



HOW TO TRAIN YOUR COMPANION

BY JAMES JOHN

A GUIDE FOR PET OWNERS AND TRAINING THEIR
COMPANIONS

TABLE OF CONTENTS

Table of Contents and Introduction.....	2
Chapter 1	
Welcome.....	3-5
Companions, Familiars, Pets.....	3
Trained.....	4
Beast Trainer.....	4
Dragon Trainer.....	4
Familiar Trainer.....	5
Chapter 2	
Acquiring Familiars, or Companion.....	6-11
Common Pets/Companions.....	7
Uncommon Companions.....	7
Rare Companions.....	8
Intelligent/Awakened Companions.....	8
Creature Quirks.....	9
Magical/Mystical.....	10
Feeding.....	10-11
Gaining a Level.....	11
Chapter 3	
Training your Companion.....	12-27
Beast Class.....	12-14
Beast class feats.....	14-15
Dragon Class.....	16-19
Dragon Feats.....	19-20
Elemental Class.....	21-24
Elemental Feats.....	25
Familiar Class.....	26-27
Familiar Feats.....	27
Chapter 4	
Awakening, Growing your Companion.....	28-29
Multiclassing.....	29
Lifting and Carrying.....	29
Chapter 5	
Magic and Mundane Items.....	30-31
Chapter 6	
Monster Stats.....	32-46
Dragons.....	32-36
Dragon Turtle.....	37-38
Elementals.....	39-41
Beasts and other Creatures.....	42-46

THANK YOU

Thank you for downloading this document. I hope you find this useful and fun to incorporate into your home games as much as I have in over the years. It took some time to compile my game notes and refine them with study and research. If you enjoy this text please let me know what you would like to see added to this or another creature manual.

Sorry to inform you that Giants, Undead, Humanoids, Oozes, Fiends, Celestials, and Fey are not included in this text for your player character to train and use.

If you would like to contact me of follow one of my social media then follow the links bellow.

Contact Info:

Creator: James John

Email: plaewud@gmail.com

Instagram: [@DMJJ14](https://www.instagram.com/DMJJ14)

Twitter: [@DMJJ14](https://twitter.com/DMJJ14)

ko-fi.com/jamesjohn

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Chapter 1

WELCOME

I have found that players, just like pet owners in real life, have a want for animal companionship but no real understanding how to roleplay their animal companions. This guide is for DM's and players to bring to life their pets, familiars, and animal companions.

In my home games I have had to have long conversations with my players about animal deaths, stray animals, and training your pets for when you are in combat. It seems that everyone wants to have a pet (rat, bird, snake, etc.) but forget to feed them, keep them out of danger from an enemy area effect (Fireball equals parrot legs for lunch), or train them to do the fantastical things they imagine.

I suggest that players not have companions, but if you really want to have a companion creature, or your DM allows you to have one then I have compiled this Companion guide for you.

COMPANIONS

A companion animal is one that will fight with you, follow your commands and has some level of utility outside that of being a pet. Companion animals are trained to do various tasks and have a wide range of abilities. Typically companion animals are kept by Rangers, hunters, druids, and guards where these animals (Beasts and monstrosities) are used for their skills and abilities.

FAMILIARS

A familiar is typically a celestial, fiend, or fey creature that takes the form of a beast, fey, fiend or celestial, typically of small or tiny size. These familiars can do a wide range of magical abilities and work with you as your magical familiar.

PETS

Pets are largely useless. These creatures that are kept for their aesthetic nature or used for friendship have little use and are typically not ready for battle (maybe will defend you in times of strife). These

animals do not know how to do complex tasks on command like their magical or trained counterparts. You can train your pet to become a companion, but largely a pet is a creature that depends on you for food, shelter, and safety.
to Train or not to Train

UNTRAINED

An untrained creature is not combat ready. If a pet is locked in combat with larger creatures, or out numbered, they would be more inclined to try and escape and use all their movement, and actions to stay safe and alive. If your pet continues to be untrained, they will not progress, only in age and weight. To break this habit of your pet it requires at least one level of training.

In order to train your pet you must spend time (1 level enhancement) trying to train your pet to do specific behaviors or tasks. You can also give your pet to a professional trainer to acquire these skills while you are away on an adventure.



Optional Rule

As a variable rule, you can use the roll tables later in this text to give personality and special attributes to these pets that may change their behavior in combat, but largely will run away when they most likely would lose.

TRAINED

A Trained companion will follow your commands and have access to the optional rules further in this text, an untrained creature maintains the features that it has in the source material you acquired it from (PHB, DMG, MKTF, etc.).

Trained Feature

A Trained creature can perform the following tasks as one of your actions:

Attack, target one creature and use attack actions until the target creature is dead, or the companion creature is injured to continue.

* **Dash**, Use it actions to get to a location or follow.

* **Disengage**, use its action to disengage from a target and either run away or come to your side.

* **Hide**, perform a stealth check as an action, or stay hidden in a specific location. Protect, will stay next to or follow a target or location, and attack any perceived hostile creatures trying to harm its protected target.

This guide is designed to help players turn pets into companion animals and much more, along with the Rules as Written (RAW) that express the how to acquire, train, or maintain these companions, familiars, and pets.

For the purposes of this text as well I will need to separate what can be trained and what and by whom.

REQUIRED PLAYER FEATS

BEAST TRAINER

If you are wanting to train any of the following: Beast, Monstrosity, Ooze, and Plants, you must learn your to become a Beast trainer, and skilled in the methods and nature of these creatures. Many of them can be found in nature and share many of the same3 bestial attributes.

“Except for oozes, those are just big snot bubbles that will eat you if you hug them too long”. -Evo Keensight.

Beast Trainer Feat

When you take this feat, you may train Beasts, Monstrosities, and plants add your proficiency modifier their AC, Skill checks, saves and to hit rolls. Additionally you can command your companion as a bonus action instead of costing you an action.

Taking this feat allows you to train your companion (Beast, Monstrosity, or plant) in the Beast Class options, allowing you to utilize their ASI, gain levels, and train them in Maneuvers and feats they typically would not be able to learn.

DRAGON TRAINERS

These are magical Creatures that require a different field of knowledge to understand and train. Elementals, and Dragons require a level of arcane knowledge to understand, a Dragon Trainer can use Arcana checks(Instead of Animal Handling) to understand more about their companions. To train Dragons and Elementals a player must take the Dragon Trainer Feat.

Dragon Trainer Feat

When you take this feat, you may train Dragons and Elementals and add your proficiency modifier their AC, Skill checks, saving throws, magic dc saves, and to hit rolls. Additionally you can command your companion as a bonus action instead of costing you an action.

Taking this feat allows you to train your companion (Dragons and Elementals) in the Dragon Class options, allowing you to utilize their ASI's, gain levels, and train them in Maneuvers and feats they typically would not be able to learn.



Notable Exceptions

Aberrations, Constructs, Giants and Humanoids are not trainable as all but one of them are typically intelligent. Constructs must be made and they have little ability to be improved. The others must be enslaved or persuaded to follow you and do your bidding.

FAMILIAR TRAINER

As a Familiar trainer, you take the celestial, fey, fiend creature that has bound itself to you and empower them and training them to become your faithful and powerful ally. This feature is the most focused of the three companion types, but the benefits of this class are: your companion never truly dies, can change form to suit your needs, and can be imbued with your magical energy to fight by your side and act as your eyes and ears. To train your Familiar a player must take the Familiar Trainer Feat

Familiar Trainer Feat

When you take this feat, you may train Familiars and add your proficiency modifier their AC, Skill checks, saves, DC and to hit rolls for weapon attacks and spell attacks. Additionally you can command your Familiar as a bonus action instead of costing you an action.

Taking this feat allows you to train your Familiar in the Familiar Class options, allowing you to utilize their ASI's, gain levels, and train them in Maneuvers and feats they typically would not be able to learn.

Chapter 2

ACQUIRING A FAMILIAR, PET, OR COMPANION

You can buy a trained beast, or creature that has gained one level from the trainer where they have learned the attack, dash, disengage, and hide actions that can all be commanded with a bonus action. You can look at the *Dungeon Masters Guide* (DMG, pg.131, 231) for rules on training to gain levels and abilities.

FINDING A FAMILIAR

To find a familiar you will need to cast the spell *Find Familiar* (PHB, Pg. 140) that has the following benefits:

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, Lizard, Octopus, owl, Poisonous Snake, fish (quipper), rat, raven, Sea Horse, Spider, or Weasel. Appearing in an unoccupied space within range, the familiar has the Statistics of the chosen form, though it is a Celestial, fey, or fiend (your choice) instead of a beast.

Other Beasts

If your DM allows you can use any beast that is Tiny in size as your familiar. This would allow you to have any variation of tiny fish, bird, mammal, marsupial, or other beast you can imagine.

When the familiar drops to 0 Hit Points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any Special Senses that the familiar has. During this time, you are deaf and blind with regard to your own Senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed,

you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you Cast a Spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an Attack roll, you use your Attack modifier for the roll.

Find Steed

Find Steed, and *Find Greater Steed* does not give you the benefits of the *Find Familiar* spell. companion. This guide can be applied to many of the creatures in the *Monster Manual*, *Tome of Foes*, *Tomb of Annihilation*, and *Players Handbook*. I do not suggest using this manual on humanoids, or other creatures that could be considered humanoids (Goblins, kobolds, Bugbears, Hobgoblins.)

PETS & COMPANIONS

Careful deliberations should be made when deciding on what kind of pet or companion animal you want to take with you on your adventures, a fish is not great for the desert. These pets or companions can be acquired at trainers, pet stores, or out in the wilds while you are on an adventure.

CHOOSING A PET OR COMPANION

COMMON PETS/COMPANIONS

You can use this roll table if you are looking to start the game with, or assign, a companion to your player characters or NPCs. Typically the more common companions are tiny and small beasts, or beast of burden, when you are trying to figure out what a common companion is.

Pets/Companions

D20	Animal	Size
1	Dog*	Small/Medium
2	Cat	Small
3	Mouse	Tiny
4	Bird	Tiny
5	Lizard	Tiny
6	Snake*	Tiny/Small
7	Degu	Tiny
8	Ferret	Tiny
9	Chinchilla	Tiny
10	Frog/Toad*	Tiny
11	Fish	Tiny/Small
12	Guinea Pig	Tiny
13	Gecko	Tiny
14	Gerbil	Tiny
15	Hamster	Tiny
16	Hedgehog	Tiny
17	Goat*	Small/Medium
18	Boar/Pig	Small/Medium
19	Rabbit	Tiny
20	Chicken	Tiny

This is just a short list of possible pets you, or your party can have. Most of these animals, even when trained, are not combat animals. You could spend time training them to perform special maneuvers or attacks with the DM's permission. However, these are more along the line of pets.

UNCOMMON COMPANIONS

These are typically more battle ready companions, who already have skills, ability, and are more durable. Many of these companions come with special abilities and when acquired are already at higher than first level.

If you would like to modify uncommon companions or decide what is an uncommon companion: the intelligence is typically low and has combat abilities, or is typically used as a wild encounter, or magical.

Uncommon Companions

d20	Animal	Size
1	Horse/Warhorse	Large
2	Winter/Dire Wolf	Large
3	Wolf	Medium
4	Worg	Large
5	Tiger/Panther	Large
6	Rhinoceros	Large
7	Phase Spider	Large
8	Polar/Black/Brown Bear	Large
9	Shark	Large
10	Mammoth/Elephant	Huge
11	Hyena	Medium
12	Elk	Large
13	Crocodile	Large
14	Camel	Large
15	Blink Dog	Medium
16	Ape	Medium
17	Axe beak	Large
18	Zorbo	Small
19	Flying Monkey	Small
20	Almiraj	Small

RARE COMPANIONS

These are typically hard to find, or control. Typically these companions are hard to have live within cities, towns, or other non-rural or niche communities. you can use this list for higher level NPC's or unique communities that use one or more of these companions in their daily life.

Rare Companions

d20	Animal	Size
1	Hippogriff	Large
2	Hellhound	Medium
3	Griffon	Large
4	Mimic	Medium
5	Manticore	Large
6	Displacer Beast	Large
7	Wyvern	Large
8	Imp	Tiny
9	Quasit	Tiny
10	Chimera	Large
11	Bulette	Large
12	Guard Drake	Medium
13	Blight	Small/Medium
14	Basilisk	Medium
15	Kamadan	Large
16	Dinosaur	Medium-Huge
17	Purple Wormling	Large
18	Gray Render	Large
19	Grick	Medium
20	Owlbear	Large

INTELLIGENT? AWAKENED COMPANIONS

Either living long enough to gain greater intelligence or being gifted with awareness, these creatures have to actively choose to follow you. With intelligent and awakened creatures, they can leave you at any time if they think that you no longer deserve their assistance, or need it.

