



Baby Bestiary[®]

*Companion Rules
for D&D 5e*



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We appreciate you taking the time to go through our
Baby Beast 5e Companion.

If you have any feedback, thoughts or anything please provide it to
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We also have a community page over at
<http://RoleplayCafe.com/brands/baby-bestiary>

Baby Bestiary Critter Training

In many ways, an animal companion created using this is a halfway between a standard Ranger animal companion, a familiar, and a player character.

Creating an animal companion consists of four simple steps. The first step is to determine what type of creature you are building your companion to emulate. Next, the character raising the companion selects its origin. Origin determines what sort of creature it is and include almost all types presented in the Monster Manual. It's similar to selecting a Race for a player character. The third step is to choose the companion's archetype from the presented options. Archetypes are like a class' ability of the same name but determines the bulk of the companion's Ability Scores, its Armor Class, Hit Die, and any special abilities it might possess. Finally, the Dungeon Master determines the companion's Temperament.

The specifics of creating an animal companion are explained in depth later in this section. They gain levels the same way as a player character does but cannot multiclass, have a lower Proficiency Bonus, and are designed to be weaker than a true player character but not as weak as a normal animal companion.

Mechanically, the companion obeys its master's commands as best it can. It rolls for initiative like any other creature, but the Dungeon Master determines its actions, decisions, attitudes, and so on. Alternatively, if the companion trusts and respects its master, its actions in combat are controlled by the player character or the group as a whole.

Baby Beasts and You

It's important to understand that the animal companion class is only taken by a baby creature when it reaches a point in its physical development where it is combat capable. It might not be at its fully maturity, but even a young dog is capable of defending itself before long.

While an animal companion is in its developmental stage, it favors flight over fight and sticks close to its master. It expects to be protected and nurtured while it grows and while it might still act within its temperament it is still beholden to standard survival instincts. These creatures know they are not powerful enough to face down even the common goblin or imp until they have grown into a juvenile stage.

ANIMAL COMPANION

A youthful dragon unleashes an attempted bellow before peppering its tiny quarry with a weak electrical breath.

The hiccups of a phase kitten cause it to uncontrollably blink between dimensions.

An owlbear chick chases down a rabbit while swiping wildly with its still unwieldy claws.

Animal companions come in all shapes and sizes. Unlike other classes, an animal companion is beholden only to its training and its species. An owlbear will almost always be easily identifiable as an owlbear, whereas a sorcerer might be confused for a warlock to the uninitiated. If left to their own devices, these creatures will follow their instincts to survive but, with the proper guidance, even the most dangerous creature can be trained and raised into something truly special.

CREATING AN ANIMAL COMPANION

When creating an animal companion, it is important to have a clear vision of the base creature in mind. Its base abilities should be reflective of the average member of its species with future abilities representing growth, training, and even magical augmentation.

An animal companion will have more options at lower levels, but will be better at a great fewer things than a true player character. However, they are more flexible in their ability selections. This class seeks to cover the creation of potentially any creature that ever has or ever will be created.

Flexibility and Design

Dungeon Masters, feel free to permit your players to change certain origin granted Wild Features to other, more appropriate ones that better capture the feel of a creature. Ethereal Jaunt is vital for capturing the feel of a Phase Spider but is a powerful ability. In such instances, consider replacing all or most of a companion's origin features. Perhaps you'd rather simply decrease the rank of such a feature for that one, specific creature so that they can obtain it at a lower level. All of these are perfectly valid solutions that help make this system more flexible. Remember, you always have the final say but should try to be accommodating and reasonable.

ANIMAL COMPANION LEVELING TABLE

Level	Proficiency Bonus	Features	Wild Features Known	Wild Feature Tier
1st	+2	Companion Archetype, Origin, Wild Feature	1	Low
2nd	+2	Wild Feature	2	Low
3rd	+2	-	2	Low
4th	+2	Ability Score Improvement	2	Low
5th	+3	Extra Attack	2	Low
6th	+3	Wild Feature	3	Medium
7th	+3	-	3	Medium
8th	+3	Ability Score Improvement	3	Medium
9th	+4	-	3	Medium
10th	+4	Wild Feature	4	Medium
11th	+4	-	4	Medium
12th	+4	Ability Score Improvement	4	Medium
13th	+5	-	4	Medium
14th	+5	Wild Feature	5	High
15th	+5	-	5	High
16th	+5	Ability Score Improvement	5	High
17th	+6	-	5	High
18th	+6	Wild Feature	6	High
19th	+6	Ability Score Improvement	6	High
20th	+6	Paragon Creature	6	High



Art by April Prime

Size and Hit Dice

In the design of animal companions, we felt it best to not tie size to the size of a creature's hit dice. Just as a player character gains their hit dice from their class, so do animal companions have a hit die type determined by their archetype.

