

FINDING FAMILIAR



RULES FOR EVOLVING
OVER TWENTY NEW FAMILIARS



CREDITS

Designer: Benjamin Ragan

Lead Artist: Ciza

Editor: Kathleen Harrington

Layout Artist: David Barrentine (on Twitter @DavidBarrentine)

Cover Art: by Ciza

Credits Art: “NeverNotDM” by ali_on

Interior Art: by Ciza

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ABOUT THE CREATOR

BEN (NEVERNOTDM)

Ben is a forever DM and law student focused on creating unique monsters, interesting subclasses, and fun magic items for 5e. He knows how much work goes into preparing a session and wants to create content to make DMs' jobs easier.

When he's not creating homebrew, he loves cooking, reading sci-fi and fantasy, and hiking. You can find him on Twitter where he releases free 5e content every week!

Find familiar is one of the most versatile and powerful spells in D&D fifth edition. The goal of this supplement is to help DMs and players utilize *find familiar* to its full potential by incorporating evolutions, plot hooks, and twenty new familiars into your games.

WHAT IS A FAMILIAR?

A familiar is more than just a scouting bot; it is a powerful creature that binds itself in service to a character through the *find familiar* spell. While familiars can take on the form of a specific creature, such as a horned cat or a raven, that does not necessarily have to be its true form. The *find familiar* spell states that your familiar is a fey, fiend, or celestial—an essentially immortal creature. Why did one of these creatures decide to leave their home or plane behind to serve and protect your character?

When considering your familiar's origin, roll on the table below or create your own origin!

D6	Origin
1	Your familiar is a lesser devil bound by blood contracts to serve those who summon it.
2	Your familiar is a lost fey spirit wandering through the Material Plane.
3	Your familiar is the celestial spark of a lost adventurer.
4	Your familiar is an ancient devil bound in the form of a lesser creature by a powerful wizard or paladin.
5	Your familiar is a servant of a fey court reporting on events in the mortal world.
6	Your familiar is a lesser celestial sent to protect devout followers of an angel or god.

While bound to a character, familiars are essentially immortal. If they are reduced to 0 hit points or are dispelled, they can be summoned again. The bond between them and their summoner is not just one-sided; in return for their service they are protected and possibly granted access to the Material Plane.

Even though the *find familiar* spell is quite detailed, it never says how a particular familiar becomes bound to a character. Consult the table below for examples of familiar bonds:

D6 Bonds

1	You called out blindly for a spirit and your familiar answered the call.
2	Your god sent the familiar to you as a companion or protector.
3	You encountered the creature during your adventures and befriended it.
4	You inherited the familiar.
5	You made a contract with the familiar.
6	Your familiar chose you because of your ancestry.

Variant: Stable intelligence

When a creature becomes a familiar and its form changes, technically its Intelligence shifts to fit the form. But for a creature with a high intelligence to suddenly become a mouse can have drastic effects on how the DM or players roleplay that familiar. Instead of the familiar's Intelligence score changing, you can set the base at an Intelligence of 6. After all, it's magic!

DM's Note

What happens to familiars when their master dies? Do they return to their home plane? Will they choose to serve another adventurer? Could one character adopt the familiar of their fallen companion?

WHO IS YOUR FAMILIAR?

When you summon your familiar, you are not just conjuring a random lesser spirit. Your familiar is a unique, powerful creature that has its own personalities, values, and goals. While they will obey your commands, they do not have to be just mindless servants.

When creating your familiar, consider adding one of the following quirks to their personalities:

D6 Personalities

- 1 Your familiar has an obsession with a particular food.
- 2 Your familiar hates changing its form.
- 3 Your familiar is lazy and prefers to sleep rather than scout.
- 4 Your familiar loves to steal random small items such as forks, copper coins, or teaspoons.
- 5 Your familiar is fiercely protective of you.
- 6 Your familiar loves games, like fetch, hide and seek, or chasing lights.

Familiars are powerful creatures, and like many other fey, fiends, or celestials, they can have extremely long lives. Are you the first adventurer the familiar has been bound to? Or is it a veteran of thousands of quests and dozens of adventurers? And if so, why does your familiar adventure alongside *you*?

Perhaps your familiar is a reluctant adventurer, dragged along by a solemn vow to protect its master; perhaps it is a spy or minion of a greater power that you have made a deal with, or maybe it is simply an adventurous spirit who wants to explore the Material Plane.

When you first cast the *find familiar* spell, why did your particular familiar appear?

D6 Reason

- 1 You remind the familiar of a previous master they served.
- 2 Your familiar is all that is left of your deceased mentor.
- 3 Your familiar's goals align with your own and it wants to see them completed, perhaps for its own reasons.
- 4 Your familiar wanted to leave its home plane and heard your call.
- 5 Your familiar is a servant of a greater power and has been instructed to observe and protect you.
- 6 Your familiar is the spirit of one of your ancestors and wants to watch over you.

BEFRIENDING A FAMILIAR

Not all wizards or other characters come to the table with *find familiar* and a tiny companion. Some learn *find familiar* later in a campaign, perhaps from a feat such as Magic Initiate, or through a class feature like Magical Secrets. In these cases, or simply if it fits the story, the DM can give players the option of having their characters befriend a familiar of their very own.

Befriending a familiar should require more than a simple Animal Handling check. Many familiars are highly intelligent and would want to see a benefit in binding themselves to a character.

Many of the familiars listed in this supplement can be found living all across the world, some as lone hunters and others in vibrant communities. If characters help or befriend a familiar, that creature might decide to continue on with the party.

D6 Plot Hooks

- 1 A group of rabbicorns are being hunted by dark forces in their forest. If the characters defeat the hunters, one of the rabbicorns might choose to go with them.
- 2 A character frees a familiar from an evil wizard or cruel sorcerer who has enslaved it for their own twisted ends.
- 3 The characters go on a quest for a wealthy patron to obtain an unknown magical artifact, only to realize later it is a phoenix or dragonling egg, which hatches and the hatchling imprints on a party member.
- 4 A horned cat might agree to be a character's familiar in exchange for protection against a more powerful devil it angered.
- 5 An augur trapped in a zoo communicates to the characters the true conditions of the facility. If the characters break the animals out, the augur will continue to travel with the party as a familiar.
- 6 A flock of springwings have been captured by a band of roving goblins as the main course for a feast.