These creatures could also be used as a curse by a wizard, fiend, or fey to follow around an adventurer or group. Typically these creatures have above 5 intelligence and or a language of their own.

Optional Rule:

You can have your players make Persuasion checks to their awakened creatures, or Animal Handling checks to keep their companions after breaking the trust of their companions. The DC is against the creatures own insight check. On a success the creature will stay, on a failure the creature will do all it can to leave their owner.

d20	Animal	Size
1	Grell	Medium
2	Gargoyle	Medium
3	Magmin	Small
4	Flumph	Small
5	Faerie Dragon	Tiny
6	Dragon Wyrmling	Medium
7	Eblis	Large
8	Tressym	Tiny
9	Elemental	Large
10	Wood Wood	Medium
11	Meenlock	Small
12	Boggle	Small
13	Xorn	Medium
14	Yeti	Large
15	Umber Hulk	Large
16	Troglodyte	Medium
17	Awakened Tree/Shrub	Small-Large
18	Treant	Huge
19	Pseudodragon	Tiny
20	Pegasus	Large

A JOINT VENTURE

If you are trying to capture or add an already awakened, or intelligent creature, to your party you will have to persuade them, or coax them into joining your group. Only when these creatures are willing to be trained by you will you be able to use your commands to order them around in/out of combat.

You or your DM can craft a scenario where you have to gain the trust of this creature, it may be as simple as proving yourself competent to these creatures, supplying them with a constant source of food, or doing a series of activities as a ritual to bond them to you.

CREATURE QUIRKS

You can use these roll tables to give your companion creature a few quirks, so that no two companions are the same. You may find a particular type of personality appealing to your adventurer.

PERSONALITY

Just like people, animals and pets will have their own quirks and personality. As your animals travel with you they will eventually pick up quirks and personality traits of the people they follow. Here is a list of possible personality traits as a roll table, I did not define each trait as I leave it up to you to play it as you understand.

Random Personality Quirk

d20	Quirk	d20	Quirk
1	Lonely	11	Bold/Serious
2	Adamant	12	Modest
3	Naughty/Klepto	13	Mild
4	Brave/Hardy	14	Calm
5	Impish/Quirky	15	Calm
6	Lax	16	Careful
7	Relaxed/Docile	17	Timid/Bashful
8	Rash	18	Hastey
9	Quiet	19	Naive
10	Sassy	20	Jolly

CRAFTING ANIMAL COMPANIONS

If you are unsure how to craft your animal companion, then there are a few ways to determine the level and power of your animal companion.

When you find a new animal or creature that you are trying to turn into a companion take the total number of hit dice to determine what level the creature is currently at. These creatures have only the skill and attributes that they are given in the monster Manual or other time.

If you are a DM or invested player then you can craft a 1st-level creature by following the creature leveling chart. Any 1st level creature has all the skills, stats, and

attributes of their higher level counterpart as listed in the monster manual or other time.

The benefit of having a 1st-level companion allows you to craft stronger companions as they have more ASI and skill features.

SCARS AND ALTERATIONS

Not every creature is made the same or had similar life experiences. Below are a few starting physical and magical traits that can make your companion a bit different from the rest. These are optional and you can use one or all of these tables to add to your: Beasts, Monstrosities, Plants, or oozes.

Random Variations

d20	Alterations	d20	Alterations
1	Albinism	11	Missing Eye
2	Two Different Eyes	12	(Random Color) Streak
3	Larger than Average (Con +1)	13	Smaller Than Average (Dex +1)
4	Excessively Long Hair	14	No Hair
5	Has Extra Set of Legs (+5 ft. of movement)	15	Has Wings (Fly speed equal to half movement)
6	Very Overweight (Disadvantage on dex saves)	16	Underweight (Disadvantage on Con saves)
7	Fisl-like tail (swim speed equal to movement speed)	17	Triclops (extra eye)
8	Unique coloring (Gold/Silver)	18	Extremely Ugly (+1 on intimidation checks)
9	Large Head (Int +1)	19	Excessively Cute (Cha +1)
10	Very Muscular (Str +1)	20	Two Heads (Wis +1)

MAGIC/MYSTICAL

If you would like to see if your companion has any inherent magical abilities, you can use the roll table below. The majority of beasts, plants, oozes, and monstrosities are not magical. Elemental creatures are living magic, while Dragons, Fey, Fiends, and Celestials have a higher (+15%) chance of having innate magical ability.

Work with your DM to decide what spell-casting ability will be used for your creature (Charisma, Wisdom, or Intelligence) .

Percentage of Being Magical

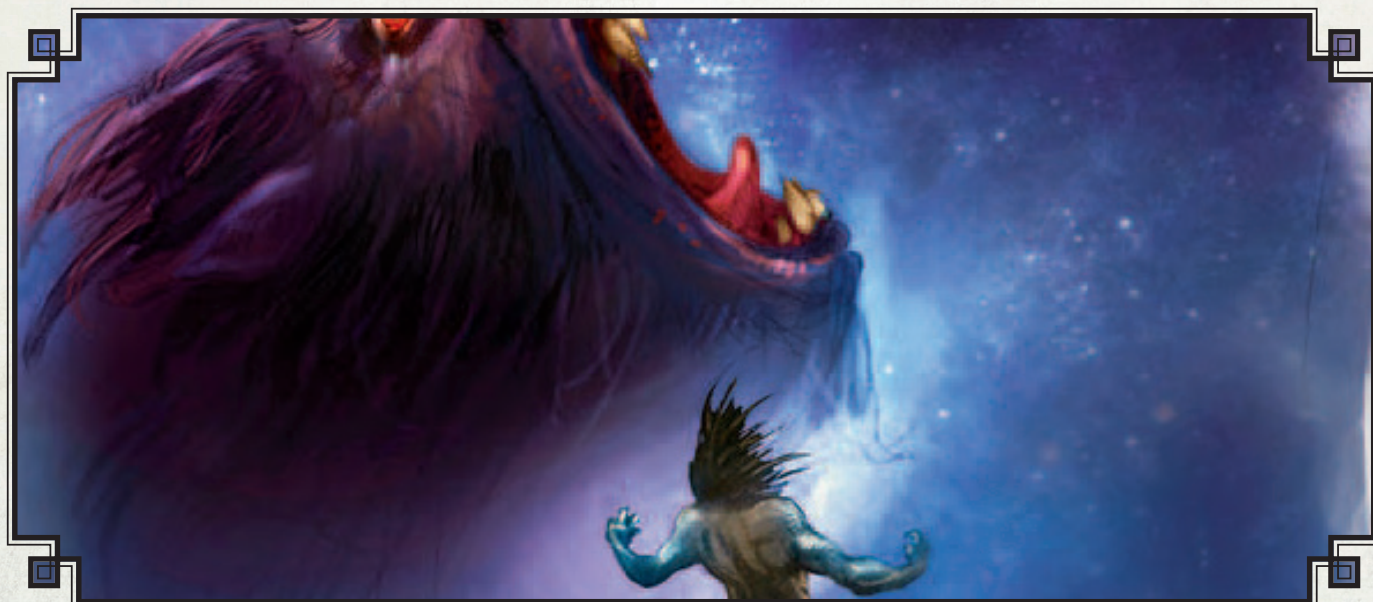
d100	Ability
1-65	Nothing
66-70	Can mimic other creatures voices
71-75	Can cast Blur at will on self
76-80	Can cast Invisibility at will on self
81-85	Can cast Fog Cloud at will
86-90	Can use one of the following: Control Water, Control Fire, Mold Earth, Gust, Thaumaturgy, or Prestidigitation
91-96	Can turn 1 gallon of water into fine Ale/Wine
97	Actually a cursed polymorphed humanoid stuck in an animal form.
98	has a magical pouch that is 5ft. x 5ft. and can hold upto 50 lbs.
99	Can teleport 30 ft. as a bonus action.
100	Has Telepathy

FEEDING

Each day a creature needs to eat unless they are dead or undead. Similar to humanoids a creature's average food can dictate their happiness and health. To figure out the average cost of food for a creature you can use the chart below. You can reduce the cost by allowing these creatures access to sources of food, or cheap sources of food. (i.e. open field for creatures that can eat grass, or apples from an orchard you are raiding.)

Lifestyle Expense Per Day

Lifestyle	Tiny	Small	Medium	Large	Huge
Wretched	-	-	-	-	-
Squalid	.25cp	.5cp	1cp	2cp	5cp
Poor	.5cp	1cp	2cp	5cp	1sp
Modest	2cp	5cp	1sp	2sp	5sp
Comfortable	5cp	1sp	2sp	5sp	1gp
Wealthy	1sp	2sp	4sp	8sp	16sp
Aristocratic	2sp	5sp	1gp	2gp	5gp



RULES FOR LIFESTYLE

These are optional rules for players and DM's to use when deciding to live in wretched fashion or aristocratically. Each choice has varying consequences for deciding not to eat or being gluttonous

Wretched. If a creature goes a day with this kind of diet, the creature needs to roll a constitution saving throw DC 10 + 1 for each day not fed. On a failed save they suffer one level of exhaustion, in a success they are fine for another day.

Squalid. If a creature maintains this lifestyle consistently they must make a constitution saving throw DC 10 each week, on a fail save the creature suffers from the Poisoned condition for 1d4+1 days (can shorten this time by eating more and a full rest).

Poor. If you feed yourself or your creature in this fashion for an extended period of time, you must roll a DC 10 constitution saving throw and on a failure you begin to lose weight, on a success you maintain your weight.

Modest. Nothing happens, and you maintain your weight and status.

Comfortable. Eating like this for more than 1 week will begin to increase your weight.

Wealthy. You have increased your diet to the point of excess that you must make a Constitution saving throw each week (DC 10), on a failure you suffer from gout, and have disadvantage on dexterity saving throws and speed is reduced by 5 ft., on a success you have staved off this disease for another week.

Aristocratic. Eating these fine, rich, foods will increase your weight and lethargy causing you to make a constitution saving throw DC 10, on a failed save you suffer from one level of exhaustion.

GAINING A LEVEL

As your companion goes on Adventures and overcomes challenges, they will gain experience, represented by Experience Points. A companion who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your companion gains a level, their class often grants additional features,

as detailed in the class description. Some of these features allow you to increase your Ability Scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every companion's proficiency bonus increases at certain levels.

Each time your companion gains a level, they gain 1 additional Hit Die. Roll that Hit Die, add their Constitution modifier to the roll, and add the total to their hit point maximum. Alternatively, you can use the fixed value shown in their size entry, which is the average result of the die roll (rounded up).

When their Constitution modifier increases by 1, their hit point maximum increases by 1 for each level they have attained.

The Companion Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a companion of that level. Consult the information in your companion's class description to see what other improvements they gain at each level.

Companion Advancement Table

LV	XP	PROF
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

When allocating experience for your party, each companion counts as a member of your party. Your companion should level at the same rate as its trainer.

Chapter 3

TRAINING YOUR COMPANION

If you are looking to turn your familiar, pet, or companion into a superior fighting, entertaining, or supporting role in your life, you can use the following rules, examples and charts to help guide your companions training.

BEASTS/MONSTROSITIES

These creatures are the largest and most varied in all of the material realm, to become a beast trainer you have learned the commonalities required to train multiple and varied beast creatures, you can train an eagle, shark and a bear just the same.

PLANTS

These are not known to be the most intelligent creatures in all the realms, but they have their own eccentricities and unique features that you have learned to utilize and direct.

All of these pools of knowledge is what allows you to be the most varied and changable of the trainers. Pulling from both herbalism, animal handling, and histories allows you to be the proficient trainer you have become.

TRAINED

This only refers to the time it takes a companion to gain the trained attributes. Hit Dice A creatures hit dice are dependant on their size and the number of hit dice determines their level. (Dungeon Masters Guide, Pg. 276). Read Chapter one for the requirements and benefits associated with trained creatures.

If a creature is already at a natural level, then it is that level on this class chart. If the creature does not have all the features on this chart then they do not have them, and you gain the features associated with the class as the creature levels up.