The size of a creature is not explicitly limited. A bulette baby might be born small or tiny, but the idea of changing hit dice while a creature grows in size and age seemed counterintuitive to the simpler design philosophies of 5th Edition. It is for these reasons that the size of a juvenile creature is ultimately left up to the Dungeon Master's discretion and common sense. Some bulette might grow larger than others of their species, while some may be smaller. We found this is best reflected in the differences of Ability Scores and hit dice presented in the below archetypes. A runt bulette may be a lurker while a massive bulette might be a brute.

Companion Archetype

At 1st level, choose your animal companion's archetype. An archetype determines the backbone of your companion and reflects its physical and mental abilities. Artillery, brutes, controllers, defenders, lurkers, and skirmishers are all detailed at the end of the class description.

Companion Origin

A companion's origin determines the source of its lineage and is selected at 1st level. It is highly encouraged to match your origin to the type of the creature you are seeking to implement. Owlbears are monstrosities, gibbering moutherers are aberrations, and drakes are dragons. The animal companion's origin offers minor changes to its archetype and adds a layer of customization to the appearance of the creature. A fey displacer beast will look quite different from a fiendish one.

The ten available origins are detailed at the end of the class description.

Temperament

No two creatures are the same. They have their own dominant personality traits that color each of their decisions and how they interact with other creatures. A brave displacer beast is radically different than a sassy displacer beast. At level 1, your Dungeon Master rolls your animal companion's Temperament after your companion's Archetype and Origin have been selected.

Temperaments are to animal companions as Backgrounds are to play characters. They're a smaller, more roleplay focused part of creature creation. However, they do alter ability scores and the DCs of training checks involving the creature. The Dungeon Master should not allow a player to choose their creature's temperament. Instead, the Dungeon Master is encouraged to roll a d20 and consult the following table to randomly determine the temperament of the animal companion. Alternatively, the Dungeon Master can also select a temperament for a creature that they feel would be interesting for both the player and group to interact with and for the Dungeon Master to roleplay.

TEMPERAMENTS

Result	Temperament	Ability Score Modifiers	Training DC Modifier
1	Brave	+1 Constitution, -1 Wisdom	-1
2	Stubborn	+1 Wisdom, -1 Charisma	+2
3	Relaxed	+1 Charisma, -1 Constitution	+2
4	Timid	+1 Dexterity, -1 Charisma	+1
5	Hasty	+1 Dexterity, -1 Wisdom	+2
6	Bashful	+1 Charisma, -1 Dexterity	-
7	Sassy	+1 Constitution, -1 Charisma	-
8	Moderate	-	-
9	Calm	+1 Intelligence, -1 Dexterity	-2
10	Anxious	+1 Wisdom, -1 Intelligence	+1
11	Callous	+1 Strength, -1 Charisma	+2
12	Gentle	+1 Intelligence, -1 Strength	-
13	Careful	+1 Wisdom, -1 Strength	-1
14	Carefree	+1 Constitution, -1 Wisdom	+2
15	Docile	-	-2
16	Trusting	+1 Intelligence, -1 Wisdom	-2
17	Proud	+1 Strength, -1 Intelligence	+1
18	Greedy	+1 Dexterity, -1 Intelligence	-
19	Kind	+1 Charisma, -1 Strength	-2
20	Stern	+1 Strength, -1 Dexterity	-1

Youthful Misbehaving

Temperament should play a large part in the roleplaying of an animal companion, especially a newborn. Even before the creature becomes combat capable it should have a personality based on its origin and temperament. Young creatures of any species are usually inquisitive troublemakers who seek to understand the world around them. As a Dungeon Master, do your best to include the ideas presented in this section at every stage of the animal companion's development.

A temperament defines a great deal about how an animal companion behaves, especially when combined with its origin and archetype. How would a gentle fiend differ from a greedy one? What does an aberrant creature get anxious over? Dungeon Masters should consider all of these factors to create interesting and unique animal companions.