Familiars who are befriended, rather than summoned, cannot have their forms changed by recasting the *find familiar* spell and instead retain their normal creature type. However, they can still evolve. The characters' adopted springwing familiar could be exposed to dark magic from the Shadowfell and then turn into a winged nightmare.

If a player expresses interest in having their character learn *find familiar* at a higher level, consider giving them one of the powerful familiars listed in the bestiary section.

FAMILIAR EVOLUTIONS

Throughout a campaign, characters change, grow, and evolve. Their personalities, abilities, and goals shift in response to their fellow companions and the world around them. Oftentimes, characters transform from eager, young adventurers into hardened veterans over the course of a campaign. But their familiars, companions that have been with them through thick and thin, don't grow; their abilities stay stagnant.

The goal of familiar evolutions is to change that. As your character becomes more powerful, so does your familiar. Familiar evolutions can be treated much like giving characters magic items. This supplement contains familiars balanced for different tiers of play. However, in higher powered campaigns or if a character has a compelling backstory reason, the DM can give characters any one of the familiars listed in the bestiary section at any level.

DMs can consider a familiar evolution for any of the following reasons:

- As a reward for character, instead of a magic item
- When the character finishes a story arc, completes a major accomplishment, or levels up
- When a character's familiar does something extraordinary
- When there is a compelling story reason

Familiar evolutions can happen at any time and do not have to be the result of combat or a level up. Here are some possible triggers for familiar evolution:

D6 Triggers

- | | |
|---|---|
| 1 | Discover an anatomical scroll of an extinct or rare creature in a wizard's collection |
| 2 | Have an encounter with a powerful creature such as an Archfey |
| 3 | Uncover the magical bones or remains of a creature |
| 4 | Create or purchase a magical potion with the power to alter a summoned creature's form |
| 5 | As a gift from a powerful benefactor or patron, such as an archmage |
| 6 | When the familiar is exposed to a powerful magical phenomenon such as a flame storm or necrotic tempest (see <i>Tasha's Cauldron of Everything</i> , chapter 4) |

DM's Note

Players and DMs roleplay familiars in different ways, but familiar evolution doesn't have to be constrained to the same creature type. A character's bat familiar could transform into a horned cat with a devious streak or even transform into a fledgling phoenix after being exposed to magical fire. As long as the player and the DM are okay with it, familiar evolution doesn't have to be truly "logical."

BALANCING FAMILIAR EVOLUTIONS

Many of the familiars listed in this book are more powerful than the options listed in the original spell and not designed for use in the early levels (1–3).

Familiars are balanced in the same vein as magic items: common, uncommon, rare, very rare, and legendary. A familiar evolution increases the "rarity" of the familiar by one step. After a familiar reaches its final evolution, the familiar can still gain new abilities and traits as shown in the final evolution sidebars.

A common-level familiar is one that is equivalent in power to the base options in the *find familiar* spell.

FAMILIARS IN COMBAT

The *find familiar* spell states that familiars roll their own initiative in combat. While this gives familiars a chance to act more independently from their summoners, it can be a headache for DMs, especially if there is more than one familiar or summoned creature at the table. Keeping track of initiative for characters, monsters, and NPCs is already difficult enough.

Considering changing the *find familiar* spell to have familiars move directly after their summoners to make initiative easier. While this does increase the length of individual characters' turns, it makes tracking initiative and turn order easier, which can still save time in the long run.

DM's Note

When you introduce familiar evolutions, and characters' familiars upgrade and change over time, consider having your players use character sheets for their familiars. It can be a useful tool to easily keep track of new abilities!

BASE FAMILIARS, COMMON

bunny, songbird, dog

Bunny

Tiny beast, any good alignment

Armor Class 13

Hit Points 2 (1d4)

Speed 40 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	2 (-4)	12 (+1)	12 (+1)

Skills Acrobatics +5

Senses darkvision 30 ft., Passive Perception 11

Languages --

Challenge 0 (10 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a bunny.

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

Evasion. When the bunny is subjected to an effect that allows it to make a Dexterity 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

Slam. *Melee Weapon Attack:* +0 to hit, range 0ft., one target. *Hit:* 1 bludgeoning damage.

Dog

Small beast, any alignment

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	6 (-2)	13 (+1)	15 (+2)

Skills Perception +3, Performance +6, Persuasion +4

Senses darkvision 60 ft., Passive Perception 13

Languages --

Challenge 1/8 (25 XP)

Songbird

Tiny beast, unaligned

Armor Class 14

Hit Points 2 (1d4)

Speed 5 ft., fly 50 ft.

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

Skills Acrobatics +6, Performance +4

Senses Passive Perception 11

Languages --

Challenge 0 (10 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a songbird.

Sweet Melodies. The songbird can reproduce the melody of any song it hears and can use the Help action as a bonus action to aid another creature with a Performance check that involves music.

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

Actions

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

Note for Songbird — flavor your songbird as basically any bird that isn't a bird of prey.

Familiar. With the DM's permission, the *find familiar* spell can summon a dog.

Good Boys. The dog has advantage on Charisma (Persuasion) and Charisma (Performance) checks.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, range 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

DOG EVOLUTIONS

When your familiar evolves:

- You can increase one of its ability scores of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases to the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:

Uncommon benefits

- **Bloodhound:** Expertise in Perception and proficiency in Survival skill.
- **Sentinel:** You cannot be surprised while your familiar is summoned and is within 30 feet of you.
- **Skilled:** The dog gains proficiency in Survival and one other skill.

Rare benefits

- **Loyal Defender:** The dog imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the dog.
- **Flexible Form:** As a bonus action, the dog can change its form from Small to either Medium or Large and vice versa.
- **Nimble Action:** The dog can take the Dash or Disengage actions as bonus actions.

