

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?

Pet Cemetery. Undead familiars. I'm pretty sure there's one person in every adventuring party that wants one of these creepy critters following them around. So, dim the lights, break out the eye shadow, and get your Hot Topic gift cards ready – it's time to give your PCs a gothic makeover!

CREEPING FOOT

Tiny undead, neutral evil

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities charmed, exhausted, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 0 (10 XP)

Turn Immunity. The foot is immune to effects that turn undead.

ACTIONS

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

HITODAMA

Tiny undead, neutral

Armor Class 12
Hit Points 2 (1d4)
Speed 0 ft., fly 30 ft. (hover)

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 0 (10 XP)

Illumination. The hitodama sheds dim light in a 10-foot radius.

Incorporeal Movement. The hitodama can move through other creatures and objects as if they were difficult terrain. It is destroyed if it ends its turn inside an object.

ACTIONS

Soul Drain. The hitodama drains the life energy from a creature within 5 feet. The target must make a DC 10 Wisdom save or take 1 necrotic damage.

PSEUDODRAGON SKELETON

Tiny undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 9 (2d4 + 4)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	15 (+2)	6 (-2)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common and Draconic but can't speak
Challenge 0 (10 XP)

ACTIONS

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

ROLLING HEAD

Tiny undead, neutral evil

Armor Class 9
Hit Points 3 (1d4 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	9 (-1)	12 (+1)	7 (-2)	12 (+1)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhausted, poisoned, prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages Common
Challenge 0 (10 XP)

Turn Immunity. The head is immune to effects that turn undead.

ACTIONS

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





SCORCHSKULL

Tiny undead, chaotic evil

Armor Class 12

Hit Points 9 (2d4 + 4)

Speed 0 ft., fly 40 ft.

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

Damage Resistances fire, necrotic, piercing

Damage Immunity poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

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

Innate Spellcasting. The scorchskull's spellcasting ability is Intelligence (spell save DC 12). the scorchskull can innately cast the following spell, requiring no material components:

At will: *mage hand*

ACTIONS

Heat Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target.

Hit: 7 (2d6) fire damage.

SLITHERING TENTACLE

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The tentacle is immune to effects that turn undead.

ACTIONS

Constrict. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the creature is restrained, and the tail/tentacle can't constrict another target.

VAMPIRE BAT

Tiny undead, lawful undead

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 60 ft.

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

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

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

Sunlight Hypersensitivity. The bat is instantly destroyed if it begins its turn in direct sunlight.

ACTIONS

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

ZOMBIE PUPPY

Tiny undead, neutral evil

Armor Class 8

Hit Points 2 (1d4)

Speed 30 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common

Challenge 0 (10 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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