Wild Feature

A dragon exhales a cloud of corrosive acid, a bulette bursts from the ground, a phoenix shirks off even the hottest flame, and a displacer beast slides between reality. All these abilities are examples of Wild Features. As your animal companion gains levels, it deepens and improves its skill to reliably use its iconic abilities.

At 1st level, your animal companion gains one Wild Feature of your choice. Your options are detailed at the end of this section. When your animal companion gains certain levels, it gains additional Wild Features of your choice, as shown in the Features Known column of the Animal Companion table. Wild Features granted by a creature's Origin do not count towards their features known.

Wild Features are further broken up into three Tiers: Low, Moderate, and High. The tiers an animal companion can select Wild Features from are determined by their level, as shown in the Feature Tier column of the Animal Companion table.

Some Wild Features require creatures to make saving throws to resist their effects. The DC of your animal companion's features is handled differently than a normal creature's. Due to the more restrictive nature of your animal companion's ability scores, they have a slightly higher base modifier and do not add any ability modifiers to the DC. They only add their proficiency modifier. Certain Wild Features can increase the DC of an animal companion's effects.

Feature Save DC: 10 + Proficiency Modifier

Even if you are creating an original creature, it's important to stay true to its physical appearance. No one lifeform is capable of everything. The Dungeon Master has final approval over what Wild Features an animal companion can and cannot have by ensuring its mechanical abilities do not stray too far from what the base creature would be capable of. This isn't to say that rituals, blessings, or events can't allow a wolf the ability to breathe fire or a bulette the ability to fly, just that such things are impossible without such happenstance.

ABILITY SCORE IMPROVEMENT

When your animal companion reaches 4th level, and again at 6th, 8th, 12th, 16th, and 19th level, it can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, your animal companion can attack twice, instead of once, whenever it takes the Attack action on its turn.

PARAGON CREATURE

Upon reaching 20th level, your animal companion becomes a paragon of its kind. Choose one of the following features.

Paragon of Freedom

Your animal companion cannot be held down. It ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled. Additionally, it increases the speed of all of its forms of movement by 10 feet.

Paragon of the Hunt

Your animal companion is a peerless hunter. All of its attacks deal an extra 1d6 force damage. Additionally, it gains advantage on all attack rolls against creatures hit by the animal companion's allies since its last turn.

Paragon of the Guard

Your animal companion is a stalwart ally. It gains resistance to all bludgeoning, piercing, and slashing damage.

Additionally, when an attack would hit an ally within 5 feet of the animal companion, the attack instead hits the animal companion as it dives in the way. Once your animal companion uses this feature, it cannot use it again until it completes a long or short rest.

Paragon of Cleverness

Your animal companion is a technical savant. The DC's of its abilities increase by 2. Additionally, it can use the Help action as a bonus action.

Companion Archetypes

Below are the six archetypes that animal companions typically align with. Archetypes are not always the same from creature to creature. Some phoenix might be controllers while others are artillery or even skirmishers.

ARTILLERY

Artillery animal companions specialize in ranged combat. They fire quills, spines, fireballs, or bolts of energy from a safe distance. They typically possess the cunning required to pick off vulnerable targets but aren't usually capable of advanced intellectual thought.

Attributes: Strength: 10, Dexterity: 14, Constitution: 8, Intelligence: 6, Wisdom: 10, Charisma: 12

Hit Die: d6

Armor Class: 10 + Dexterity modifier

Saving Throws: Dexterity, Charisma

Speed: 30ft.

Pot Shot: *Ranged Weapon Attack:*

Dexterity + Proficiency modifier to hit, range 50/100ft., one target.

Hit: d8 + Dexterity modifier piercing damage.

Alternate Ability Scores

If your group craves a deeper level of customization for their animal companion, then there is a modification that can be made to its Companion Archetype. Use the Point Buy method for ability score generation presented in the Player's Handbook to determine their values. However, instead of using 27 points, an animal companion uses only 17 points.

This replaces the Companion Archetype's Ability Scores and Bonus Ability Score Points.

Alternate Damage Types

If your animal companion is magical in nature, consider asking the Dungeon Master to allow you to change the damage type for your companion's attack to another mundane source or even to something magical, such as cold or lightning. This can change the attack from a weapon to a spell attack, though this is not always the case.

BRUTE

Brute animal companions are melee focused juggernauts on the battlefield. They are usually quite large creatures that are exceptionally tough. However, they aren't difficult to strike. They can simply take more of a beating than most other creatures. They aren't very mobile and tend to plant their heels in combat before ravaging their target.