Very rare benefits

- **Shadow Step:** If the dog is in dim light or darkness, it can use its bonus action to teleport 30 feet to another area in dim light or darkness.
- **Lycanthropic Immunity:** The dog gains immunity to bludgeoning, piercing, or slashing damage from non-magical, non-silvered attacks.

HORNED CAT (UNCOMMON), GREATER HORNED CAT (RARE) — EVOLVES FROM CAT

Horned cats are feline devils with a penchant for mischief. In the shadows, they are often mistaken for normal alley cats, but they are much more intelligent and cunning. The exact origin of horned cats is unknown but researchers speculate that they are the result of some deal between a cat and a devil. Whether the deal was favorable for the cat or the devil is unknown.

Devil's Watchers. Horned cats are often used as a devil's eyes and ears into the mortal world. They can move silently through the alleys of large cities or slip past the strongest fences in small farmsteads. Horned cats scout for desperate souls willing to accept their masters' contracts. In some instances, dark cultists will contract a horned cat to guard a safehouse or to act as a spy to infiltrate the local guardhouse.

Creatures of Contracts. Like most devils, horned cats delight in making bargains with mortals, both as representatives of greater devils and for their own amusement or protection.

Greater Horned Cats: When a horned cat has fulfilled its term of service with a devil, it is often granted additional boons and powers and becomes a greater horned cat: a creature of shadow. A greater horned cat's fur is usually darker in color and their horns larger.



Horned Cat

Tiny fiend, any alignment

Armor Class 12

Hit Points 7 (3d4)

Speed 40 ft., climb 30 ft.

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

Skills Deception +4, Perception +3, Persuasion +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses darkvision 60 ft., Passive Perception 13

Languages understands Infernal and Common

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a horned cat. A warlock can choose to have a horned cat as a part of their Pact of the Chain.

Hates Water. A horned cat will not willingly enter water.

Innate Spellcasting. The horned cat's spellcasting ability is Charisma (DC 12). It can innately cast the following spells, requiring no material components:

1/day: *bane*, *hellish rebuke* (2nd level)

Devil's Sight. Magical darkness does not impede the horned cat's darkvision.

Actions

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

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - (Legendary) The horned cat can cast the *hunger of Hadar* spell once per day using its innate spellcasting ability.

Greater Horned Cat

Tiny fiend, any evil alignment

Armor Class 13

Hit Points 10 (4d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	11 (+0)	13 (+1)	16 (+3)

Skills Deception +5, Perception +3, Persuasion +5, Stealth +7, Survival +3

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses darkvision 60 ft., Passive Perception 13

Languages understands Infernal and Common

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a greater horned cat.

Hates Water. A greater horned cat will not willingly enter water.

Innate Spellcasting. The greater horned cat's spellcasting ability is Charisma (DC 13). It can innately cast the following spells, requiring no material components:

2/day: *bane*

1/day: *darkness*, *hellish rebuke* (3rd level)

Devil's Sight. Magical darkness does not impede the greater horned cat's darkvision.

Actions

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

- The horned cat can cast the *darkvision* spell twice per day using its innate spellcasting ability.
- The horned cat is immune to non-magical slashing, bludgeoning, and piercing damage.
- Once per day, if the horned cat would be reduced to 0 hp while within 100 feet of its summoner, the summoner can take damage equal to the horned cat's maximum hp instead of the horned cat taking damage.

Owl Cat

Tiny fey, any alignment

Armor Class 13

Hit Points 7 (3d4)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	8 (-1)	16 (+3)	14 (+2)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Perception +5, Stealth +5

Senses darkvision 60ft., Passive Perception 15

Languages understands Common and Sylvan

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon an owl cat.

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

Fey Sight. Magical darkness does not impede the owl cat's darkvision.

Innate Spellcasting. The owl cat's spellcasting ability is Charisma (DC 12). The owl cat can innately cast the following spells without material components:

1/day: *enhance ability* (Cat's Grace or Owl's Wisdom only).

Actions

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

OWL CAT (RARE) —

EVOLVES FROM OWL OR CAT

Owl cats are wise fey watchers that normally prefer to observe the mortal world from the treetops rather than directly interfere with the affairs of humanoids. Hunters and woodsmen consider them symbols of good fortune and often follow their trails to the best hunting grounds. Those who honor and respect the hunt and the spirits of the forests might, for a moment, be granted one of the owl cat's blessings.

Beings of the Moon. Owl cats have an affinity for moonlight and are most active during the full moon. Their nests can often be found around moonwells, conduits of fey power into the Material Plane. When the moon is at its zenith, a keen, silent observer might be able to catch a glimpse of this shy creature drinking from the silver water of the well.

Deadly Hunters. An owl cat's greatest strength is its keen senses. Their hearing is more acute than a cat's and their eyes sharp enough to pierce through even the deepest glooms. From their perch, they can spot small woodland creatures scurrying across the forest floor and silently nab them in the blink of an eye.

Growth. As an owl cat ages, its feathers and fur turn from a dark, dusty brown to a beautiful silver. Alchemists and collectors crave the gleaming feathers for potions and decoration.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The owl cat can cast the *enhance ability* spell twice per day using its innate spellcasting ability.
 - The owl cat can cast the *moonbeam* spell once per day using its innate spellcasting ability.
 - Fey Step.** The owl cat can use a bonus action to teleport up to 60 feet to an unoccupied space it can see once per day



Augur

Tiny fey, any alignment

Armor Class 11

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	8 (-1)	18 (+4)	12 (+1)

Skills Insight +8, Perception +8

Senses darkvision 60 ft., Passive Perception 18

Languages understands all languages

Challenge 1/2 (100 XP)

Seer. The augur cannot be surprised and has advantage on initiative rolls.

Innate Spellcasting. The augur's spellcasting ability is Wisdom (DC 14). The augur can innately cast the following spells without material components:

At will: *druidcraft*
1/day *augury, guidance*

Shared Visions. The augur can magically communicate simple ideas, emotions, and images telepathically with any creature within 50 feet of it that can understand a language.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, range 5ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

AUGUR (RARE) — EVOLVES FROM RAVEN OR OWL

Augurs are small, birdlike fey with the power to pierce through the veil and see into the future. Their deep connection to the Feywild and the powerful fey who dwell there grants them knowledge beyond mortal comprehension.

