its owner. It will impeccably transcribe conversation, lectures, and more until it runs out of paper or ink.

Actions

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

Animated Spyglass

Tiny construct, unaligned

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 10 ft.

STR	DEX	CON
10 (+0)	12 (+1)	15 (+2)
INT	WIS	CHA
11 (+0)	15 (+2)	9 (-1)

Skills Investigation +2, Perception +6

Senses passive Perception 16, truesight 60 ft.

Languages any one

Challenge 1/4 (50 XP)

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

Actions

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

While most adventurers are familiar with some of the larger and more malevolent animated objects, such as animated armor and flying swords, fewer have knowledge of their smaller, more benevolent cousins. Some animated equipment can be not only helpful to adventurers and heroes, it can be downright lifesaving.

The animated book is a frequent companion of educated heroes of all types, carrying key information and providing a bit of a trick on any rivals they may encounter. Animated books can be found in a wide variety of texts and subjects, though the most common ones pertain to Arcana, History, and Nature.

The animated quill is a particular favorite of wizards, bards, and other adventurers with a need to record information. Whether it's transcribing a song performed in the town square, eavesdropping on bits of conversation in taverns, or capturing the notes from an interrogation, the animated quill will record it all faithfully.

The animated spyglass is particularly favored by rangers, wanderers, outlanders, and those who would travel to distant locales. The spyglass' truesight is invaluable to those who may find themselves in dangerous situations, as even a standard spyglass can be useful for travelers.

Brownie

Tiny fey, lawful good

Armor Class 15

Hit Points 13 (2d10 + 2)

Speed 15 ft., fly 30 ft.

STR	DEX	CON
8 (-1)	20 (+5)	10 (+0)
INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7, Survival +4

Senses passive Perception 14

Languages Common and one other

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The brownie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

1/day each: *alarm, dancing lights, detect magic, druidcraft, grease, identify, mending, message, sleep*

Actions

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

The brownie is among the kindest and most helpful of the fey folk, sought after by nearly all households for their diligence and thoroughness in cleaning, cooking, and household skills. They are also, however, among the hardest to gain and keep their respect. Brownies expect nothing in return for their assistance but a bowl of milk each day – attempts to otherwise flatter or praise them are taken as grave insults, causing the brownie to leave forever. Gifts are rejected – typically by destruction of the item and the disappearance of the brownie.

While brownies strongly prefer to stay in a single location – a house, a fortress, a tavern, etc. – a sufficiently strong attachment to a person could entice them to take up the wandering life and go where their person does. Brownies are an incredible boon to an adventuring party, being willing to set up their campsites, cook their food, and even take care of their equipment.

Miniature Hippogriff, or Avequus

Small monstrosity, unaligned

Armor Class 13

Hit Points 13 (2d10 + 2)

Speed 20 ft., fly 30 ft.

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

Skills Perception +5

Senses passive Perception 15

Languages –

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The avequus makes two attacks: one with its beak and one with its claws.

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

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

While full-sized hippogriffs are often bred as flying mounts, these miniature-sized cousins are instead bred as pets, curiosities, and domestic companions. Much like their larger relatives, they are deeply loyal and easy to train, making them appealing as pets for children in particular.

The avequus, as they are sometimes called, is about the size of the average housecat, though significantly more noisy. New owners of avequus are often surprised to hear how raucous their calls can be, reminiscent of those of a full-sized eagle. They're also often surprised by the annual molting, which can leave their homes covered in down, dander, and loose feathers.

Leaf Woad

Tiny plant, lawful neutral

Armor Class 18

Hit Points 7 (1d8 + 3)

Speed 30 ft., climb 30 ft.

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

Skills Perception +3, Stealth +4

Damage Vulnerabilities fire

Senses passive Perception 16, darkvision 60 ft.

Languages Sylvan, one other

Challenge 1/2 (100 XP)

Plant Camouflage. The leaf woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The leaf woad regains 2 hit points at the start of its turn if it is in contact with the ground. If the leaf woad takes fire damage, this trait doesn't function at the start of the leaf woad's turn. The leaf woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Leaf woads are a smaller form of wood woads, though they are no less diligent in their attempts to protect the natural beauty of the land. It is not uncommon for an adventurer's first encounter with a leaf woad to be feeling the blows of its club against their ankle as they tromp through the woods.

Leaf woads typically only attach themselves to druids and sometimes rangers, those who prove themselves dedicated to the protection of nature. They tend to be quiet and stalwart companions, though they've been known to become vocal in their scolding of those who would harm their habitats.