Attributes: Strength: 14, Dexterity: 6, Constitution: 12, Intelligence: 8, Wisdom: 10, Charisma: 10

Bonus Attribute Points: 2

Hit Die: d12

Armor Class: 9 + Constitution modifier

Saving Throws: Strength, Constitution

Speed: 25ft.

Slam: *Melee Weapon Attack:*

Strength + Proficiency modifier to hit, reach 5ft., one target.

Hit: d6 + Strength modifier bludgeoning damage.

CONTROLLER

Controller animal companions specialize in manipulating their enemies and exploiting the battlefield they find themselves in. They limit the options of their enemies, aid their allies in setting up and executing plans, or bend the minds of their foes. They are almost always highly magical creatures rather than more mundane ones.

Attributes: Strength: 8, Dexterity: 10, Constitution: 6, Intelligence: 14, Wisdom: 12, Charisma: 10

Bonus Attribute Points: 2

Hit Die: d6

Armor Class: 10 + Intelligence modifier.

Saving Throws: Intelligence, Wisdom

Speed: 30ft.

Magical Bolt: *Ranged Spell Attack:*

Intelligence + Proficiency modifier to hit, range 30ft., one target.

Hit: d4 + Intelligence modifier elemental damage (chosen at creation) and the target is pushed 5ft or knocked prone.

DEFENDER

Defenders protect their masters, packs, and allies with a dangerous fervor. They are typically larger and well protected creatures with the ability to both evade attacks and the fortitude to survive the blows it must endure.

Attributes: Strength: 12, Dexterity: 10, Constitution: 14, Intelligence: 10, Wisdom: 6, Charisma: 8

Bonus Attribute Points: 2

Hit Die: d10

Armor Class: 12 + Constitution modifier

Saving Throws: Constitution, Charisma

Speed: 25ft.

Strike: *Melee Weapon Attack:*

Strength + Proficiency modifier to hit, reach 5ft., one target.

Hit: d6 + Strength modifier slashing damage.

Protective: When a creature your animal companion can see attacks a target other than you that is within 5 feet of it, it can use its reaction to impose disadvantage on the attack roll.

LURKER

Lurkers find no joy in the heart of battle. Rather, they use their cunning and brains to find the ideal time to strike from hidden locations to maximize the harm caused by each attack they make. Masters of stealth, lurkers can make for a fantastic, hidden companion.

Attributes: Strength: 6, Dexterity: 14, Constitution: 8, Intelligence: 10, Wisdom: 12, Charisma: 10

Bonus Attribute Points: 2

Hit Die: d8

Armor Class: 11 + Dexterity modifier

Saving Throws: Dexterity, Charisma

Speed: 30ft.

Bite: *Melee Weapon Attack:*

Dexterity + Proficiency modifier to hit, reach 5ft., one target.

Hit: d4 + Dexterity modifier piercing damage.

Sneak Attack: Once per turn, your animal companion can deal an extra 1d6 damage to one creature it hit with an attack if it has advantage on the attack roll or at least one of the companion's allies are within 5 feet of it.

SKIRMISHER

Skirmisher animal companions are highly mobile creatures that are well-rounded creatures. They dart in and out of combat with a flurry of gnashing teeth or rending claws. Not particularly durable but difficult to hit, they prefer to strike their prey and escape before they can retaliate.

Attributes: Strength: 12, Dexterity: 14, Constitution: 8, Intelligence: 10, Wisdom: 10, Charisma: 6

Bonus Attribute Points: 2

Hit Die: d8

Armor Class: 11 + Dexterity modifier

Saving Throws: Strength, Dexterity

Speed: 35ft.

Claw: *Melee Weapon Attack:*

Dexterity + Proficiency modifier to hit, reach 5ft., one target.

Hit: d8 + Dexterity modifier bludgeoning damage.

Nimble Escape: The animal companion can take the Disengage action as a bonus action on each of its turns.



Companion Origin

Presented below are the various origins for an animal companion. An origin plays a large part in how an animal companion thinks and rationalizes its actions. Aberrations do not consider the same things as beasts or dragons.

ABERRATION

It takes a special type of person to raise an aberration. Their minds are completely alien and their thought processes inscrutable, but if raised in the right, albeit strange, way, an aberration can make a loyal and loving companion.