Secret Keepers. Augurs are rare, solitary creatures that live in forests strong in fey energy. Many souls who go to seek out their wisdom become lost. But for those who do find them, augurs will share their knowledge through their limited telepathy.

Guardians of Balance. Augurs are one of the first creatures in the forest to know of looming danger. It is their cries that reverberate through the beasts and fey that dwell in their woods. Occasionally, when the danger is beyond their forests' power to fight, augurs will leave their forest dwellings and seek out mortals to warn them.

A Kingly Gift. Augurs are free spirits, but are often sought after by trappers and woodsmen. Augurs can warn of upcoming storms or the dishonesty of a traveler; a few ancient ones may be able to alert their mortals to the perils of the trade route. Merchants, kings, and wizards all covet their knowledge and are willing to pay handsomely for a personal augur.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The augur can cast the *divination* spell once per day using its innate spellcasting ability.
 - While the augur is summoned, you add 1d8 to your initiative rolls.
 - (Very Rare) The augur gains truesight with a radius of 30 feet.
 - (Legendary) The augur can cast the *foresight* spell once per day using its innate spellcasting ability.



WINGED NIGHTMARE (RARE) — EVOLVES FROM BAT OR RAVEN

Winged nightmares are dark, shadowy fiends that resemble a large raven. Their forms are less corporeal than a true raven's, with feathers leading to trails of shadow that drift off their bodies.

Cruel, Cunning Hunters. Winged nightmares use their voices to lure small woodland animals, pets, and other creatures away from others. Once their target is isolated, the winged nightmares will descend upon it in a swarm of talons, razor sharp beaks, and shadows. Winged nightmares are also intelligent enough to work with demons and dark fey to help lure humanoids into ambushes. Children are warned not to trust any voices they hear from the treetops or just inside the woods.

Servants of Shadow. Winged nightmares make ideal familiars for necromancers, master thieves, or powerful warlocks. They delight in battle and trickery, and isolated winged nightmares will often join with a spellcaster for protection and a piece of the action. But beware, winged nightmares sometimes serve powerful devils as scouts and ambassadors, and could have ulterior motives.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - **Flyby:** The winged nightmare does not provoke opportunity attacks when it flies out of an enemies reach.
 - The winged nightmare can cast the *darkness* spell once per day using its innate spellcasting ability.
 - (Legendary) The winged nightmare can cast the *fear* spell once per day using its innate spellcasting ability.



Winged Nightmare

Tiny fiend, any alignment

Armor Class 13

Hit Points 7 (3d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	7 (-2)	17 (+3)	16 (+3)

Skills Deception +7, Insight +5, Perception +5
Stealth +5

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

Senses blindsight 30 ft., darkvision 60 ft., Passive Perception 15

Languages --

Challenge 1/2 (100 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a winged nightmare.

True Mimicry. The winged nightmare can mimic sounds and voices it has heard, such as a specific person's scream or laugh. A creature that hears the sounds can tell they are imitations by making a successful DC 15 Wisdom (Insight) check.

Innate Spellcasting. The winged nightmare's spellcasting ability is Charisma (DC 13). It can innately cast the following spells, requiring no material components:

1/day: *cause fear*, *phantasmal force*

Actions

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

Reactions

Shadowy Escape (1/day). When the winged nightmare is hit with a melee attack from a non-silvered weapon, or is grappled, or restrained, it can use its reaction to teleport 30 feet to an unoccupied space it can see instead of taking damage.

SPRINGWING (RARE) — EVOLVES FROM SONGBIRD

Springwings are beautiful songbirds that act as natural pollinators of flowering trees, especially cherry blossoms. When flocks soar through the skies, their pink and white feathers make them seem like a wave of cherry blossoms dancing among the clouds.

Healing Song. A springwing's song is more than just a melody, it is a blessing from nature itself. Those who hear their sweet melody watch their wounds close before their eyes and feel exhaustion leave their weary limbs.

Migration. Springwings migrate between the Material Plane and the Feywild, spending most of their lives in the enchanted plane. But in places where cherry trees bloom, springwings will leave their home to dance among the falling petals. In cities lined with cherry trees, the first springwings' song heralds the arrival of spring and the end of winter.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The springwing can cast the *cure wounds* spell twice per day using its innate spellcasting ability.
 - The springwing gains the Evasion feature.
 - The springwing can cast the *spare the dying* cantrip as a bonus action with a range of 30 feet.
 - (Very Rare) The springwing can cast the *mass healing word* spell once per day using its innate spellcasting ability.
 - (Legendary) The springwing can cast the *greater restoration* spell once per day using its innate spellcasting ability.

Springwing

Tiny fey, any alignment

Armor Class 14

Hit Points 8 (3d4)

Speed 5 ft., fly 50 ft.

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

Skills Acrobatics +6, Performance +6

Senses Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Innate Spellcasting. The springwing's spellcasting ability is Charisma (DC 14). The springwing can innately cast the following spells without material components:

At will: *spare the dying*

1/day: *cure wounds*, *lesser restoration*

Actions

Peck. *Melee Weapon Attack:* +0 to hit, range 0 ft., one target. *Hit:* 1 piercing damage.



PHOENIX (VERY RARE) — EVOLVES FROM RAVEN, SONGBIRD, OR HAWK

Phoenixes are living pieces of everlasting flame. Throughout their immortal lives, phoenixes experience a constant cycle of life, death, and rebirth.

Fiercely Loyal. A phoenix is fiercely loyal to its friends and will put itself in harm's way to defend them. Earning a phoenix's loyalty is no easy task as they are proud creatures but once you have gained a phoenix's respect, it is a friend for life.

A Bond Stronger Than Death. When a phoenix forms a familiar bond with a person, they extend a piece of their immortal nature unto them. If their partner falls, the phoenix will transfer its lifeforce to them, bringing them back from the brink. But this power comes with a price: the phoenix's lifecycle restarts.