Beast Companion Class		
LV	Prof	Ability
1	+2	*Trained*
2	+2	
3	+2	Ability Score Improvement
4	+2	Maneuver
5	+3	Extra Attack
6	+3	Ability Score Improvement
7	+3	
8	+3	Maneuver
9	+4	Ability Score Improvement
10	+4	
11	+4	Maneuver
12	+4	Ability Score Improvement
13	+5	
14	+5	Maneuver
15	+5	Ability Score Improvement
16	+5	
17	+6	Maneuver
18	+6	Ability Score Improvement
19	+6	
20	+6	Maneuver

At first level. a creatures Hit point maximum is the max hit dice value plus its constitution modifier.

Tiny d4 (average 3)

Small d6 (average 4)

Medium d8 (average 5)

Large d10 (average 6)

Huge d12 (average 7)

Gargantuan d20 (average 11)

Hit Points after 1st-level, you can roll its hit dice and add the creatures constitution modifier to its max hitpoints, or take the average + the Constitution modifier and add it to the creatures max hit points.

Finding AC

A creature's AC is 10 + its dexterity modifier, this is only modified if the creature has natural armor, or another armor feature listed in the creature's AC features.

AC at higher levels

At higher levels, when you train your companion to wear armors then they can have either their natural AC or the armor's AC. These features do not stack

CLOTHES & ARMORS

Innately no beast, monstrosity, or wild animal you run into will willingly choose to wear clothes, armor, or jewelry. These are anthropomorphic traits we thrust onto our pets and companion beasts.

CLOTHES

A companion creature can wear clothes, that fit, without detriment to their actions, movement or behavior too much.

ARMOR

No beast, companion, or creature innately has the ability to wear or perform tasks with armor on. If you are looking to add armor to your companion to protect them from the beasts and other creatures your adventuring party comes upon, then you will have to train them to wear such armors.

Basic Armor

You can have a basic light armor for your companion that only grants +1 to its AC. This kind of armor does not inhibit movement, but may inhibit any spell casting abilities they might have until they are light armor trained.

MANEUVERS

Maneuvers are skills and abilities that you can train your companion creature to perform, some of these maneuvers have specific requirements. A creature can only take each maneuver once. Your companion can learn 1 maneuver at 4th-level and an additional maneuver at 8th, 11th, 14th, 17th, and 20th levels.

Dive/Charge

Requires wings/feet / fins

If the creature moves 20 feet straight toward a target and then hits with a melee attack on the same turn, the target takes an extra:

Tiny +1 point of damage

Small +1d4 of damage

Medium +1d6 of damage

Large +1d8 of damage

Huge +d10 of damage

Gargantuan +2d6 of damage

Pack tactics

You have trained your companion to utilize every opportunity in melee combat. your creature now has advantage on melee attack rolls against a creature when another allied creature is in combat with their target and the ally is not incapacitated.

Extra attack

requires 5th level

You have trained your animal companion to make an extra attack. can only take this maneuver once.

Keen senses

Your companion has advantage on Wisdom (Perception) checks that rely on smell.

Knockdown

Once per turn when your creature makes a melee attack, on a hit, force a creature it is attacking to make a strength saving throw (DC 8+prof+str) and on a failed save the target creature is also knocked prone, on a successful one the creature just takes damage.

Rampage

Your companion disregards their own safety to attack a target creature. all melee attacks against your companion have advantage until the start of its next turn.

Talented performer

You have trained your companion to be skilled in performing for carnivals or circus. Your companion now has advantage on Charisma (Performance) checks.

Trained Survivalist

Your companion animal can has advantage on Wisdom (Survival) checks and can find food for themself and upto 4 other creatures.

Fearless

Having seen many frightful things, your companion has advantage of checks against being charmed or frightened.

Soothing Charm

As an action your companion animal can use its soothing nature to break you out of a temporary madness, charm condition, or being frightened.

Bite

You have taught your companion to use their teeth to make attack actions as well. A bite attack is a Strength based attack and depending on your size will increase or decrease the damage of your bite attack.

Tiny Strength Modifier (Minimum 1) of piercing damage.

Small Strength modifier + 1d4 (minimum 1) piercing damage.

Medium 1d6 + strength modifier, of piercing damage.

Large 1d8 + Strength modifier of piercing damage.

Huge 1d10 + Strength modifier of piercing damage.

Gargantuan 2d6 (or d12) + strength modifier of piercing damage.

COMPANION FEATS

You can use your companions ability score improvement to forego the raw stat increase and take a feat that improves the stats or abilities of your companion. You can use feats from the Player's Handbook as long as the creatures meet the requirements. A creature can only take each feat once.

Ideally these feats should make sense for your companions training and natural abilities.

BOUNDLESS ABILITIES

Requires Maxed (20) Stat

When your companion takes this feat they can increase one of their core stats by 2 and their max for that stat increases by +2

ELEMENTAL ADEPT

Having been subjected to one of these elements repeatedly, your companion creature has gained a natural resistance to one of the following damage types. Fire, cold, thunder, lighting, acid, or poison. You can take this feature multiple times, but cannot take the same resistance more than once.

EXPERTISE

Your companion becomes an expert in one skill of your choice that they are already proficient in. your creatures proficiency modifier for this skill is doubled when determining any skill checks with this skill.

If you have the trainer feat, then only the creatures proficiency is doubled, not yours and the creatures. Your proficiency is added after the creatures proficiency is doubled.

HEAVY ARMOR PROFICIENT

Requires medium armor proficiency

You have trained your companion to fight, cast spells if able, in heavy armors (Ring mail, chain mail, splint, and plate). Additionally increase your companions strength score by +1 (Max 20).

INCREASED ENCUMBRANCE

Strength increases +1, additionally double the carrying capacity of the animal.

LIGHT ARMOR PROFICIENCY

You have trained your companion to fight, cast spells if able, in light armors (padded, leather, and studded leather armor). Additionally increase either Dexterity or Strength score by +1.

MEDIUM ARMOR PROFICIENCY

Requires light armor proficiency

You have trained your companion to fight, cast spells if able, in medium armors (Hide, Chain shirt, Scale mail, Breastplate, and Half plate). Additionally increase dexterity or Strength by +1.

NATURAL ARMOR

Requires Tough Hide

While not wearing armor your companions AC is increased by 2, additionally melee attacks dealt by this creature deal an additional +2 damage as their teeth, claws or prowess in combat have increased. this feature does not stack with tough hide, instead it is a continuation of its progression.

TOUGH

Your companion creature has become proficient with one save, additionally +1 to the associated base stat (Constitution, Wisdom, Dexterity, etc.).

TOUGH HIDE

Your companions Constiution score is increases by +1, and while not wearing armor your companions AC is increased by 1. Over time in combat and being subjected to numerous attacks has weathered your companions hide to be tougher.

SKILLED

Your companion becomes proficient with one skill of your choice that they are not already proficiency in, additionally they get +1 to the core stat associated with that skill.

Armors Vs Hide

Improving the hide of your creature allows them to have a natural defenses against enemies, additionally there is no upkeep of armors. Improving the hide of your companion allows them to deal more damage.

Training your companion to wear armors, increases your companions defensive abilities, and allows you to equip enchanted or improved armors, that cannot be matched by physicality alone.



TRAINING DRAGONS

While training dragons, it typically takes decades for a dragon to grow and centuries for them to reach full maturity. While you train your dragon companion they maintain all their damage types and size, unless enlarged or reduced by magical means. Dragons unlike other creatures have no max on their base stats or level progression.

Dragons are not known to give service to mortal beings easily. A dragon, while it is young, is learning to harness its powers and build its strength. Some go out and stake claim to lands and will not leave them easily. Older dragons may at times masquerade as a mortal being to travel with them, or learn their magics or customs for a time before returning to their holds.

A DRAGON'S HOARD

A dragon's hoard of precious metals is not just for monetary gain, but part of the basic necessity for all dragons. Dragons that continually grow and bathe in the natural magics of these metals tend to need less food, grow to larger sizes and have higher levels of magical abilities. A dragon without a hoard is a kin to a humanoid slowly starving.

When trying to convince a dragon to become your ally and training partner. This persuasion can be influenced with a few of the following modifiers.

If the Dragon feels that its training has finished, or that its trainer has become unfit to continue their partnership then the Trainer must make an animal handling check (DC 20+Dragon's level) to keep the dragon as their companion.

Dragon Persuasion modifier

Situations	Reduction to DC
Helping watch its egg during incubation	-2
Being present during the dragons hatching	-5
Having the same alignment (Chaotic, Lawful, Neutral)	-5
Having one similar alignment with the dragon	-5
Making a bond or deal with its parent dragon	-5
Dragon Trainer Feat	-2

Silver Dragons have been known at young ages to travel the world in humanoid form before taking permanent residence in a town or other metropolitan area that satisfies their needs.

Dragon Persuasion Check

Dragons Age	DC
Wyrmling	DC 20
Young	DC 25
Adult	DC 30
Ancient	DC 35

DRAGON CLASS

Dragons gain the following benefits.

HIT POINTS

Hit Dice: d8's at 1st, d10's at 10th, and d12's at 19th-level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: Hit dice (or average) + your Constitution modifier per

Dragon class level **after 1st**

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Saves: Dexterity, Constitution, Wisdom, and Charisma

Skills: None

Notable Exceptions:

The Wyvern, Pseudodragon, and non-metallic, or chromatic dragons follow the Beast class progression.

Dragon Class

Lv	Prof	Abilities	Breath	Claws	Bite	Tail
1	+2	Claw, Bite, Natural Armor (16), (Size Medium)	-	1d6	1d10	-
2	+2	Breath Weapon 1/short rest	2d6	1d6	1d10	-
3	+2	ASI	2d6	1d6	1d10	-
4	+2	Common, Fly	2d6	1d6	1d10	-
5	+3	Extra Attack (1)	2d6	1d6	1d10	-
6	+3	ASI	3d6	1d6	1d10	-
7	+3	Attacks Count as Magical	3d6	1d6	1d10	-
8	+3	Breath Weapon Recharge (recharge 6)	3d6	1d6	1d10	-
9	+4	ASI	3d6	1d6	1d10	-
10	+4	Hit Dice and Size increase Natural Aromor (17)	4d6	2d6	2d10	2d8
11	+4		4d6	2d6	2d10	2d8
12	+4	ASI	4d6	2d6	2d10	2d8
13	+5	Frightful Presence (Bonus Action)	4d6	2d6	2d10	2d8
14	+5	Extra Attack (2)	5d6	2d6	2d10	2d8
15	+5	ASI	5d6	2d6	2d10	2d8
16	+5	Breath Weapon Recharge (5-6)	5d6	2d6	2d10	2d8
17	+6		5d6	2d6	2d10	2d8
18	+6	ASI	6d6	2d6	2d10	2d8
19	+6	Hit dice and Size Increase Natural Armor (18)	6d6	2d6	2d10	2d8
20	+6	ASI	6d6	2d6	2d10	2d8

NATURAL ARMOR

Dragon Hide is a valuable resource, as hatchlings and wyrmlings a dragons scales are naturally very hard as a dragon grows in size and age so does thier AC. At Medium size a Dragons natural Armor is 16, as a large dragon AC 17, and Huge AC 18. for the few dragons that can grow to gargantu- atn sizes, thier hide is thick with a natural AC of 19.

INCREASED SIZE

When your Dragon reaches 10th, and 19th-level, their size increases as marked on their class chart. This increases their Hit Dice, AC, Bite, Claw, and Tail attacks. The change in a Dragons size will also affect the range of their breath weapons and other magical effects as listed below.

BREATH WEAPON

At second level your dragon gains the ability to use its breath weapon attack, once per short rest, dealing 2d6 damage, a dragon's breath weapon as described in their monster stat block is a constitution based ability. The DC for a dragon's breath weapon is **8 + Constitution modifier + Proficiency**.

Metallic dragons also gain the ability to use a secondary breath weapon as noted in the Monster Manual, these breath attacks are separate from their primary breath attack.

At 6th level the dragons breath weapon deals 3d6, at 10th 4d6, at 14th 5d6 and at 18th 6d6 of its damage type.

The range of the dragons Breath weapon is also related to the size and type of dragon.

Average Range by Size

Size	Area	Range
Medium	Line Attack	30 ft. x 5 ft.
Medium	Cone Attack	15ft.
Large	Line Attack	60ft. x 5ft.
Large	Cone Attack	30ft.
Huge	Line Attack	90ft. x 5ft.
Huge	Cone Attack	60ft.
Gargantuan	Line Attack	90ft.
Gatgantuan	Cone Attack	120ft.