Lycat

Tiny beast, neutral

Armor Class 13

Hit Points 9 (3d4 + 3)

Speed 50 ft.

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

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

Senses passive Perception 13

Languages –

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The lycat can make two attacks, one with its claws and one with its bite.

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

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a humanoid, it must succeed on a DC 5 Constitution saving throw or be cursed with lycanthropy.

The lycat is an ordinary cat who has been exposed to lycanthropy at some point. It is not a full lycanthrope; it has no shape-changing abilities, but it does gain a few bonuses and it does act as a carrier for the form of lycanthropy it was exposed to. The DM can decide which of the types of lycanthropy the lycat carries.

Lycats are exceedingly rare, as the scratch or bite that exposes it to lycanthropy is often fatal. Intentionally exposing ordinary cats to a lycanthrope to turn them into lycats is considered cruel, and is illegal in many jurisdictions due to the potentially rapid spread of the curse.

Lycats, for the most part, look no different from normal house cats, but their claws tend to grow somewhat longer and sharper, and their fur becomes thicker.

Mimic Friend

Small monstrosity, neutral

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 10 ft.

STR	DEX	CON
15 (+2)	12 (+1)	13 (+1)
INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Resistances acid

Senses passive Perception 11, darkvision 60 ft.

Languages –

Challenge 1/2 (100 XP)

Shapechanger. The mimic friend 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 friend adheres to anything that touches it. A Large or smaller creature adhered to the mimic friend is also grappled by it (escape DC 13).

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

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8) bludgeoning damage. If the mimic friend 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 (1d8) piercing damage plus 2 (1d4) acid damage.

Occasionally, a mimic in a dungeon takes a shine to a group of adventurers. Life in the dungeon is often boring, and the adventurers bring excitement. In these cases, the mimic might attach themselves to the party – literally, in the case of their Adhesive ability – and they do their best to befriend the heroes.

While they are sometimes rejected, sometimes the adventurers choose to accept their new mimic friend and make them a valued companion of the group. Mimic friends tend to run smaller than traditional mimics, typically being younger than long-time dungeon dwellers. Outside of the dungeon, they may choose to take the form of a backpack or bedroll, or a small traveling chest.

Pegapony

Medium celestial, chaotic good

Armor Class 12

Hit Points 24 (3d10 + 9)

Speed 40 ft., fly 60 ft.

STR	DEX	CON
14 (+2)	15 (+2)	16 (+3)
INT	WIS	CHA
9 (-1)	13 (+1)	15 (+2)

Skills Perception +4

Senses passive Perception 14

Languages Celestial and one other

Challenge 1/2 (100 XP)

Actions

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

Unipony

Medium celestial, lawful good

Armor Class 12

Hit Points 27 (4d10 + 6)

Speed 40 ft.

STR	DEX	CON
14 (+2)	15 (+2)	16 (+3)
INT	WIS	CHA
9 (-1)	13 (+1)	15 (+2)

Damage Resistances poison

Senses passive Perception 14

Languages Celestial and one other

Challenge 1/2 (100 XP)

Actions

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

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

Teleport (1/Day). The unipony magically teleports itself and one willing creature it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1,000 feet away.

Originally, pegaponies and uniponies were bred from captive pegasi and unicorns, and were sold as entertainments for the children of nobles and wealthy merchants. The spoiled children tired of the beasts and set them loose, where they continued to breed, creating more pegaponies and uniponies.

These odd creatures possess all of the beauty of their predecessors and very little of their power, something that was done by design in order to make them easier to tame. Nowadays, these beasts make expensive, but appealing mounts for Small-size adventurers and travelers. They still very much appeal to the noble class, providing a bit of prestige to their menageries and stables.

Puddin'

Tiny ooze, unaligned

Armor Class 7

Hit Points 8 (1d10 + 3)

Speed 10 ft., climb 10 ft.

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

Damage Resistances acid, cold, lightning, slashing

Senses darkvision 60ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 1/4 (50)

Amorphous. The puddin' can move through a space as narrow as 1/4 inch wide without squeezing.

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

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 4 (1d8) acid damage.

As tempting as it would be to say that this creature is a wizard's oddest creation, it would hardly be truthful. The relatively harmless puddin' came about when an experimenting wizard attempted to neutralize the acidic, armor-destroying properties of a normal black pudding.