Phoenix

Tiny elemental, any alignment

Armor Class 12

Hit Points 10 (4d4)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 30 ft., Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Familiar. With the DM's permissions, the *find familiar* spell can summon a phoenix.

Fiery Rebirth. Whenever a creature dies, if the phoenix is within 30 feet, it can use its reaction to extend its immortal nature to the creature. Instead of dying, the creature regains 1 hit point. The phoenix turns to ash and leaves behind an egg-shaped cinder. The cinder is immune to all damage and will hatch in 1d4 days. If the phoenix was a familiar, it does not leave behind a cinder and cannot be summoned again for 1d4 days.

Flyby. The phoenix does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Firebolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- The phoenix gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The phoenix can cast the *scorching ray* spell using its innate spellcasting ability once per long rest. Charisma (spell save DC 13) is its spellcasting ability for it.

PUPPERFISH (UNCOMMON) — EVOLVES FROM FISH AND DOG

Pupperfish are playful, jovial creatures that swim near the shores of warm, tropical islands. On cool days, pupperfish can be found lounging on rocks and basking in the afternoon sun.

Pack Hunters. Pupperfish live packs of ten to twenty and are fiercely loyal to their family. They work together to hunt octopus and coral fish, and drive crabs out their rocky hiding spots.

Domestication. Pupperfish are communal creatures and when isolated from their own species, will quickly form bonds with humanoid. Fishermen and pupperfish work together to herd schools of fish into nets or flush eels out from behind the rocks.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- The alpha pupperfish gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the benefits listed in the dog familiar evolution table.



Pupperfish

Tiny monstrosity, any good alignment

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	16 (+3)

Skills Performance +5, Persuasion +5, Survival +3

Senses darkvision 60 ft., Passive Perception 11

Languages --

Challenge 1/8 (25 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a pupperfish.

Amphibious. The pupperfish can breath both air and water.

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

Goodest Boy. The pupperfish has advantage on Charisma (Persuasion) and Charisma (Performance) checks.

Let's Swim Together! (familiar only 1/day). The pupperfish can innately cast the *water breathing* spell (one target) on its summoner without requiring material components.

Actions

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

Alpha Pupperfish

Small monstrosity, any good alignment

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	18 (+4)

Skills Performance +6, Persuasion +6, Survival +4

Senses darkvision 60 ft., Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon an alpha pupperfish.

Amphibious. The alpha pupperfish can breathe both air and water.

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

Goodest Boy. The alpha pupperfish has advantage on Charisma (Persuasion) and Charisma (Performance) checks.

Let's Swim Together! (familiar only 1/day). The alpha pupperfish can innately cast the *water breathing* spell (one target) on its summoner without requiring material components.

Evasive. While underwater, attacks made against the alpha pupperfish have disadvantage.

Actions

Multiattack. The alpha pupperfish makes two bite attacks.

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

SHIMMERSHELL CRAB (UNCOMMON), DIAMONDSHELL CRAB (RARE) — EVOLVES FROM CRAB

A Light in the Darkness. Shimmershell crabs dwell deep in salt water caves and in the lakes and rivers of the Underdark. Their shells light up the water, attracting a menagerie of sea creatures to the water above them. Without their light, entire ecosystems would be plunged into darkness.

Living Torches. Shimmershell crabs live for decades and, as long as they are given food and water, are more reliable than any torch. This alone has made them a prize worth braving the dangers of the Underdark.

Diamondshells. As a shimmershell crab ages, their light grows brighter and their shell becomes harder. The oldest shimmershells' carapaces are harder than diamond and can be used as renewable components for spellcasting.

When your familiar evolves

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- The diamondshell crab gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The diamondshell crab can cast the *shield* spell once per day using its innate spellcasting ability. If the diamondshell crab is in the same space as its summoner, its summoner gains the benefits of the *shield* spell.
 - A diamondshell crab can be used as the material component for any spell that requires a diamond worth less than 300 gp (such as *revivify* or *greater restoration*). This process causes no harm to the crab. Once the crab uses this ability, it cannot do so again for 1d4 days.
 - The diamondshell crab can cast the *daylight* spell once per day using its innate spellcasting ability.
 - (Very Rare) The diamondshell crab can cast the *dawn* spell once per day using its innate spellcasting ability.

Shimmershell Crab

Tiny beast, any alignment

Armor Class 14 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 20 ft., swim 20 ft.

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

Senses blindsight 30 ft., Passive Perception 11

Languages --

Challenge 1/8 (25 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a shimmershell crab.

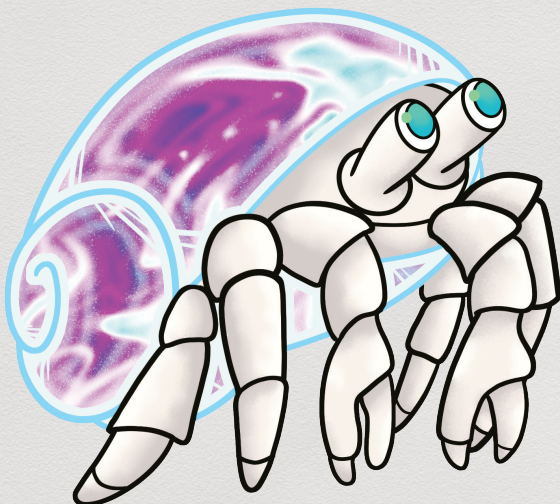
Illumination. As a bonus action, the shimmershell crab can emit bright light in a 20-foot radius and dim light for another 20 feet until it uses a bonus action to end the effect.

Amphibious. The shimmershell crab can breathe both air and water.

Actions

Claw. *Melee Weapon Attack:* +0 to hit, range 5 ft., one target. *Hit:* 1 piercing damage.

Blinding Pulse (1/day). The shimmershell crab emits a bright burst of light. Each creature in a 10-foot radius must make a DC 11 Constitution saving throw or be blinded until the end of the creature's next turn.



