

FAMILIARS

By tradition, familiars take the forms of beasts, but we have decided to break away from that to offer some stat blocks based on non-beast creature types. At the end of the day, a familiar is an extraplanar spirit in the *shape of a beast*, so why not let them take the shapes of constructs, undead or fey?

Cute as a Button. Okay, I know I just said familiars don't have to be beasts. It's not my fault that there are so many cute little critters missing from the Monster Manual! Each of these tries to do something different and while they might not be all that powerful I'm sure there are some interesting tricks or combos you can come up with to unlock their full potential...

ARCTIC FOX

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

CHICKEN

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 25 ft., fly 25 ft.

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

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Egg Layer. Once per day, the chicken can lay an egg, which provides enough food to sustain one Medium humanoid for the day.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

MOTH

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+1)	3 (-4)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Dusty Wings. The moth has advantage on any ability check to avoid or escape being grappled, or to resist or overcome the restrained condition.

PENGUIN

Tiny beast, unaligned

Armor Class 9 (12 when underwater)

Hit Points 3 (1d4 + 1)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	12 (+1)	2 (-4)	13 (+1)	9 (-1)

Senses passive Perception 11

Languages —

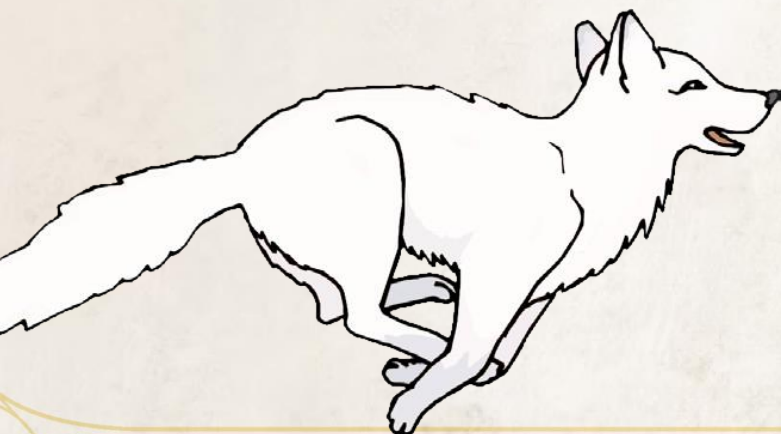
Challenge 0 (10 XP)

Huddle. If two or more penguins are within 5 feet of each other, the penguins gain resistance to cold damage.

Underwater Charge. If the penguin moves at least 30 feet straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 3 (1d6) piercing damage. In addition, the penguin's Dexterity score increases to 14 while it is underwater.

ACTIONS

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



PORCUPINE FISH

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 0 ft., swim 35 ft.

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

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Water Breathing. The porcupine fish can breathe only underwater.

ACTIONS

Toxic Spines. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.

PET ROCK

Tiny elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 5 (1d4 + 3)

Speed 0 ft.

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

Damage Vulnerability thunder

Damage Immunities necrotic, poison, psychic

Damage Resistances fire, lightning, radiant; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses passive Perception 5

Languages —

Challenge 0 (10 XP)

False Appearance. The pet rock is indistinguishable from an ordinary rock with a face drawn on it.

Just a Rock. The pet rock counts as an object for the purposes of spells such as *magic stone*. Additionally, the rock cannot take actions that are not specified in its statistics.



WINTER WOLF PUP

Tiny monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	11 (+0)	4 (-3)	12 (+1)	7 (-2)

Damage Resistance cold

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