Dragon Breath Weapon

Color	Damage	Line/Cone	Save
Black	Acid	Line	Dex. save
Blue	Lighting	Line	Dex. save
Brass	Fire	Line	Dex save
Bronze	Lighting	Line	Dex. save
Copper	Acid	Line	Dex. save
Gold	Fire	Cone	Dex. save
Green	Poison	Cone	Con. save
Red	Fire	Cone	Dex. save
Silver	Cold	Cone	Dex. save
White	Cold	Cone	Dex. save

BITE

A dragons Bite is one of the most dangerous parts of a dragons attack. Chromatic Dragons can deal a small amount of added elemental damage in each bite attack that their Metallic Counterparts are not born with. The damage is 2(1d4) at birth, and as they increase their size to Large the damage increases to 3(1d6), and 4(1d8) at Huge

FLY

Starting at 4th-level, each dragon gains the ability to fly twice their movement speed. When the dragons size increases to Large their movement speed increases by 10ft. (Increasing their fly speed by 20ft.)

Dragon Movement

Color	Speed	Movments
Black	30 ft.	Run/Swim
Blue	30 ft.	Run/Burrow
Brass	30 ft.	Run/Burrow
Bronze	30ft.	Run/Swim
Copper	30ft.	Run/Climb
Gold	30ft.	Run/Swim
Green	30ft.	Run/Swim
Red	30ft.	Run/Climb
Silver	30ft.	Fly/Swim*
White	Cold	Run/Swim (Burrow 1/2)*

Silver Dragons are one of the few dragons to have flight from birth.

White Dragons are able to burrow from birth and swim, due to being made for snowy climates.

COMMON

Dragons are highly intelligent, by 4th level they learn one language that they have heard and seen the most. Typically common, but their ability to learn languages is profound and if they are exposed to enough languages could learn one every few levels.

MAGICAL ATTACKS

Starting at 7th level, all the dragons melee weapon attacks made with claws or bite count as magical attacks to overcome any resistances to non magic attacks.

BREATH RECHARGE

Starting at 8th-level, the dragon has learned to recharge their breath weapon attack, at the start of their turn roll a d6 and on a roll of 6 their breath weapon attack is recharged.

When your dragon reaches 16th level their recharge ability increases by 1, on a roll of 5 or 6 their breath weapon recharges.

HIT DICE AND SIZE INCREASE

When the Dragon's size increases their hit dice increase one progression, and their natural weapon attacks increase in damage as noted on the dragon class chart. When the Dragons hit dice increases its hit point total increases by +1 for all subsequent levels.

FRIGHTFUL PRESENCE

At 13th-level, as an action each creature of the dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a Wisdom saving throw (DC equal to 8+ proficiency + 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 the dragon's Frightful Presence for the next 24 hours.

When the Dragon increases in size, so does the range of this effect, Huge 90 ft., Gargantuan 120 ft.

MULTICLASSING

After first level a dragon can multiclass into player classes as long as it meets the requirements for those classes. When multiclassing the dragon has all the features listed in the Player's Handbook for player classes.

DRAGON FEATS

Each of these Feats are only for dragons races, and if the dragons meet the requirements for the feats

AGONIZING BREATH

Increase a dragon's strength or constitution score by 1, additionally the dragons breath weapon deals one additional die of damage. This feat can be taken multiple times.

DESTRUCTIVE BITE

Increase a dragons strength or constitution score by 1, while your dragons bite attack deals an additional 2(1d4) as a medium sized dragon, 3(1d6) as a large dragon, or 4(1d8) as a huge dragon. The damage type is the same as their primary breath weapon (Acid, Cold, Fire, Lightning, Poison)

DEVASTATING BREATH

Requires Empowered Breath

Increase a dragon's constitution score by 1, additionally increase the damage dice for a dragons breath attack by one progression, instead of dealing d8's for damage it now deals d10's.

EMPOWERED BREATH

Increase a dragon's constitution score by 1, additionally increase the damage dice for a dragons breath attack by one progression, instead of d6's it now deals d8's

FAST BREATH

Requirement level 12

Increase your dragons inelligence or constiution by 1. Having learned how to summon their internal strength and find their draconic voice easier, the dragon that takes this feat improves their breath recharge by 1 when rolling to recharge their breath.

HOVER

Requires ability to fly

A dragon increases their strength or dexterity by 1, additionally a dragon can use 15 ft. of their fly movement to maintain a hover in place. While hovering a dragon can pivot in place and has advantage against being knocked prone while flying.

LEGENDARY ACTIONS

Requirement level 15

This Dragon has learned how to summon their internal magic to move with lightning fast reactions. The dragon that takes this feat can perform one legendary action, per round, at the end of another creatures turn. This action can be used to make a Tail, or claw attack.

This feat can be taken one more time, giving the dragon 2 legendary actions and unlocking the ability to make a wing attack action as a legendary action.

LEGENDARY RESISTANCE

Requirement level 12

Increase one of the dragons stats by +1, additionally the dragon that takes this feat can, once per day, choose to succeed a failed saving throw and regains this ability after a long rest. This feat can be taken again

SECOND BREATH ATTACK

Choose one of the following breath weapon attacks for your dragon to learn. A dragon can only use one breath weapon attack and must roll to recharge their ability to perform a breath weapon attack. The dragon increases either their Strength or Constitution by + 1 and gains one of the following breath weapon attacks:

Repulsion Breath

The dragon exhales repulsion energy in a cone breath attack equivalent to its size (15 ft. for medium, 30ft. for large, etc.). Each creature in that area must succeed on a Strength saving throw (DC equal to its breath weapon attack). On a failed save, the creature is pushed twice the breath weapons reach in feet away from the dragon.

Sleep Breath

The dragon expels a cone breath attack equivalent to its size (15 ft. for medium, 30ft. for large, etc.). The dragon exhales sleep gas in a cone. Each creature in that area must succeed on a Constitution saving throw (DC equal to its breath weapon attack) or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Slow Breath

The dragon exhales gas in a cone breath attack equivalent to its size (15 ft. for medium, 30ft. for large, etc.). Each creature in that area must succeed on a Constitution saving throw (Dc equal to its breath weapon attack). On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Weakening Breath

The dragon exhales gas in a cone breath attack equivalent to its size (15 ft. for medium, 30ft. for large, etc.). Each creature in that area must succeed on a Strength saving throw (equal to its breath weapon attack) or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

WING ATTACK

A dragons strength increases by +1, additionally the dragon beats its wings as its attack action. Each creature within 10 ft. of the dragon must succeed on a Dexterity saving throw (DC **equal to 8 + Strength Modifier + Proficiency**) or take 2d6 + Strength modifier in bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Huge Dragon. wing attacks 2d6 + str, 10 ft. radius

Large Dragon. wing attack 2d4 + str, 5 ft. radius.

Medium Dragon. wing attack just Strength Modifier, self only.

TRAINING ELEMENTALS

Each Elemental is a rare sight to see and a valuable resource for any spellcaster or military strategist. To train elementals requires the Dragon Trainer Feat. Each Element has roots in the elemental planes that come together to create the material plain all players inhabit.

Occasionally an elemental will be summoned or slip through the cracks of the world and find themselves lost on the material plane searching for a way back or making due with the world around them, fire elementals finding secret hidden magma pools, water elementals inhabiting springs, earth elementals burrowing deep within the soil, and wind elementals finding home amongst the mountain tops kissing the clouds.

SUMMONING ELEMENTALS

Elementals are intelligent creatures of their living element, when summoned they they will fulfill their purpose then immediately return to their home plan. If an elemental is denied that right, then they are likely to kill their summoners and return by any means necessary. Elementals are known for being guardians of great or terrible treasures or secrets ancient wizards have chosen to lose. Very few elementals have been pushed to the limits as addressed by this class.

To gain the aid of an elemental you will either need a device to control their energy and force your will upon them, or make a plea to them to follow you.

To persuade an elemental you need to make a arcana checks to convince the elemental you are a powerful wielder of their power and knowledgeable enough to guide them. An Elementals power if related to their size, much like dragons. The larger an elemental the older, more powerful and dangerous they typically will be.

Persuading Elemental

Situations	Modifications
Same Alignment	-2 DC
Common Goal	-2 DC
Powerful Magic User	-2DC
Summoner	-2 DC

Elemental DC Check

Elemental Size	DC
Tiny	DC 15
Small	DC 17
Medium	DC 20
Large	DC 23
Huge	DC 27
Gargantuan	DC 30



Elemental Class			
Lv	Prof	Abilities	Touch/Slam
1	+2	Touch/Slam (Small)	1d6
2	+2	Path Feature	
3	+2	Ability Score Improvement	
4	+2		
5	+3	Extra Attack (1)	
6	+3	Ability Score Improvement, Increase Size (Medium)	2d6
7	+3	Path Feature	
8	+3		
9	+4	Ability Score Improvement	
10	+4		
11	+4	Path Feature	
12	+4	Ability Score Improvement	
13	+5	Increase Size (Large)	2d8
14	+5	Extra Attack (2)	
15	+5	Ability Score Improvement	
16	+5	Path Feature	
17	+6		
18	+6	Ability Score Improvement, Increase Size (Huge)	2d10
19	+6		
20	+6	Ability Score Improvement, Path Feature	

ELEMENTAL CLASS

Elementals gain the following benefits.

HIT POINTS

Hit Dice: d6's at 1st, d8's at 6th, d10's at 13th, and d10's at 18th.

Hit Points at 1st Level: 4 + your Constitution modifier.

Hit Points at Higher Levels: Hit dice (or average) + your Constitution modifier per

Elemental class level **after 1st**

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Saves: None

Skills: None

TOUCH/SLAM

An elemental's touch or slam attack is magical and scales with them as they increase in size and strength. Starting at first level an elemental's touch/slam attack deals 1d6 + its strength or dexterity modifier.

Fire. Fire damage

Earth. Bludgeoning damage

Water. Bludgeoning damage

Air. Bludgeoning damage

Damage for these attacks increase to 2d6 at 6th-level, 2d8 at 13th-level, and 2d10 at 18th level.

EXTRA ATTACK

At 5th level, your Elemental gains an additional Touch/Slam attack during their attack action.

Your elemental gains this feature again at 14th-level.

INCREASED SIZE

When your Elemental reaches 6th, 13th, and 18th-level, their size increases as marked on their class chart. This increases their hit dice, Touch/Slam attacks and

PATH FEATURE

Starting at second level, elementals when trained properly have access to higher realms of power. Elementals have been able to harness their martial prowess or tap into the magics that bind the elements together to give them life.

BELlicosE PATH

The Bellicose path is one where the trainer, has guided the elemental toward perfecting its martial abilities and maneuverability. The Bellicose Elemental is one that can overcome even its own elemental

family to reign as an elder elemental.

DEATH BURST

Starting at 2nd-level, when the Elemental dies, it explodes in a burst of Energy. Each creature within 10 feet of it must make a Dexterity saving throw (**DC equal 8+Con+Prof**), taking the elementals hit dice in its respective elemental damage on a failed save, or half as much damage on a successful one.

Fire. Damage is Fire, and Flammable objects that aren't being worn or carried in that area are ignited.

Earth. Damage is magical bludgeoning damage and counts as a siege attack.

Water. Damage changes to Acid damage and stays 3(1d4+1) rounds on the ground, a creature that moves through the puddle takes 5 (1d8) acid damage for every 5ft. They move through the puddle.

Air. Damage changes to lighting damage and each creature that fails the save is paralyzed until the end of their next turn.

IMPROVED CRIT

Starting at 2nd-level, when your Elemental makes a melee or ranged attack and roll a 19, or 20 count as a critical.

HURL

Starting at 7th-level you have trained your elemental to make ranged (20/60 feet) attacks with their elemental form. Each ranged attack deals the same damage type and amount as their slam or touch attack.

RETALIATED BODY

At 11th-level, your elemental's body gains the ability to inherently damage those who attack it. The damage is equal to your Elementals **Proficiency+Constitution modifier**.

Fire. Heated Body. Fire Damage

Air. Lighting Body. thunder Damage

Earth. Acidic Body. Poison Damage

Water. Frigid Body. Acid Damage

ELEMENTAL AFFINITY

Starting at 16th-level your elemental can negate a creatures, or magical items, fire, cold, thunder, or lighting resistance.

ELDER ELEMENTAL

At 20th-level, your elemental gains the ability to control an additional element similar to itself as its time on the material plane has caused it to come into contact with a variety of other magical and elemental forces.