Diamondshell Crab

Tiny beast, any alignment

Armor Class 18 (natural armor)

Hit Points 11 (2d4 + 6)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	2 (-4)	16 (+3)	2 (-4)	13 (+1)	11 (+0)

Senses blindsight 30 ft., Passive Perception 11

Languages --

Challenge 1/8 (25 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a diamondshell crab.

Illumination. As a bonus action, the diamondshell crab can emit bright light in a 20-foot radius and dim light for another 20 feet until it uses a bonus action to end the effect.

Amphibious. The shimmershell crab can breathe both air and water.

Innate Spellcasting. The diamondshell crab's spellcasting ability is Constitution (spell save DC 13). The diamondshell crab can innately cast the following spell, requiring no material components:

1/day: *shield of faith*

Actions

Claw. *Melee Weapon Attack:* +0 to hit, range 5 ft., one target. *Hit:* 1 piercing damage.

Blinding Pulse (2/day). The diamondshell crab emits a bright burst of light. Each creature in a 10-foot radius must make a DC 13 Constitution saving throw or be blinded until the end of the creature's next turn.

FLYING FERRET (RARE), FOUR- WINGED FERRET (VERY RARE) — EVOLVES FROM WEASEL

Death from Above. Flying ferrets are quick hunters that make their nests on towering cliffsides. With their razor-sharp vision, they can isolate small prey moving in the valleys and canyons of their homes before moving in for the kill.

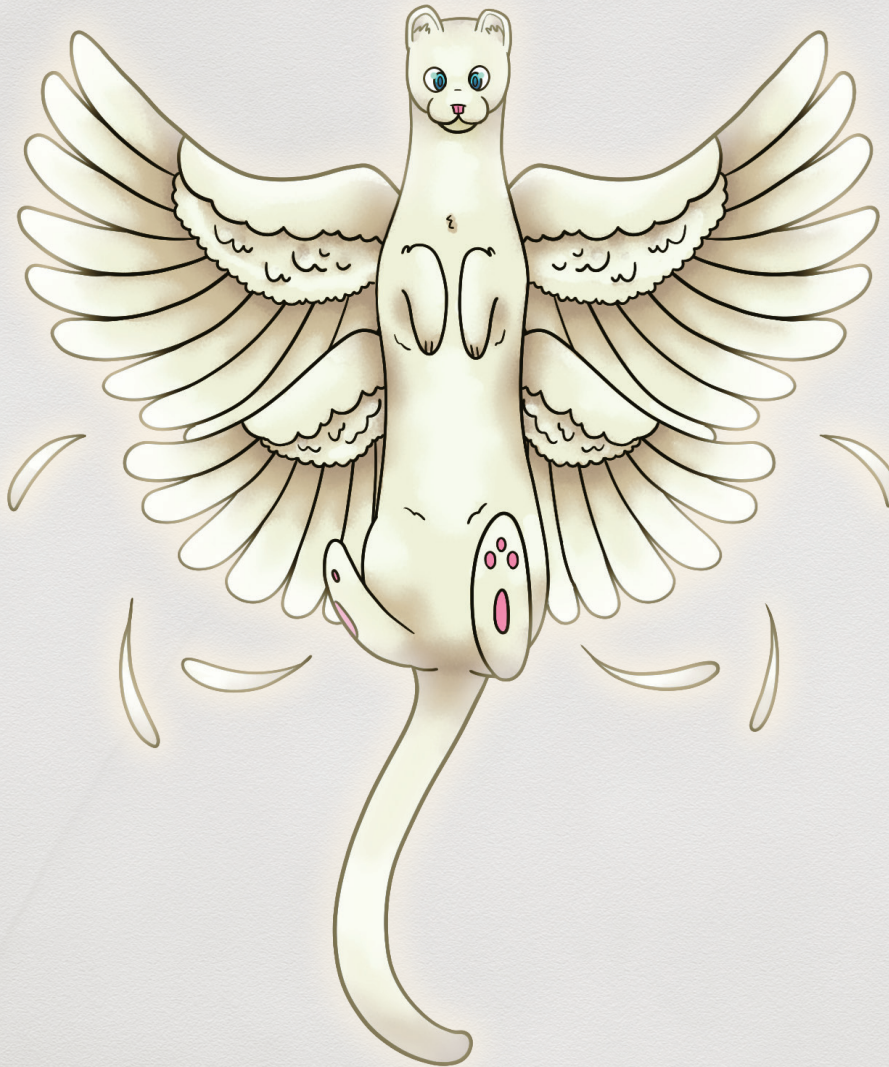
Flight. While flying ferrets have wings, their bodies and bones are too dense to keep them aloft. Instead, they use magic to rise into the air and their wings to maneuver themselves on the winds. When they spot prey, the ferret calculates a trajectory and then lets go of their magic, using gravity to catapult them toward the ground. Just as they grab their prey, the ferret unleashes a small piece of its magic to brake itself before crashing into the earth: a second too late and its life is over.

Celestial's Chosen. While most flying ferrets live their lives in the Material Plane, many angels admire their effortless flight and honorable nature. These angels have

recruited flying ferrets as familiars and created sanctuaries for them in the Outer Planes. Flying ferrets touched by celestial magic grow a second pair of wings and are given angelic protection.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- The four-winged ferret gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The four-winged ferret gains the Evasion feature. When it is subjected to an effect that requires it to make a dexterity saving throw to take half damage, it takes no damage if it succeeds on the saving throw and only half damage if it fails.
 - The four-winged ferret gains the Flyby feature. It does not provoke opportunity attacks when it flies out of an enemies reach.



Flying Ferret

Tiny beast, any alignment

Armor Class 13

Hit Points 7 (3d4)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	5 (-3)	14 (+2)	14 (+2)

Saving Throws Dex +5

Skills Acrobatics +5

Senses darkvision 60 ft., Passive Perception 12

Languages --

Challenge 1/8 (25 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a flying ferret.

Nimble Action. The flying ferret can take the Dash and Disengage actions as a bonus action on each of its turns.