Ability Score Increase. Your animal companion's Strength and Constitution scores increase by 1.

Bonus Wild Feature. Your animal companion starts with the Elemental Resistance (Psychic) Wild Feature.

Training Modifier. The DC of training checks involving aberrations are increased by 2.

BEAST

Mundane creatures, beasts are iconic, familiar creatures that many adventurers seek to raise and tame. To say there is nothing extraordinary about the humble beast would be a blatant falsehood. With the right guidance and training, they can be just as dangerous as even the most magical of creatures.

Ability Score Increase. One of your animal companion's ability scores of your choice increases by 1.

Bonus Wild Feature. Your animal companion starts with any two Low Tier Wild Features.

Training Modifier. The DC of training checks involving beasts are decreased by 2.

CELESTIAL

Creatures touched by the raw power of goodness. They are usually more intelligent than other companions and may even be capable of speech. They range from the simple divinity-touched dog to entities as intelligence as the couatl.

Ability Score Increase. Your animal companion's Charisma score increases by 1.

Bonus Wild Feature. Your animal companion starts with the Elemental Resistance (Radiant) and either the Locomotion (Flight) or Trained Wild Features.

Training Modifier. The DC of training checks involving celestials are decreased by 1.

DRAGON

Creatures with dragon blood often share the attitude of the forebears, but not always. What they do always share is the ability to breath some sort of potent energy and a thick, scaly hide. Dragons need not be pureblooded dragon whelps but also encompass partial dragon beasts, drakes, and more.

Ability Score Increase. Your animal companion's Constitution score increases by 1.

Bonus Wild Feature. Your animal companion starts with Elemental Breath and Natural Defenses Wild Features.

Training Modifier. The DC of training checks involving dragons are increased by 1.

ELEMENTAL

Hailing from or touched by one of the elemental planes, these creatures are the elements incarnate. Birds of rolling thunder, small puddles of sentient water, and rock eating burrowers are all examples of these diverse and mighty creatures.

Ability Score Increase. Your animal companion's Dexterity score increases by 1.

Bonus Wild Feature. Your animal companion starts with the Elemental Immunity (any one) Wild Feature.

Training Modifier. The DC of training checks involving elementals are increased by 1.

FEY

Hailing from or touched by the ancestral land of the elves, fey creatures are often quite capricious and exceedingly playful. At home in the untamed wilds or the culture of city life, fey creatures enjoy playful tricks though the nature of such gaffes and why they are enacted might vary based on their temperament.

Ability Score Increase. Your animal companion's Charisma score increases by 1.

Bonus Wild Feature. Your animal companion starts with Cunning and Sleepless Wild Features.

Training Modifier. The DC of training checks involving fey are increased by 1.

FIEND

The antithesis of celestials, fiendish creatures hail from or are descended from the Lower Planes. Almost all stand tall in the face of even the most sweltering heat and possess some manner of minor magic ability.

Ability Score Increase. Your animal companion's Intelligence score increases by 1.

Bonus Wild Feature. Your animal companion starts with Elemental Resistance (Fire) and Innate Spellcasting Wild Features.

Training Modifier. The DC of training checks involving fiends are increased by 1.

MONSTROSITY

Unlike intelligent monstrosities, such as minotaurs and snakefolk, this origin is a catchall that covers creatures not of the ordinary. Magical experiments, curses, and other sources are all possible ways that a monstrosity's lineage may have come into existence. What's important is that, despite their classification as monstrosities, these creatures are still able to be trained.

Ability Score Increase. Your animal companion's Strength or Constitution score increases by 1.

Bonus Wild Feature. Your animal companion starts with Keen Senses and one additional Low Tier Wild Feature.

Training Modifier. The DC of training checks involving monstrosities are increased by 1.

Ooze

With no brains to speak of, many believe oozes are impossible to train or befriend. They are mistaken. Training an ooze is no easy task, but it is possible. These gelatinous creatures are intelligent enough to determine a reliable food source and whether or not they truly love their handler is a hot button issue amongst beast tamers.

Ability Score Increase. Your animal companion's Dexterity score increases by 1.

Bonus Wild Feature. Your animal companion starts with Amorphous and Elemental Resistance (Poison) Wild Features.

Training Modifier. The DC of training checks involving oozes are increased by 2.

PLANT

Intelligent and often predatory flora, plant creatures are just as varied as mundane, motionless plantlife. Poisonous spores, wrapping vines, and natural camouflage help plant creatures stand out from other animal companions while actually blending in.