Air. This elemental now booms with rolling thunder and is now resistant to thunder and lighting damage and can now choose either, Bludgeoning, thunder or lightning damage on slam attacks.

Earth. Hardened by experience, this elemental is now resistant to fire damage, additionally this elementals AC and damage (on slam attacks) is increased by 1 as its exterior has hardened to crystal.

Fire. becoming a being of solid flame and heat, any creature that is standing within 10 ft. of this fire elemental at the start of their turn or move into this aura for the first time takes fire damage equal to half the elementals level.

Water. Emanating cold from its form the water elemental has become resistant to cold damage and no longer susceptible to cold damage and ac is is increased by 1, additionally this elementals slam attack has the option to deal cold damage instead of bludgeoning damage.

WONDEROUS PATH

A wondrous elemental is highly sought after and can be the crown jewel for any spellcaster. It is said that when they die, they leave elemental salts behind that a spellcaster can use to summon countless more elementals. Having a wondrous Elemental is both a privilege and a burden, as any spellcaster who is more than a hedge mage will know the full potential these elementals can bring.

INNATE SPELLCASTING

When your elemental chooses this path, they begin to access the magical powers that bind them together and force their will upon the world. A Elemental spellcaster has Charisma as their spellcasting modifier, and has access to the sorcerer's spell list.

Starting at 2nd-level, your elemental learns 1 cantrip and has one spell slot of first level per long rest. As they grow in size and power they will have the ability to learn more spells, and each time they advance a level they are able to change what spells they know from the sorcerer's spell list. Your elemental gains an additional cantrip and spell slot at 7th, 11th, and 16th levels.

Wonderous Class Spell chart

Lv	Cantrips	Spell Slots	Spell level
2	1	1	1
7	2	2	2
11	3	3	3
16	4	4	4
20	5	5	5

ELEMENTAL PRESENCE

Starting at 2nd-level, once per day your element can cast the following spell without expending a spell slot.

Fire. Burning Hands

Water. Ice Knife

Earth. Earth Tremor

Air. Thunderous smite

WARDING ASSIST

Starting at 7th level, your elemental can now cast the following spell once per day without spending a spell slot.

Fire. Scorching Ray

Water. Melf's Acid Arrow

Earth. EarthBind

Air. Dust devil

PROJECTING SELF

Starting at 11th level, your elemental can now cast the following spell without expending a spell slot. Additionally as a bonus action your elemental can move to the target point of this spell. (center of fireball, end of lighting bolt, etc.)

Fire. Fireball

Water. Tidal wave

Earth. Erupting Earth

Air. lighting Bolt

CONTROL SELF

Starting at 16th level, your elemental can cast the following spell once per day without expending a spell slot.

Fire. Fire Wall

Water. Control Water

Earth. Stone Shape

Air. Storm Sphere

SUPERIOR ELEMENTAL

At 20th-level, your elemental has the ability to summon one elemental from its home plane of existence to fight by its side. Your elemental can summon a elemental whos CR is up to a quarter of its elementals level (CR 5 or lower) for upto 10 minutes, this elemental will protect and fight any creatures attacking your elemental and will only listen to your elemental. Once your elemental has used this ability it can not use it again until it has taken a full rest.

ELEMENTAL FEATS

Bellow are a list of feats that the elemental can learn during the course of their training on the material plane. These feats can be found in the Player's handbook: **Charger, Durable, Grappler, Resilient, Mage Slayer, Mobile, Resilient, Savage attacker, Sentinel ,Tough**

IMPROVED ATTACK

Requirements, bellicose path, 7th-level

Strength or dexterity is increased by 1, additionally add one damage die to your elementals touch/slam attack.

PERSUASIVE ARGUMENT

An elemental can learn one language, although it will sound like a far away yel, a smoker of 30 plus years, a drowning man, or the abyssal flames. Additionally your elemental can learn one skill to become proficient in.

ARMOR OF THE ELDERS

Your elemental becomes proficient in one melee weapon of your choice that is made out of metal, and while wielding this weapon, their AC is increased by 1. While wielding this weapon your slam/touch attacks can deal slashing, piercing, or bludgeoning damage instead of your standard damage.

**All other features of your slam/touch attacks remain, if they are magical then this attack counts as magical as well.*



FAMILIAR CLASS

Requiring the Familiar trainer feat, you have learned how to harness the innate abilities and direct them from your familiar. Your understanding of this magical creature allows you increase its magical ability and become a greater extension of yourself.

HIT POINTS

Hit Dice: d4's at 1st, d6's at 7th, d8's at 13th, and d10's at 19th.

Hit Points at 1st Level: 4 + your Constitution modifier.

Hit Points at Higher Levels: Hit dice (or average) + your Constitution modifier per Familiar class level **after 1st**

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Saves: only from chosen form.

Skills: only from chosen form.

ATTACK

Your familiar can make melee weapon attacks that their beast form has access to.

INNATE SPELLCASTING

Starting at 1st-level, a Familiars spellcasting ability is the same DC and spell attack modifier as its owner.

Spells known by your familiar can only be spells that its caretaking spellcaster can cast or has access to cast. (if its a wizard familiar then it can only cast wizard spells). A familiar does not need Somatic, or Mate-

Familiar Class								
LV	Prof	Ability	Cantrip	1st	2nd	3rd	4th	5th
1	+2	(Tiny) Shape Change, Innate Spellcasting, Attack	1	1	-	-	-	-
2	+2		1	1	-	-	-	-
3	+2		1	1	-	-	-	-
4	+2	Ability Score Improvement	1	1	-	-	-	-
5	+3	Improved Range	2	1	-	-	-	-
6	+3		2	1	-	-	-	-
7	+3	Greater Familiar (Small)	2	2	-	-	-	-
8	+3	Ability Score Improvement	2	2	-	-	-	-
9	+4		2	2	-	-	-	-
10	+4		2	2	1	-	-	-
11	+4		2	2	1	-	-	-
12	+4	Ability Score Improvement	2	2	1	-	-	-
13	+5	Superior Familiar (Medium)	2	2	1	1	-	-
14	+5		2	2	1	1	-	-
15	+5		3	2	1	1	-	-
16	+5	Ability Score Improvement	3	2	2	1	1	-
17	+6		3	2	2	1	1	-
18	+6	Ability Score Improvement	3	2	2	1	1	-
19	+6	Supreme Familiar (Large)	3	2	2	1	1	1
20	+6		4	2	2	2	1	1

rial components for a spell, unless the spell consumes its material component.

SHAPE CHANGER

Starting at 1st-level, a familiar can change its shape a number of times a day equal to its proficiency modifier. As one of the familiars actions the familiar can change its shape to one of its known shapes. A familiar regains all its ability to change shape after a long rest.

Each shape that your familiar takes has its own Hit point pool, and at any time when it's hit points drop to 0, your familiar disappears and requires the find familiar spell to be resummond.

Known shapes. A known shape is one that the familiar, or spellcaster has spend a minute studying, and a small piece of material (feather, fur, collar) left in the caretakers possession, allows the familiar to rapidly change its form, Acceptable creatures to copy are: Beasts.

IMPROVED RANGE

Starting at 5th-level, when you cast a ranged spell, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll, and your spell save DC.

GREATER, SUPERIOR, SUPREME FAMILIAR

Starting at 7th-level, your familiar gains access to changing shape to small size beasts, as noted on your familiars class chart their hit dice increase as their ability to transform increases.

Your familiar gains access to medium sized beasts at 13th-level, and Large beasts at 19th level.

FAMILIAR FEATS

A familiar can only have each of these feats once. Additionally a familiar can take any of the monstrous feats listed in the class features of that class.

INDOMITABLE

Your familiars constitution score increases by +1, additionally your familiar can add half their level to the beast forms they take rounded down.

(If level 12 then add 6 points to their hit point maximum)

MAGIC INITIATE

When a familiar takes this feat, it can find one cantrip from another spell class and add it to its available cantrips, not counting against its cantrips known, along with one 1st-level spell from that same class spell list that it can cast once per day.

IMPROVED FOCUS

When a spellcaster uses its familiar to cast a spell, the DC and to hit for that spell is increase by +1 for the duration of the spell.

CONCENTRATION SHIFT

When a familiar learns this feat, they can shift the concentration of a spell that their spellcaster is focusing on to themselves. Doing this maintains the active concentration, but does not increase the duration of the spell.

MAGIC SHIELD

As a reaction, once per short rest can add their proficiency modifier to its AC until the start of its next turn. Doing so also adds their proficiency modifier to any saves during that time.

ILLUSIONARY FORM

Requires 10th-level

A familiar can turn into an illusionary form of its master sharing all the same stats, a Perception check equal to the spellcasters DC will see through this illusion. While in this form the spellcaster is blind and deaf in their physical form, the spellcaster can cast spells, move and talk.

Chapter 4

AWAKENING AND GROWING YOUR COMPANION

As you adventure with your companion you may think that it is funny, smart or wise to awaken your companion animal. My advice is to never do it, you are not ready for your companion to be aware that you treat them like an animal. However, if you have decided to awaken or increase the size of your companion below are a list of rules and guidelines to follow when trying to enhance your companion.

AWAKEN

After spending the Casting Time tracing magical pathways within a precious gemstone, you touch a huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains Senses similar to a human's. Your DM chooses Statistics appropriate for the awakened plant, such as the Statistics for the Awakened Shrub or the Awakened Tree.

The awakened beast or plant is Charmed by you for 30 days or until you and your companions do anything harmful to it. When the Charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was Charmed.

For full rules on this spell look to the Awakened spell in the Player's Handbook.

Awaken Variation

If you would like to bring a bit of variety to your creatures intelligence, then instead of a flat 10 intelligence you can replace it with +4d4 to your creatures intelligence score (maximum 18). If you are Awakening a plant then you can add your/the spellcasters intelligence modifier as well.

GROW

This as a homebrew spell to aid in your roleplay and gameplay. This spell is only allowed if the DM permits it. There are very few druids, bards, and wizards that know this.

Grow/Shrink

5th-level transmutation

Casting Time: 8 hours

Range: touch

Components: V, M, S (1,000 gp of iron bands)

Duration: Instantaneous

After spending the Casting time tracing magical pathways within the Iron bands, you bind them to a beast, plant, monstrosity, or dragon Huge or smaller. The target gains or reduces one size category.

Grow The targets size, hit dice (Increase Hp total by creature level), natural melee attacks, increase by one. Additionally Strength increases by 4, and Constitution increases by 1 (max 18). However, Dexterity decreases by 1, and Wisdom decreases by 1 as well.

Additionally for each size above Medium, the max for Strength and Constitution Stats increase by 2 and movement increases by 5 feet and reach for melee attacks increases by 5 feet.

Shrink The targets Size, hit dice (Reduce a targets hit point maximum by the creatures level), and natural melee attacks reduce by 1. Additionally Constitution increases by 1 (Max 18), Dexterity increases by 2, and wisdom increases by 2.

For each size below Large, the max for Dexterity and Wisdom increases by 2. And for each size below Large speed is reduced by 5 feet and reach is reduced by 5 feet (minimum 5 ft.).

ATTUNEMENT TO MAGICAL ITEMS

For regular beasts, monstrosities, plants, and oozes you can only attune one item to them. After you have awakened them, beasts and plants are able to attune to three items, similar to player classes.

Dragons are one of the few companion classes that are able to attune to three magical items, this is from them being sentient creatures who are lending you their power. Conversely familiars are not able to attune to magic items as they are already an extension of the spellcasters abilities.

MULTICLASSING

Only after you have awakened a beast or plant can you begin to train them in a player class. These companions still need to meet the requirements in the Player's Handbook to multiclass. Notable exceptions to this are dragons and other self-aware creatures. Other creatures that are intelligent, but not awakened, are just very intelligent creatures who may have their own language, culture and lifestyle (Look to Giant eagles as an example).