Innate Spellcasting. The flying ferret's spellcasting ability is Charisma (DC 12). The flying ferret can innately cast the following spells without material components:

1/day: *feather fall*, *levitate*

Actions

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

Four-winged Ferret

Tiny celestial, any alignment

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	12 (+1)	6 (-2)	14 (+2)	16 (+3)

Saving Throws Dex +6, Wis +4

Skills Acrobatics +6, Perception +4

Senses darkvision 60 ft., Passive Perception 14

Languages --

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a four-winged ferret.

Nimble Action. The four-winged ferret can take the Dash and Disengage actions as a bonus action on each of its turns.

Magic Resistance. The four-winged ferret has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The four-winged ferret's spellcasting ability is Charisma (DC 13). The four-winged ferret can innately cast the following spells without material components:

2/day: *levitate*

1/day: *feather fall*, *fly*

Actions

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



OWLBEARS (MICRO, COMMON; MINI, UNCOMMON)

The origin of owlbears is a subject of great scholarly debate. These fearsome, brutal hunters have terrorized villages for thousands of years. But despite their appearance and temperament, many adventurers and powerful wizards find owlbears, especially cubs, extremely cute. However, owlbear cubs are extremely difficult to raise, as their nature is brutish and cruel.

Micro-owlbear. Whether these creatures are the result of a genetic mutation or were created by a wizard—perhaps from a desire to keep their pet owlbear cute forever, or out of simple scientific curiosity—micro-owlbears are undoubtedly adorable. While still temperamental, their personalities are more akin to bears than that of their monstrous namesakes. Micro-owlbears live relatively long lives, but mature very slowly.

Companions in Battle and Song. Micro-owlbears are protective creatures and sturdy enough to follow their humanoid companions into battle. Their piercing wails can scatter a group of goblins or deafen an elvish champion.

Sentinels. Micro-owlbears have extremely keen senses of smell and sight, and make excellent guards in drafty castles or in dark woodland terrain. Elven towns might have a pair of micro-owlbears that hunt and watch the woods around their town at night.



Micro-owlbear

Tiny monstrosity, any alignment

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses darkvision 60 ft., Passive Perception 12

Languages --

Challenge 1/8 (25 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a micro-owlbear.

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

Actions

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

Piercing Screech (1/day). The micro-owlbear lets out a horrible screech in a 15-foot cone. Each creature in the cone must succeed on a DC 11 Constitution saving throw or take 1d6 thunder damage and be deafened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mini-owlbear

Tiny monstrosity, any alignment

Armor Class 14 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	6 (-2)	12 (+1)	15 (+2)

Skills Athletics +4, Perception +3

Senses darkvision 60 ft., Passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a mini-owlbear.

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

Actions

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

Piercing Screech (1/day). The mini-owlbear lets out a horrible screech in a 15-foot cone. Each creature in the cone must succeed on a DC 13 Constitution saving throw or take 2d6 thunder damage and be deafened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- It gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - Hypnotic Eyes (1/day):** The mini-owlbear targets one creature it can see within 60 feet of it. That creature must succeed on a Wisdom saving throw (DC 10 + the mini-owlbear's Charisma modifier) or be charmed for one minute. While charmed, the creature is incapacitated and its speed is zero. The creature can repeat the saving throw at the end of each of its turns or whenever it takes damage.
 - Powerful Body:** The mini-owlbear gains expertise in the Athletics skill and can take the Shove action even as a familiar.
 - (Very Rare) Nightmare Wings (1/day):** The mini-owlbear can use its bonus action to gain a flying speed of 50 feet for one minute. While flying, the mini-owlbear can carry up to up to two Small or one Medium creature in its talons.



LAVAMANDER (COMMON) —

EVOLVES FROM LIZARD

Lavamanders are lesser elementals that can be found lounging near hot springs, thermal vents of a volcano, or hunting crystals in magma fields.

Lifecycle. A lavamander's blood is made entirely from magma; their skin is a layer of hardened obsidian, and their eyes are made of crystal. While a lavamander's behavior mirrors that of reptiles, they do not reproduce sexually but instead are born of elemental magic. As they grow and mature, their obsidian skin sheds and becomes harder. If they lose a limb, their magmatic blood regenerates a new one in a matter of days. When a lavamander dies, its shell melts and its elemental spark returns to the earth.

Gem Lovers. Lavamanders are born of an elemental spark, but a diet of precious stones and rock sustains them. Lavamanders have a particular love for coal and diamonds, and are considered incredible pests by miners. But some people have recruited lavamanders as gem finders, as their innate senses allow them to find the richest deposits of precious stones.

When your familiar evolves:

- You can increase one of its ability scores of your choice by 2 or increase two of its ability scores of your choice by 1.
- The lavamander gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The lavamander can innately cast the *heat metal* spell once per day without requiring material components. Wisdom is its spellcasting ability for this spell.
 - **LavaStep (1/day):** As a bonus action, the lavamander can turn its body into molten magma and move up to its speed without provoking attacks of opportunity.
 - **Heat Leech (1/day):** The lavamander can innately cast the *absorb elements* spell with a range of 60 feet without requiring material components. Wisdom is its spellcasting ability for this spell.

Lavamander

Tiny elemental, any alignment

Armor Class 17 (natural armor)

Hit Points 7 (3d4)

Speed 30 ft., climb 30 ft.

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

Damage Vulnerabilities cold

Damage Immunities fire

Skills Athletics +4, Perception +3

Senses blindsight 30 ft., Passive Perception 12

Languages --

Challenge 1 (200 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a lavamander.

Gem Sense. The lavamander knows the location of any precious gem within its blindsight radius, as long as the gem is not surrounded by lead.

Heated Body. The lavamander can vary the heat of its body. As a bonus action, it can increase the heat so that any creature holding the lavamander takes 1d6 fire damage and must succeed on a DC 11 Constitution saving throw or drop the lavamander.

Actions

Flaming Tongue. *Melee or Ranged Attack:* +3 to hit, range 5 ft. or 10/20., one target. *Hit:* 3 (1d4 + 1) fire damage.