Ability Score Increase. Your animal companion's Strength or Charisma score increases by 1.

Bonus Wild Feature. Your animal companion starts with Elemental Resistance (Poison) and False Appearance Wild Features.

Fire Vulnerability. Your animal companion is vulnerable to fire damage.

Training Modifier. The DC of training checks involving plants are decreased by 1.



Art by April Prime

Wild Features

Presented below are all of the available Wild Features broken down into their tiers. An animal companion can only select Wild Features that are of its level or lower as shown on the Feature Tier column in the animal companion class table. Some animal companions begin play with higher tier features granted by their Origin. Wild Features granted by a creature's Origin do not count towards their features known.

-- Low --

Low tier Wild Features are often very versatile, commonplace abilities found in a wide variety of creatures. Low tier features represent the things an animal companion is capable of at birth and in its juvenile years.

Aggressive

As a bonus action, your animal companion can move up to its speed toward a hostile creature that it can see.

Amphibious

Your animal companion can breathe air and water.

Breath Weapon

Your animal companion can exhale a type of elemental energy. It gains the Breath Weapon trait from the Dragonborn race.

Cunning

Your animal companion has advantage on saving throws against being charmed.

Darkvision

Your animal companion has darkvision out to a range of 60 feet.

Dive Attack

If the animal companion is flying and dives at least 20 feet straight toward a target and then hits it with a melee attack, the attack deals an extra 4 (1d8) damage to the target.

Elemental Body

A creature that touches your animal companion or hits it with a melee attack while within 5 feet of it takes 4 (1d8) elemental damage. You choose the type of elemental damage this feature deals when this feature is taken.

Elemental Resistance

Choose a damage type that isn't bludgeoning, force, slashing, or piercing. Your animal companion has resistance to damage of that type.

False Appearance

Your animal companion can blend in to the world in a unique way. While it remains motionless, it is indistinguishable from one specific type of object such as a dead shrub or rock.

Familiar

Your animal companion becomes a permanent quasi-familiar. When you cast a spell with a range of touch, your animal companion can deliver the spell as if it had cast the spell. Your animal companion 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.

Hold Breath

Your animal companion can hold its breath for 15 minutes.

Iron Scent

Your animal companion can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Keen Senses

Choose two between hearing, sight, and smell. Your animal companion has advantage on Wisdom (Perception) checks that rely on those two senses.

Limited Telepathy

Your animal companion can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Locomotion

Your animal companion can move in a unique way. Choose from burrow, climb, fly, or swim. Your animal companion gains that type of movement speed with a value equal to its base speed -5ft.

Mimicry

Your animal companion can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check with a DC equal to your companion's Feature Save DC.

Mount

Your animal companion is large enough to be ridden by you. Unlike most mountable creatures, your animal companion can be your size or larger. It cannot be smaller than your size to take this Wild Feature.

Multiple Heads

Your animal companion has more than one head. It gains an extra reaction that can be used only for opportunity attacks. You can select this Wild Feature multiple times. Each time your animal companion gains a new head which, in turn, gains an extra reaction that can be used only for opportunity attacks.

Natural Attack

Your animal companion gains a new way to attack. This new attack deals 1d6 damage and you choose the type of damage the attack does and which ability score, except Constitution, the attack uses for its attack and damage bonuses. Melee attacks have a reach of 5ft. and ranged attacks have a range of 25/50ft.

Natural Camouflage

Your animal companion has advantage on Dexterity (Stealth) checks made to hide in one favored terrain of your choice from the Ranger's Natural Explorer class feature.

Natural Defenses

Your animal companion increases its Armor Class by 1.

Nimble

Your animal companion is particularly quick. Its base land speed increases by 5ft.

Poisonous

Your animal companion's basic attack deals an additional 2 (1d4) poison damage.

Powerful Attack

Your animal companion's basic attack increases its damage die by one size.

Reach

Your animal companion increase the range of one of its melee attacks by 5 feet. You can select this Wild Feature multiple times. Each time it is taken, choose a different melee attack.

Reckless

At the start of its turn, your animal companion can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Shared Senses

You can use a bonus action to transfer your senses into those of your animal companion. You can see, hear, and smell anything that it can. Your animal companion must be within 10 miles of you to use this feature.

Skulk

Your animal companion can take the Hide action as a bonus action on each of its turns.