In addition to successfully neutralizing the acid, the solution also had an unexpected property: the pudding was no longer as malevolent towards the wizard as it had been. Indeed, it seemed something like... friendly. The wizard grew to like the company of the puddin', and it became a familiar to him.

All currently existing puddins are descendents of the original puddin'. Once or twice a year on average, a puddin' will split, forming two identical puddins. One will stay with its original companion, while the other will go off on its own to seek out a new companion.

Shade

Medium undead, unaligned

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON
6 (-2)	14 (+2)	13 (+1)
INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 1/4 (50 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 shadow can take the Hide action as a bonus action.

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

Innate Spellcasting. The shade's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

1/day each: *chill touch*, *darkness*, *illusory script*, *invisibility*, *minor illusion*, *sleep*

Actions

Merge. The shade is able to merge with its creator's original shadow, becoming no more than an ordinary shadow. It does not show up as magical to magical senses. The shade becomes unmerged as soon as it makes an attack or casts a spell.

The shade is a variant form of a shadow, which is created when a spellcaster performs a precise ritual to separate their shadow from themselves, allowing it to operate independently. The shade can, at will, re-merge with the remaining shadow and split off again as it needs.

Shades most often take on the alignment of their creator, or remain unaligned. While they mostly take orders, they do have a will of their own and will act against orders if they feel it's prudent. The act of creating a shade is dangerous, and only high-level spellcasters are able to attempt it without risking their own deaths.

Soot Snake

Tiny elemental, neutral

Armor Class 14

Hit Points 13 (3d8)

Speed 20 ft.

STR	DEX	CON
10 (+0)	14 (+2)	10 (+0)
INT	WIS	CHA
7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Senses passive Perception 10

Languages understands Ignan and one other, but can't speak

Challenge 1/2 (50 XP)

Heated Body. A creature that touches the soot snake or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

Actions

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

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

The soot snake, similar to the fire snake, is a smaller elemental that is temperamentally suited to life as a familiar. Soot snakes bond intensely with one individual and become dedicated to defending them. Often, should the bonded individual die, the soot snake stops eating and will not be coerced to live long without their partner.

Soot snakes can be difficult to travel with, as touching them inflicts fire damage. Owners of soot snakes will sometimes purchase or craft protective, quilted sleeves and gloves that the snake can wrap around without causing them harm. At night, the snake is happiest curling up in a campfire, hearth, or oven.

Water Wyrm

Small elemental, neutral

Armor Class 14

Hit Points 13 (3d8)

Speed 0 ft., swim 30 ft.

STR	DEX	CON
10 (+0)	14 (+2)	10 (+0)
INT	WIS	CHA
7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Senses passive Perception 10

Languages understands Aquan and one other, but can't speak

Challenge 1/2 (50 XP)

Invisible in Water. The water wyrm is invisible while fully immersed in water.

Actions

Constrict. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage. If the target is Small or smaller, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, the water wyrm tries to drown it, and the water wyrm can't constrict another target.

The water wyrm, similar to the water weird, is a snake-like creature formed entirely of water. Unlike the water weird, it is not quite as bound to water – it is able to survive (albeit temporarily) outside of water, though it cannot move there. Its being unbound from the water makes it able to live as a familiar or travel companion.

While traveling, the wyrm likes to make its home inside of a canteen or waterskin, kept periodically refreshed with clean, fresh water. If the wyrm no longer wishes to stay with its current companions, it leaves the next time it is set free, following the currents to wherever it might end up.

Yowie

Small monstrosity, neutral evil

Armor Class 12

Hit Points 12 (2d10 + 3)

Speed 25 ft., climb 25 ft.

STR	DEX	CON
14 (+2)	13 (+1)	14 (+2)
INT	WIS	CHA
8 (-1)	12 (+1)	7 (-1)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses passive Perception 13

Languages one of your choice

Challenge 1/2 (100 XP)

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

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

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

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) cold damage.

The yowie is a smaller cousin of the yeti, and inhabits similar climates – the colder and snowier the better. They have keen survival instincts and are able to eke out a living in environments that no other creatures can manage.

The yowie is difficult to tame, but the effort is worthwhile – travelers in frigid climates who have a yowie companion have far better odds of survival. The yowie is able to assist in hunting, searching for shelter, and keeping warm. Even mountain villagers have seen the benefit of having a tame yowie around, though they recognize the risks as well. Should it be mistreated or abused, the yowie has been known to lead its companions into even more dangerous situations – avalanche zones, yeti territory, and more.

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