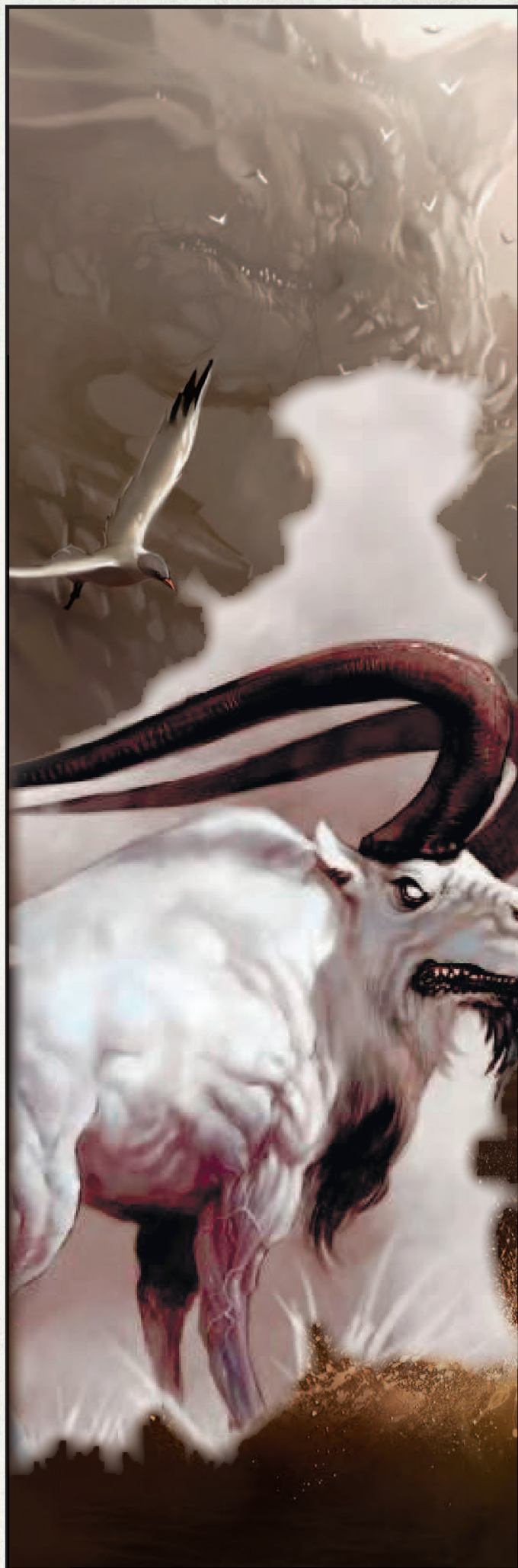
LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.



Chapter 5

MAGIC AND MUNDANE COMPANION ITEMS

There are a wide variety of tools, and gear that available to studious trainer. In this section there are a few suggested items to help the most adventurous trainers. If you have the coin and the desire these are the items for you.

BATTLE BRACERS

Common, armor

This battle bracers increases your companions (beast, dragon, monstrosity, or plant) AC by 1 while wearing. This armor is made from leather and bits of metal to protect the sensitive parts of your companion creature. These common armors do not inhibit the movement or abilities of your companion and cannot be combined with other worn armors.

BOOTIES AND COAT OF WARMTH

Uncommon, requires attunement

Affix these small shoes to your companion creature, if they have feet or hooves. This combination of winter clothing will keep your companion warm in arctic temperatures. Additionally while attuned to this cold weather gear it gives your companion resistance to cold damage.

COLLAR OF DOMINANCE

Wondrous Magic Item, Very Rare, requires attunement

This collar made from deep crystal, silver, and bones from mindflayer is adorned with small skulls of goblinoids, and other small creatures, this collar requires attunement to the owner. This hefty collar when placed around the neck of a creature requires the target creature to make Charisma saving throw, this special item requires the attuned owner and the target creature to make opposing Charisma checks, on a success the target creature is immune from the effects for 24 hours, on a failure the target creature is under the control of the collars owner for 24 hours and has disadvantage on its subsequent checks.

CONTAINMENT DEVICES

There are a wide range of containment devices used to capture and collect beasts and other creatures on the material plane.

Summoning and collecting captured creatures

As an action you can speak the command word of this device to summon the creature inside. To recapture the creature, you can convince the creature, with the appropriate check Animal/Arcane etc., to return to the capture device or speak the command word as an action to summon them back into the ball. Te captured creature has disadvantage on the check when being called back into the ball.

POCKET MONSTER BALL

wondrous, uncommon item Range 20/60ft (Suggested price 100-200 gp)

This capturing device, made from copper and clockwork gears holds a fine ruby in the center that contains the spell banishment. This device is a controlled Banishment Ball that captures 1 tiny creature, by throwing this ball to activate the spell inside. All creatures within a 5 foot radius of the capturing device, and meet the requirements, must make a Constitution saving throw (DC 10), on a failure the creature is captured, on a success the device breaks and is no longer useful.

This Capturing device only works on:

Beasts, Celestials, Dragons, Elementals, Fey, Fiends, Monstrosities, oozes and plants, size tiny, small creatures of these types have advantage on the save.

GREATER MONSTER BALL

wondrous, uncommon item Range 20/60ft (Suggested price 500-1,000gp)

This capturing device, made from Silver and clockwork gears holds a fine sapphire in the center that contains the spell banishment. This device is a controlled Banishment Ball that captures 1 small creature, by throwing this ball to activate the spell inside. All creatures within a 5 ft. radius of the capturing device, and meet the requirements, must make a Constitution saving throw (DC 13), on a failure the device captures the creature, on a success this device breaks and becomes useless.

This Capturing device only works on: Beasts, Dragons, Elementals, Monstrosities, oozes and plants, size small, medium sized creatures of these types have advantage on the save.

SUPERIOR MONSTER BALL

wondrous, rare item Range 20/60ft (Suggested price 1,500-2,500)

This capturing device, made from Gold and clockwork gears holds a fine Opal in the center that contains the spell Imprisonment. This device is a controlled Imprisonment Ball that captures 1 medium sized creature. All creatures within a 5 ft. radius of the capturing device, and meet the requirements, must make a Constitution saving throw (DC 17), on a failure the device captures the creature, on a success this device breaks and becomes useless.

This Capturing device only works on: Beasts, Celestials, Dragons, Elementals, Fey, Fiends, Monstrosities, oozes and plants, size medium, Large sized creatures of these types have advantage on the save.

IMPRISONMENT BALL

wondrous, very rare item Range 20/60ft. (Suggested Price 15,000-25,000gp)

The Imprisonment ball is currently one of a kind, It is heavy since the primary components of this capturing device are platinum plating, with gold inlay on the lower hemisphere, the top is a delicately carved deep crystal with cold iron cage holding it in place. Imbedded inside this device is a deep crystal coated in a iron putty. This capturing device works on: All creatures. When you throw this ball activating the device, all creatures within 5 ft. radius of the ball must make a DC 20 Constitution saving throw, on a failure the creature is captured inside this device, on

Sentient Books

This Book will not give players raw stats of creatures, but generally close approximations from very weak (stat score of 5) to Nearly Godly (20). This tome can be used to give general information from the Monster Manual to your players when they are stuck in a rut or require additional information they may not otherwise be able to attain.

a success the ball breaks and is useless.

SWORD OF ELEMENTS

Wondrous, very rare, Sword (any), requires attunement

This is a +1 sword (any), when you slay an elemental with this weapon, you can speak the command word to capture the elemental within the blade, only one elemental can be captured this way at a time. The elemental must make a DC 15 Constitution check, on a failure the elemental is captured in the blade giving the weapon elemental damage. This sword keeps this damage type until you slay another elemental and speak the command word.

Elemental	Damage
Fire	1d6 fire
Water	1d6 Bludgeon
Air	1d6 Bludgeon
Earth	1d6 Slashing

MONSIEUR MANUEL

Artifact, Very Rare

This sentient magical item was once used by traveling merchants to categorize and identify potential beasts of burden and threats. This is a special leather bound tome that has an eye and mouth on one side of the binding that when pointed at a creature within 60 ft. can identify the creature giving the owner of this artifact basic information about the creature.

Sometimes sarcastic in its approach this tome is able to tell if a creature is magical from sorta (a few spells) to very magical (high level caster), and roughly how fast or strong, or intelligent a creature is.

The power of this tome, is its ability to decipher what the creature eats and mating habits from just looking at it.

Chapter 6

MONSTERS STATS

This chapter has a few 1st level creatures for your adventurers to quest, lust, and die over for those avid trainers.

DRAGON HATCHLINGS

Dragon eggs are rare and beautiful natural artifacts that are typically well protected and each requiring different hatching conditions. If you are searching for dragon eggs you will need to look in locations that can accommodate their specific requirements.

YOUNG BUT NOT STUPID

Dragons are a fickle creature to raise, even as hatchlings they are highly intelligent creatures judging whether to eat you or make you an ally or pet. Dragons especially chromatic dragons will most likely as hatchlings stick around long enough to make you believe they are docile before they attack, while metallic dragons are keen to making friendships and learning what they can. However, both chromatic and metallic dragons do not like their hatchlings to be stolen as it takes a good deal of time for each to lay and incubate eggs to maturity.

Unless a deal or pact is struck with a draconic parent, there is a high probability that they will hunt you down and reclaim their lost hatchlings. A few Dragons, White and green may let you think you got away with their fortune only to really have the precious hatchling being their informant the whole time and your entire journey being an elaborate hunting game.

Black, Copper and Green Dragons

Black dragons and their hatchlings enjoy having food dissolved in strong acids, so similarly Black dragons keep their eggs in a vast pool of acids with foods for their young hatchlings to eat once they emerge from their eggs. Typically Black Dragons enjoy swamps, bogs, and marshes to call their homes, here is where you can find their lairs. If you are interested in snatching an egg for yourself, be prepared to have a hand, leg or other appendage dissolved in acids.

BLACK DRAGON HATCHLING

Medium Dragon, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 9 (1d8+1)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Saving Throws DEX + 3, CON + 3, WIS +2, CHA +3

Skills Perception +2, Stealth +3

Damage Immunities Acid

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Amphibious. The Dragon can breathe air and water

Actions

Bite. *Melee Weapon:* +4 to hit, reach 5 ft., one target. Hit 7 (1d10+2) piercing damage plus 2 (1d4) acid damage.

Claws. *Melee Weapon attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d6+2) slashing damage.

BLUE DRAGON HATCHLING

Medium Dragon, Lawful Evil

Armor Class 16 (Natural Armor)

Hit Points 10 (1d8+2)

Speed 30 ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

Saving Throws DEX + 2, CON + 4, WIS +2, CHA +4

Skills Perception +2, Stealth +2

Damage Immunities Lightning

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +5 to hit, reach 5 ft., one target. Hit 6 (1d10+3) piercing damage plus 2 (1d4) lightning damage.

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

BRASS DRAGON HATCHLING

Medium Dragon, Chaotic Good

Armor Class 16 (Natural Armor)

Hit Points 9 (1d8+1)

Speed 30 ft., burrow 15 ft.

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

Saving Throws DEX + 2, CON + 3, WIS + 2, CHA + 3

Skills Perception +2, Stealth +2

Damage Immunities Fire

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +4 to hit, reach 5 ft., one target. Hit 8 (1d10+2) piercing damage.

Claws. *Melee Weapon attack:* +4 to hit, reach 5ft., one target. Hit 6 (1d6+2) slashing damage.

BRONZE DRAGON HATCHLING

Medium Dragon, Lawful Good

Armor Class 16 (Natural Armor)

Hit Points 10 (1d8+2)

Speed 30 ft., swim 30 ft.

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

Saving Throws DEX + 4, CON + 4, WIS + 2, CHA + 4

Skills Perception +2, Stealth +2

Damage Immunities Lighting

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Aphibious. the dragon can breathe air and water.

Actions

Bite. *Melee Weapon:* +5 to hit, reach 5 ft., one target. Hit 8 (1d10+3) piercing damage.

Claws. *Melee Weapon attack:* +5 to hit, reach 5ft., one target. Hit 6 (1d6+3) slashing damage.

Blue Dragons

Blue dragons call deserts their home, and this is where you will be able to find yourself a blue dragons egg. Just like the blue dragon their eggs enjoy the rapid change in temperatures like the day and night of desert life. If you are looking to incubate a Blue dragon egg, then you will need to be able to mimic the drastic change in temperature like the desert.

Brass, Gold, and Red dragons

All of these dragons live in flames, and their eggs love being in fiery conditions as well. These dragons and their hatchlings enjoy burnt crisp food upon hatching.

Bronze

As lovers of the sea and the tide Bronze dragons store their precious gems in tidal waters, and coastal regions. A bronze dragons hoard can be found in dangerous caves that flood with the ebb and flow of the tide, there you will be able to find Bronze dragon eggs submerged under the salty brine of the coastal waters.

Silver and White Dragons

Both of these dragons enjoy the frigid and icy environments where they are masters of the terrain and bury all their treasures, including their eggs. Buried in sheets of ice and snow, you will have to choose between the frozen treasure that lies between the ice or their eggs.