Sleepless

Your animal companion cannot be put to sleep with magic.

Slippery

Your animal companion is slick to the touch. It has advantage on ability checks and saving throws made to escape a grapple or being restrained.

Standing Leap

Your animal companion's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Stench

Any creature that starts its turn within 5 feet of your animal companion must succeed on a Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to its Stench for 24 hours.

Sticky

Your animal companion is sticky to the touch. Attempts it makes to make or maintain a grapple have advantage.

Trained

Your animal companion gains proficiency in two skills of your choice. You can take this Wild Feature multiple times. Each time it is taken, select two different skills your animal companion gains proficiency with.

Unarmored Defense

Your animal companion's Armor Class equals 10 + its Dexterity modifier + its Constitution or Wisdom modifier.

Web Weaver

Your animal companion ignores movement restrictions caused by webbing and gains the following action:

Web (Recharge 5-6). Ranged Weapon Attack: Dexterity modifier + Proficiency modifier to hit, range 30/60ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a Strength check against your Feature Save DC, escaping the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

--- MEDIUM ---

Medium tier Wild Features are more specialized or improved versions of weaker abilities. Many are supernatural in origin and allow for greater versatility in a creature and represent a creature gaining a better grasp on its natural abilities.

Ambusher

Your animal companion has advantage on attack rolls against any creature it has surprised.

Amorphous

Your animal companion can move through a space as narrow as 1 inch wide without squeezing.

Armored

Your animal companion increases its Armor Class by 1.

Avoidance

Choose one ability score. If your animal companion is subjected to a spell or effect that allows it to make a saving throw with that ability score to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Charger

Your animal companion gains the Charger feat.

Confer Elemental Resistance

Your animal companion can grant resistance to damage it resists to anyone riding it. Your animal companion must have the Elemental Resistance and Mount Wild Features to take Confer Elemental Resistance.

Constrict

Your animal companion can crush creatures it grapples. As a bonus action, when the companion has a creature grappled it can deal 1d8 + Strength modifier damage to the grappled creature.

Damage Transfer

While grappling a creature, your animal companion takes only half the damage dealt to it (rounded down), and that creature takes the other half.

Devil's Sight

Magical darkness doesn't impede your animal companion's darkvision. Your animal companion must have the Darkvision Wild Feature to take Devil's Sight.

Displacement

Your animal companion projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this feature is disrupted until the end of its next turn. This feature is also disrupted while the animal companion is incapacitated or has a speed of 0.

Elemental Immunity

Your animal companion becomes immune to one type of elemental damage. It must have the Elemental Resistance Wild Feature and it must choose an energy type it already has resistance to when taking this Wild Feature.

Hemorrhaging

Your animal companion's attacks cause deep internal or external bleeding on creatures struck by its basic attack. When a struck creature starts their turn, the target loses 4 (1d8) hit points due to blood loss. At the end of each of the creature's turns it can attempt a Constitution saving throw with a DC equal to 8 + your animal companion's Strength modifier + its proficiency modifier to end this effect. Magical healing or regeneration also end this effect.

Improved Difficulty

Your animal companion is more skilled in the use of its abilities. It increases the DC of its Wild Features by 1.

Innate Spellcasting

Your animal companion gains the ability to cast spells. It gains the Magic Initiate feat, though the DC of its spells are still determined by its Feature Save DC.

Invisibility

Your animal companion can cast the invisibility spell on itself at-will. Casting the spell is a bonus action.

Magic Attacks

Your animal companion's basic attack counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Pack Tactics

Your animal companion has advantage on attack rolls against a creature if at least one of its allies are within 5 feet of the target and the ally isn't incapacitated.

Petrifying Attack

One of your animal companion's weapon attacks can petrify creature struck by it. Choose one of its weapon attacks. Creatures hit by this attack must succeed on a Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Rampage

When your animal companion reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a basic attack.

Rust Metal

Any nonmagical weapon made of metal that hits your animal companion corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits it is destroyed after dealing damage.

Siege Monster

Your animal companion deals double damage to objects and structures.

Tunneler

Your animal companion can burrow through solid rock at half its burrow speed and leaves a tunnel equal to half its Size in its wake.

Venomous

Your animal companion's basic attack is venomous. Creatures hit by its attack must make a DC 14 Constitution saving throw. On a failed save, the target is poisoned until the end of its next turn.