DRAGONLINGS (VERY RARE) — EVOLVES FROM LIZARD

Dragonlings are rare, beautiful creatures that make their homes in places of great natural beauty. Silver-scaled dragonlings dance above frozen tundras, their scales reflecting the aurora borealis. Red dragonlings will drift on cool, mountain breezes as the sun sets behind the mountains. While dragonlings resemble dragons in their base appearance, they have no wings. Instead, they use a sac of air in their bellies to control their altitude, and glide on the breeze using a graceful, slithering movement.

Intelligent and Empathic. Dragonlings are incredibly intelligent creatures that gain wisdom and experience throughout their exceptionally long lives. They have a deep love for the natural forces of the world and will defend their beautiful homes with tooth, claw, and breath weapons. However, dragonlings understand the needs of various humanoid races. As long as a mortal is respectful and does not take more resources than they need, a dragonling will not interfere. Residents of small villages might leave offerings at the bottom of a blue dragonling's waterfall to thank the dragonling for protecting their stream.

An Uneasy Alliance. Dragonlings, like many fey, are guardians of natural places. But dragonlings have no patience for the games and tricks of fey such as sprites and pixies. Such fey have also learned to not to mess with dragonlings since a dragonling's innate resistance to magic protects them from their mischief.

Explorers. A dragonling's purpose is to find its natural wonder. In their adolescent years, dragonlings will scatter to the winds to explore and look for different places of beauty to claim as their own. Each dragonling's definition of beauty is different and unique. Some find serenity in a great pine forest, others in the waterfalls of a small stream. Dragonlings might bind themselves to an adventurer for a time in order to explore the world and find the wonder it wants to call home.

Photographic Memories and Telepathy. Like their cousins, the pseudodragons, dragonlings communicate with each other, and humanoids, telepathically by sharing images. A dragonling might express dread by sharing an image of a rabbit covering from a hawk or convey hope with the image of the first cherry blossoms of the season blooming. This perfect memory can make dragonlings valuable assistants to wizards who want to remember vast amounts of lore.

Dragonling

Tiny dragon, any alignment

Armor Class 16 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 0 ft., fly 40 ft. (hover)

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

Skills Acrobatics +5, Insight +5, Perception +5

Senses Passive Perception 15

Languages understands Common and Draconic
Challenge 1/2 (100 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a dragonling.

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

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

Innate Spellcasting. The dragonling's spellcasting ability is Charisma (spell save DC 14). The dragonling can innately cast the following spells, without material components:

1/day each: *dragon's breath*

Actions

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



Greater Dragonling

Tiny dragon, any alignment

Armor Class 17 (natural armor)

Hit Points 17 (5d4 + 5)

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

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

Saving Throws Int +2, Wis +5

Skills Acrobatics +5, Insight +5, Perception +5

Senses Passive Perception 15

Languages understands Common and Draconic

Challenge 2 (450 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a greater dragonling.

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

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

Innate Spellcasting. The dragonling's spellcasting ability is Charisma (spell save DC 14). The dragonling can innately cast the following spells, without material components:

2/day: *dragon's breath*

1/day each: *dispel magic*

Actions

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

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- The greater dragonling gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier.
- You can choose one of the following benefits:
 - The greater dragonling gains immunity to non-magical bludgeoning, piercing, and slashing damage.
 - The greater dragonling can cast the *dragon's breath* spell as a third-level spell and gains one additional use per day.
 - (Legendary) The greater dragonling can cast the *counterspell* spell once per day using its innate spellcasting ability.



ALMIRAJ (UNCOMMON) AND RABBITORN (RARE) — EVOLVE FROM BUNNIES

Almiraj are small creatures resembling a rabbit with long spiral horns protruding from their heads. They are timid, secretive creatures and are hunted for their valuable horns and silky soft furs, but their keen senses and swift feet make them difficult to catch. In some desert regions, almiraj grow larger than their woodland kin and have better eyesight to look across vast dunes.

Rabbitorn

Rabbitorns are small fey spirits that resemble rabbits or almiraj. They have smaller spiral horns than their cousins, the almiraj, but also sport a pair of short, stubby wings. While they cannot fly particularly fast, their wings allow them to easily leap over ravines or flit from treetop to treetop and avoid the dangers of the forest floor.

Habit. Rabbitorns are peaceful, shy creatures that dwell in tree hollows in forests that are strong with fey energy. If they are startled, rabbitorns will use magic to charm their enemies so they can easily escape.

A Rabbitorn's Blessing. A rabbitorn will bestow its blessing on those who have helped it. Hunters who release it from their traps or adventurers who save it from a trap will be granted a small boon of thanks.

When your familiar evolves:

- You can increase one of its ability score of your choice by 2 or increase two of its ability scores of your choice by 1.
- The rabbitorn gains an additional hit die and its hit point maximum increases by the average of those dice + its Constitution modifier,
- You can choose one of the following benefits:
 - When the rabbitorn casts the *bless* spell it can target up to three creatures.
 - The rabbitorn can cast the *cure wounds* spell once per day using its innate spellcasting feature.
 - The rabbitorn can cast the *blink* spell once per day using its innate spellcasting ability and can choose to cast it on its summoner with a range of touch. When the summoner blinks out of existence, the rabbitorn goes with them.
 - (Legendary) The rabbitorn can cast the *mass healing* word spell once per day using its innate spellcasting ability.



Almiraj

Tiny beast, unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 50 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5

Senses darkvision 30 ft., Passive Perception 14

Languages --

Challenge 0 (10 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon an almiraj.

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

Evasion. When the almiraj is subjected to an effect that allows it to make a Dexterity 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

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

Rabbicorn

Tiny fey, any good alignment

Armor Class 13

Hit Points 10 (4d4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	8 (-1)	14 (+2)	16 (+3)

Skills Perception +4, Performance +5

Senses darkvision 30 ft., Passive Perception 14

Languages understands Common and Sylvan

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a rabbicorn.

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

Evasion. When the rabbicorn is subjected to an effect that allows it to make a Dexterity 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.

Innate Spellcasting. The rabbicorn's spellcasting ability is Charisma (spell save DC 13). The rabbicorn can cast the following spells, using its innate spellcasting feature:

1/day: *bless*, *charm person*

Actions

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