FEEDING

When trying to decide what to feed your dragon, just think about their breath weapon. White dragons prefer frozen foods, and will scoff or not eat cooked meals, while black dragons love an acid soup with bits of chicken or meat floating about.

However, food alone does not sustain dragons, they need precious metals. To dragons having precious metals is like having water for humanoids, or ale for dwarfs. Dragons live off the natural magical nature of these metals, and the more they have the stronger they become.

METALLIC VS. CHROMATIC

Be careful as you decide what dragon to try and recruit into your ranks as a team member. Although not all dragons are created equal, they each have their own pools of knowledge and areas of expertise. You may think it wise to have a Gold or Red dragon, yet you are on a ship set out to sea, maybe a silver, Bronze, or Black dragon may prove to be of better use.

DRAGON PSYCHOLOGY

Even between the different types of dragons they all have similar characteristics of solitude and ownership of their property and personal territory. Although you may have coaxed a dragon into your service, or been granted one as a boon, or gift, they will when they can find time to be alone and enjoy their own personal company. Dragons are not known to be the most social of creatures, outside mating, or to obtain objects or trinkets for their own motives.

One of the key elements within all dragons is their ability to hoard treasure and know the value of what they have acquired. If you would like to give dragons an optional skill, Appraisal, then it would be fitting within the personality and psychology of dragons.

Appraisal. A dragon is Proficient with Intelligence (Appraisal) checks when determining the value and magical qualities of an item. A dragon does not know the specific magical abilities of an item, but can discern these abilities over a short rest.

Black Dragons

Easily one of the most evil tempered of the dragons, their preference for swamps and dark damp places. Black Dragons will most often kill a creature instead of letting it go free. Keep this in mind if you give your Black Dragon a task to protect a creature, they may find it weak and useless, and turn around and kill it.

Quirks: Black Dragons prefer to pickle their food in brine water, and enjoy the taste of fish and molluscs.

COPPER DRAGON HATCHLING

Medium Dragon, Chaotic Good

Armor Class 16 (Natural Armor)

Hit Points 10 (1d8+2)

Speed 30 ft., climb 30 ft.

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

Saving Throws DEX + 3, CON + 3, WIS + 2, CHA + 3

Skills Perception +2, Stealth +3

Damage Immunities Acid

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +4 to hit, reach 5 ft., one target. Hit 7 (1d10+2) piercing damage.

Claws. *Melee Weapon attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d6+2) slashing damage.

GOLD DRAGON HATCHLING

Medium Dragon, Lawful Good

Armor Class 16 (Natural Armor)

Hit Points 10 (1d8+2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	14 (+2)	11 (+0)	15 (+2)

Saving Throws DEX + 4, CON + 4, WIS + 2, CHA + 4

Skills Perception +2, Stealth +2

Damage Immunities Fire

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +5 to hit, reach 5 ft., one target. Hit 8 (1d10+3) piercing damage.

Claws. *Melee Weapon attack:* +5 to hit, reach 5ft., one target. Hit 6 (1d6+3) slashing damage.

GREEN DRAGON HATCHLING

Medium Dragon, Lawful Evil

Armor Class 16 (Natural Armor)

Hit Points 9 (1d8+1)

Speed 30 ft., swim 30 ft.

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

Saving Throws DEX + 3, CON + 3, WIS + 3, CHA + 3

Skills Perception +2, Stealth +3

Damage Immunities Acid

Senses Blindsight 10ft., Darkvision 60ft., passive perception 13

Languages Draconic

Challenge 1/4 (50 xp)

Amphibious. The Dragon can breathe air and water

Actions

Bite. *Melee Weapon:* +4 to hit, reach 5 ft., one target. Hit 7 (1d10+2) piercing damage plus 2 (1d4) poison damage.

Claws. *Melee Weapon attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d6+2) slashing damage.

RED DRAGON HATCHLING

Medium Dragon, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 10 (1d8+2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)

Saving Throws DEX + 2, CON + 4, WIS + 2, CHA + 4

Skills Perception +2, Stealth +2

Damage Immunities Fire

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +5 to hit, reach 5 ft., one target. Hit 8 (1d10+3) piercing damage plus 2 (1d4) fire damage.

Claws. *Melee Weapon attack:* +5 to hit, reach 5ft., one target. Hit 6 (1d6+3) slashing damage.

Blue Dragons

Highly territorial and vain, a blue dragon will defend its territory from any perceived threat. These dragons will burrow deep in sands to hide their treasures, setting pit traps and sink holes to kill any would be trespassers.

Quirks: Blue dragons smell of intense ozone, and prefer gems over coins.

Brass Dragons

If you choose to have a Brass Dragon as your friend, then learn to tune out in conversations, or bring plenty of cotton for your ears. Besides liking hot arid environments, these dragons enjoy the sunlight and conversing with travelers.

Quirks: They love to talk, and enjoy gifts of rare plants, woods, and creatures.

Bronze Dragons

This dragon is perfect for your paladin. A Bronze dragons prides itself and its compatriots of their moral altruism and justice. Bronze Dragons will tend to hide as a small creature or innocuous one, to lay wait for passing pirate ships or ne'er do wells

Quirks: one of the few dragons that love the company of humanoids, if only to debate the moral outcomes of their actions.

Copper Dragons

These dragons have one of the most vicious innate humors. Known as practical jokers, riddle givers, and joke tellers A Copper dragon would rather give you a riddle as an answer instead of a straight yes or no. Pairing A copper Dragon with a Bronze dragon will only cause the two to delve into a circular diatribe as each tries to out talk the other.

Quirks: A Copper dragon will play tricks on even their closest of friends, and must prove that it has the quickest wit in the room.

Gold Dragons

These Dragons are elegant and poised, known for being great listeners. Gold Dragons try to always keep an ear to the ground, and stay in a unsuspecting form, to they can hear news from far away places, or lul evil creatures into a false sense of security.

Quirks: Preference for artisanal crafted objects, and long winded philosophical debates.

Green Dragons

Of the most socially cunning creatures ever created, Green Dragons are skilled conversationalists with the ability to play creatures against each other. A Green Dragon is a natural double talker who seemingly can never tell the truth, unless it will gain them something.

Quirks: Likes to eat elves, and sprites, but will eat almost anything, smells of strong chlorine.

Red Dragons

Smelling of sulfur and pumice, Red dragons are one of the most vain and proud of all the dragons. A red dragon will spend its time amassing its wealth, with a keen mind to keep track of all the gold it has acquired. If a Red Dragon thinks you can not defend your items, or wealth, then they will take it from you. A red dragon is keen to know any information about other red dragons as they measure themselves in relation to other dragons, and their pride can be easily hurt.

Quirks: Enjoy the taste of humans and Elfs, highly tactical and will not fight if they cannot win.

Silver Dragons

Silver dragons are one of the few dragons that enjoy the company of humanoids. These dragons are prone to fight injustices and evil in the world. A silver dragon enjoys the company of short lived beings, partially from these creatures lust for life and taking every moment to explore, learn and adventure.

Quirks: Silver dragons do not like to ruminate on the past, enjoy portable treasures, and a wide variety of food.

White Dragons

One of the smaller dragons, White dragons are looked down upon from both chromatic and metallic dragons. Although they may be weaker, these dragons are cunning hunters and should not be discounted for their size, they are still a dragon.

Quirks: Gives in to carnal pleasures when it wants, and enjoys eating its food frozen.

SILVER DRAGON HATCHLING

Medium Dragon, Lawful Good

Armor Class 16 (Natural Armor)

Hit Points 11 (1d8+3)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)

Saving Throws DEX + 2, CON + 5, WIS + 2, CHA + 4

Skills Perception +2, Stealth +2

Damage Immunities Cold

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +6 to hit, reach 5 ft., one target. Hit 9 (1d10+4) piercing damage.

Claws. *Melee Weapon attack:* +6 to hit, reach 5ft., one target. Hit 7 (1d6+4) slashing damage.

WHITE DRAGON HATCHLING

Medium Dragon, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 9 (1d8+1)

Speed 30 ft., burrow 15ft., swim 30 ft.

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

Saving Throws DEX + 2, CON + 3, WIS + 2, CHA + 2

Skills Perception +2, Stealth +2

Damage Immunities cold

Senses Blindsight 10ft., Darkvision 60ft., passive perception 12

Languages Draconic

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +3 to hit, reach 5 ft., one target. Hit 6 (1d10+1) piercing damage plus 2 (1d4) cold damage.

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

DRAGON TURTLE

Slightly different from the other dragons listed above. The Dragon Turtle is a true neutral force of the ocean, some say it embodies the spirit of the ocean itself. These majestic creatures are often found in secluded places where they hide their treasures, where only a they have access to. Dragon turtles will have a field of sunken ships with secret hoards slowly being covered by the ocean silt.

Quirks: Dragon Turtles enjoy solitude and the company of water elementals and Marid.

TRAINING DRAGON TURTLES

If you are daring enough to venture out into the ocean to find a Dragon Turtle and persuade it to give you one of its hatchlings, or children to care take then here are a few adjustments for the Dragon Turtle, since it does not have wings and a little different than its Dragon Cousins.

NATURAL ARMOR

A Dragon Turtle's Natural armor is slightly higher with their hard shell to protect them. Starting at 1st-level a Dragon Turtles AC is 17, then increases to 18 at 10th-level, and 19 at 19th-level.

CLAWS AND BITE

As noted on the class chart for Dragon Turtle, the Dragon Turtle's Bite and claws are slightly more dangerous. A Dragon Turtle's bite is its primary weapon and is deadly to any creatures it bites.

BREATH WEAPON

Starting at 2nd-level, your Dragon Turtle gains the ability to use its breath weapon attack once per short rest.

Steam Breath. The dragon turtle exhales scalding steam in a 15-foot cone. Each creature in that area must make a Constitution saving throw (DC 8 + Prof + Constitution), taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.



DRAGON TURTLE HATCHLING

Medium Dragon, Neutral

Armor Class 17 (Natural Armor)

Hit Points 10 (1d8+2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws DEX + 2, CON + 4, WIS + 2

Skills Perception +2, Stealth +3

Damage Resistance Fire

Senses Darkvision 60 ft., passive perception 12

Languages Aquan, Draconic

Challenge 1/2 (100 xp)

Amphibious. The Dragon can breathe air and water

Actions

Bite. *Melee Weapon:* +6 to hit, reach 5 ft., one target. Hit 10 (1d12+4) piercing damage.

Claws. *Melee Weapon attack:* +6 to hit, reach 5ft., one target. Hit 8 (2d4+4) slashing damage.

Dragon Turtle Class

Lv	Prof	Abilities	Breath	Hit Dice	Claws	Bite	Tail
1	+2	Claw, Bite, Natural Armor (17), (Size Medium)	-	1d8	2d4	1d12	-
2	+2	Breath Weapon 1/short rest	2d6	2d8	2d4	1d12	-
3	+2	ASI	2d6	3d8	2d4	1d12	-
4	+2	Common	2d6	4d8	2d4	1d12	-
5	+3	Extra Attack (1)	2d6	5d8	2d4	1d12	-
6	+3	ASI	3d6	6d8	2d4	1d12	-
7	+3	Attacks Count as Magical	3d6	7d8	2d4	1d12	-
8	+3	Breath Weapon Recharge (recharge 6)	3d6	8d8	2d4	1d12	-
9	+4	ASI	3d6	9d8	2d4	1d12	-
10	+4	Hit Dice and Size increase Natural Aromor (18)	4d6	10d10	2d6	2d12	2d12
11	+4		4d6	11d10	2d6	2d12	2d12
12	+4	ASI	4d6	12d10	2d6	2d12	2d12
13	+5	Frightful Presence (Bonus Action)	4d6	13d10	2d6	2d12	2d12
14	+5	Extra Attack (2)	5d6	14d10	2d6	2d12	2d12
15	+5	ASI	5d6	15d10	2d6	2d12	2d12
16	+5	Breath Weapon Recharge (5-6)	5d6	16d10	2d6	2d12	2d12
17	+6		5d6	17d10	2d6	2d12	2d12
18	+6	ASI	6d6	18d10	2d6	2d12	2d12
19	+6	Hit dice and Size Increase Natural Armor (19)	6d6	19d12	2d8	3d12	3d12
20	+6	ASI	6d6	20d12	2d8	3d12	3d12

DRAGON TURTLE CLASS

Dragon Turtles gain the following class benefits.

HIT POINTS

Hit Dice: d8's at 1st, d10's at 10th, d12's at 19th.

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: Hit dice (or

average) + your Constitution modifier per Dragon Turtle level **after 1st**

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Saves: Dexterity, Constiution, Wisdom, Charisma

Skills: Perception, and Stealth

ELEMENTALS

All over the material plane there are small pockets or pure elemental energy that connect the material plane to the elemental planes of existence. From time to time creatures will find their way through these natural portals, sometimes they are small elementals that find their way through. Typically they can be mistaken as a small gust of wind playing with leaves, a flame that ignites seemingly spontaneously, a stone that you swear is moving of its own volition, or a puddle of water where there shouldn't be one.

FINDING ELEMENTALS

If your adventurers are looking to capture or acquire an elemental as a companion, look to sources of their element, Volcanoes and fields of fire, abnormal sources of water or the deep oceans, deep on the underdark, or mountain tops, maybe in the clouds or floating cities. Sometimes if your players look hard enough and keep an eye out for the strange they will find that a small elemental is the cause of the interesting tavern story they just heard.

FEEDING

Feeding an elemental is actually fairly straight forward.

Fire elementals require just like a flame, fuel, they need plenty of combustible sources to feed on, and even the charcoal they create is still food for them.

Air elementals feed off the scents and winds that blow through the air above ground along with the static that comes from lightning storms.

Earth elementals you will need to watch as they do enjoy devouring precious gems and metals.

Water elementals need fresh sources of water, or magical water to clean and purify themselves or their temperament will change with their opacity.



SPARK (FIRE ELEMENTAL)

small elemental, neutral

Armor Class 12

Hit Points 6 (1d6+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	15(+2)	14(+2)	5(-3)	10(+0)	6(-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical weapons

Damage Immunities Fire, Poison

Condition Immunity Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft. passive perception 10

Languages Ignan

Challenge 1/4 (50 xp)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 3 (1d6) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns

PUDDLES (WATER ELEMENTAL)

Small Elemental, Neutral

Armor Class 13 (Natural Armor)

Hit Points 5 (1d6+2)

Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances Acid; Bludgeoning, Piercing, Slashing from nonmagical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60ft., passive perception 10

Languages Aquan

Challenge 1/4 (50 xp)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 10 ft. until the end of its next turn.

Actions

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

Whelm (Recharge 4-6). *Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 6 (1d6+3) bludgeoning damage. If it is small or tinier, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.*

The elemental can grapple one Small creature or up to two Tiny or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 6 (1d6+3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength and succeeding.



PEBBLE (EARTH ELEMENTAL)

Small elemental, Neutral

Armor Class 13 (Natural Armor)

Hit Points 6 (1d6+2)

Speed 25 ft., burrow 25ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	5 (-3)	9 (-1)	5 (-3)

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Vulnerability Thunder

Damage Immunities Poison

Condition Immunity Exhaustion, Paralyzed, Poisoned, Petrified

Senses Darkvision 60ft., Tremor Sense 60 ft., Passive Perception 9

Languages Terran

Challenge 1/4 (50)

False Appearance. While Pebble remains motionless, it is indistinguishable from a normal pile of stones.

Actions

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





BREEZE (AIR ELEMENTAL)

small elemental, Neutral

Armor Class 12

Hit Points 6 (1d6+2)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (+2)

Damage Resistances Lighting, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical weapons.

Damage Immunities Poison

Condition Immunity Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., passive perception 10

Languages Auran

Challenge 3 (700 xp)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target is knocked prone.

ELEMENTAL PSYCHOLOGY

There has been little study into the mindsets of elementals, most either use them as a tool for war or succumb to the forces of the elementals and die by their living forces. However, this is a shame for most elementals as they each have quirks and features that make them equally as loving, or diabolical as any other creature.

Air Elemental

Known as a living gust that could pull the breath from your lungs, just as quick as it can slam you into the ground. Air elementals enjoy incorporating the smoke of incense into their form and dancing with leaves, Air elementals can be quick to forget and forgive as their mind travels with the clouds.

Quirks: Frequent daydreamer that smells of ozone and morning dew.

Earth Elemental

Probably one of the most solitary creatures, they enjoy long slumbers underground and collecting rare gems. Earth elementals enjoy rolling themselves into a ball and playing their version of billiards.

Quirks: frequently smells of sweet mud, and enjoys decorating itself with flowers.

Fire Elemental

Yes fire elementals are fierce, and dangerous, but they will lend you their warmth when temperatures are freezing or hold onto your food until it is cooked.

Quirks: loves salamanders, and lounging in braziers.

Water Elemental

Secretly one of the most dangerous of all the elementals, Water elementals enjoy grappling and playing with other elementals, or swimming with water creatures to secret hidden places. Water elementals love to sing in the rain (sounds similar to that of a gargling pond or bubbling of a spring).

Quirks: loves to play with stones until they are perfectly round.

BEASTS AND OTHER CREATURES

Below are a few companion creatures at first level. If you are looking to create another creature of first level for your players then there are a few basic rules to craft 1st-level monsters.

Creature Adjustments

First level Hit points is its full hit dice plus its constitution modifier.

Look at the appropriate class chart and remove any ASI from the creature. (two stat points, per ASI from any combination of skills, usually the most used for creatures (STR, CON, DEX).

Take note if the creature has Natural armor and if it's Dex adjusts this stat.

Change the Hit dice, Proficiency, To hit, Damage, Skills, and saves to match accordingly to its new level.

Looking at this beast stat block there are a few changes from the monster manual stat block that have turned these creatures into an animal companion ready to be trained.

HOUSE CAT

Tiny Beast, unaligned

Armor Class 12 (10+Dex)

Hit Points 4 (1d4+con)

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 passive perception 13

Languages none

Challenge 0 (10 xp)

Keen Smell. A cat has advantage on Wisdom (perception) checks that rely on smell.

Actions

Claws. Melee Weapon attack: +0 to hit, reach 5ft., one target. Hit 1 (1d4-4, minimum 1) slashing damage.

OWLBEAR

Large Monstrosity, unaligned

Armor Class 13 (Natural armor 12+Dex)

Hit Points 13 (1d10+con)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60ft. passive perception 13

Languages none

Challenge 1/2 (50 xp)

Keen Sight and Smell. A cat has advantage on Wisdom (perception) checks that rely on sight or smell.

Actions

Bite. Melee Weapon attack: +5 to hit, reach 5ft., one target. Hit 8 (1d10+3) piercing damage.

Claws. Melee Weapon attack: +5 to hit, reach 5ft., one target. Hit 11 (2d8+3) slashing damage.

TO HIT

When trying to calculate to hit with a creature, for ease of play, a companion creature to hit is its strength (or Dexterity when appropriate) modifier plus its proficiency (Minimum 0)

DAMAGE

When calculating the damage for tiny and small creatures it may get a bit tricky or nonsensical, but again for ease of role-play and interest. 1d4 + Strength modifier (Minimum 1). As an example, look at the house cat stats, its claws are not very powerful but will still hurt when it hits another creature.

NATURAL ARMORS

There are many types of natural armors in the Monster Manual and other texts.

Creatures	Natural Armors
Cat	10+DEX
Wolf	11+DEX
Owlbear	12+DEX
Shambling Mound	15
Dragons	16
Bulette/Turtle	17

CREATURE SIZES

For ease of play i have found it easier to keep a creature at the size it is listed in the Monster Manual or other WOTC text. If you change the size of the creature larger or smaller ask yourself if it is by magical means or if this is part of the growth cycle of the creature. You can reduce any creatures size one to represent a younger version of the creature.

When you reduce the size of the creature, you will also need to reduce the *Hit Dice*, *Damage Dice*, and a few other area of effects, or range of abilities (Darkvision, breath weapons)

BATBEAR

Large Monstrosity, unaligned

Armor Class 13 (Natural armor 12+Dex)

Hit Points 13 (1d10+con)

Speed 40 ft., 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Blindsight 60ft., passive perception 13

Languages none

Challenge 1/2 (50 xp)

Keen Hearing and Smell. A cat has advantage on Wisdom (perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon attack: +5 to hit, reach 5ft., one target. Hit 7 (1d8+3) piercing damage.

Claws. Melee Weapon attack: +5 to hit, reach 5ft., one target. Hit 10 (2d6+3) slashing damage.

BATBEAR

A rare and Beautiful creature that no one knows where exactly it came from, maybe a bet between wizards, or a drunken call for a companion creature. Batbears have been seen eating fruit, and leaving large piles of guano in their wake, and when seen Batbears are prone to flee. In the regions that have large Batbear populations, there is a local delicacy of Batbear coffee made from the seeds left in batbear guano after the Batbears eat the berries from coffee plants.

BADGER

Tiny Beast, unaligned

Armor Class 11 (none)

Hit Points 5 (1d4+con)

Speed 20 ft., burrow 5ft.

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

Senses Darkvision 30 ft. passive perception 11

Languages none

Challenge 1/8 (25 xp)

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

Actions

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

BUFF BADGER

Tiny Beast, unaligned

Armor Class 11 (none)

Hit Points 17 (4d4+9)

Speed 20 ft., burrow 5ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses Darkvision 30 ft. passive perception 11

Languages none

Challenge 1/8 (25 xp)

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

Actions

Miultiattack. Buff Badger makes two bite attacks.

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



CONSTRUCTOR SNAKE

Large Beast, unaligned

Armor Class 12 (none)

Hit Points 11 (1d10+con)

Speed 30 ft., swim 30ft.

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 none

Challenge 1/4 (50 xp)

Actions

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

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

YOUNG BOAR

Medium Beast, Unaligned

Armor Class 12 (natural armor, 11+dex)

Hit Points 9 (1d8+con)

Speed 40 ft.

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

Senses passive perception 9

Languages none

Challenge 3 (200 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.

Actions

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

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

ELDER BOAR

Medium Beast, Unaligned

Armor Class 12 (natural armor, 11+dex)

Hit Points 73 (9d8+28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Senses passive perception 9

Languages none

Challenge 3 (200 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 14 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.

Actions

Multiattack. The Elder Boar can make two attacks.

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

Tusk. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

CONSTRUCTOR SNAKE

Large Beast, unaligned

Armor Class 12 (none)

Hit Points 35 (4d10+15)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10 ft. passive perception 10

Languages none

Challenge 1/4 (50 xp)

Actions

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

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

REEF SHARK

Medium Beast, Unaligned

Armor Class 11 (natural armor, 11+dex)

Hit Points 9 (1d8+con)

Speed 0 ft., swim 40 ft.

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

Skills Perception +2

Senses blindsight 30 ft., passive perception 12

Languages none

Challenge 1/8 (25 xp)

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.



REEF SHARK

Medium Beast, Unaligned

Armor Class 12 (natural armor, 11+dex)

Hit Points 34 (4d8+14)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	12 (+1)	2 (-4)	11 (+0)	7 (-1)

Skills Perception +3

Senses blindsight 30 ft., passive perception 13

Languages none

Challenge 1 (250 xp)

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

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The Reef Shark makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

STIRGE

Tiny Beast, unaligned

Armor Class 14 (Natural armor 11+Dex)

Hit Points 4 (1d4+con)

Speed 10 ft. fly 40 ft.

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

Senses Darkvision 60 ft. passive perception 9

Languages none

Challenge 1/8 (25 xp)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.



FAT STIRGE

Small Beast, unaligned

Armor Class 14 (Natural armor 11+Dex)

Hit Points 7 (1d6+con)

Speed 15 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses Darkvision 60 ft. passive perception 9

Languages none

Challenge 1/4 (50 xp)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 6 (1d6 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

SHAMBLING MOUND

Large Plant, unaligned

Armor Class 15 (Natural armor)

Hit Points 40 (5d10+10)

Speed 20 ft., swim 20ft.

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

Skills Stealth +2

Damage Resistance Cold, Fire

Damage Immunities Lighting

Condition Immunities Blinded, Deafened, Exhaustion

Senses Darkvision 60ft. (Blind beyond this radius), passive perception 10

Languages none

Challenge 2 (250 xp)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 + 3) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 13 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 3) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.



HOW TO TRAIN YOUR COMPANION

Volume II

LOOK FOR VOLUME II
ON DMSGUILD
CONTAINS:
ABERRATION TRAINER
GHOST TRAINER
AND OOZE TRAINER
WITH MONSTER STATS, AND MAGIC
ITEMS.

BY JAMES JOHN

A continued guide for trainers on how to
train their companions