Wounded Fury

While you or your animal companion have 10 hit points or fewer, your animal companion has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

-- High --

High tier Wild Features show a highly specialized focus for an animal companion. They receive far fewer than any other tier of feature and represent a creature reaching its full maturity.

Blood Frenzy

Your animal companion deals 3 (1d6) extra damage and has advantage on attack rolls against any creature that doesn't have all of its hit points.

Magic Resistance

Your animal companion has advantage on saving throws against spells and other magical effects.

Magical Hide

Your animal companion gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Masterful Difficulty

Your animal companion is a master at using its abilities. It increases the DC of its Wild Features by 1. This Wild Feature stacks with the Improved Difficulty Wild Feature.

Regeneration

Your animal companion regains its proficiency modifier in hit points at the beginning of its turn. Choose two damage types. If the animal companion takes damage of either type, this Wild Feature doesn't function at the start of its next turn. The animal companion dies only if it starts its turn with 0 hit points and doesn't regenerate.

Treestride

Once on your animal companion's turn, it can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Truesight

Your animal companion gains truesight out to a range of 10 feet.



Example Animal Companions

Presented below are several, iconic creatures that serve as example animal companions. They do not have a Temperament, which the Dungeon Master should apply. The changes to the creature's Ability Scores may increase or decrease some of its statistics, such as Armor Class, saving throws, and attack and damage bonuses.

BULETTE

The landshark is a creature known around the world as the bane of shepherds. With the ability to burrow through earth and burst out to attack unsuspecting prey, these armored creatures are a deadly threat even in their juvenile stage.

Archetype: Brute

Origin: Monstrosity

Attributes: Strength: 16, Dexterity: 7, Constitution: 12, Intelligence: 8, Wisdom: 10, Charisma: 10

Hit Points: 14 (1d12+2)

Armor Class: 11

Saving Throws: Strength +4, Constitution +3

Speed: 25 ft., burrow 20 ft.

Beak: *Melee Weapon Attack:* +3, reach 5ft., one target. *Hit:* 1d4 + 3 piercing damage.

Wild Features: Keen Senses (hearing, smell), Locomotion (burrow), Standing Leap



BULETTE, RUNT

Not all bulettes are born equal. Most litters of bulettes contain a runt. Smaller and less durable than their siblings, this landshark is often left to fend for itself or set upon by its siblings. On the off chance that a bulette runt is trained by a lucky beastmaster it can become a lifelong companion. They are often much less surly than their more powerful siblings.

Archetype: Lurker

Origin: Monstrosity

Attributes: Strength: 7, Dexterity: 14, Constitution: 10, Intelligence: 10, Wisdom: 12, Charisma: 10

Hit Points: 4 (1d8)

Armor Class: 13

Saving Throws: Dexterity +4, Charisma +2

Speed: 30ft.

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

Sneak Attack: Once per turn, your animal companion can deal an extra 3 (1d6) damage to one creature it hit with an attack if it has advantage on the attack roll or at least one of the companion's allies are within 5 feet of it.

Wild Features: Keen Senses (hearing, smell), Locomotion (burrow), Standing Leap

BLUE DRAGON WHELP

Hatched from an azure egg, blue dragon whelps are a dangerous companion from birth to maturity. At a young age they are scarcely capable of the dangerous feats of older members of their flight but they are far from helpless.

Archetype: Artillery

Origin: Dragon

Attributes: Strength: 10, Dexterity: 14, Constitution: 10, Intelligence: 6, Wisdom: 10, Charisma: 12

Hit Die: 6 (1d6)

Armor Class: 13

Saving Throws: Dexterity +3, Charisma +2

Speed: 30 ft., fly 25 ft.

Pot Shot: *Ranged Weapon Attack:* +3 to hit, range 50/100ft., one target. *Hit:* 1d8 + 2 lightning damage.

Wild Features: Elemental Breath (lightning), Natural Defenses, Locomotion (flight)

HYDRA

These many-headed serpents make excellent guardians. Often raised by lizardfolk and other bog-dwelling creatures, hydra young do not have the same amount of heads as their elders but are just as capable of deadly acts.

Archetype: Defender

Origin: Monstrosity

Attributes: Strength: 14, Dexterity: 10, Constitution: 15, Intelligence: 10, Wisdom: 6, Charisma: 8

Hit Die: 12 (1d10 + 2)

Armor Class: 15

Saving Throws: Constitution +3, Charisma +0

Speed: 25ft., swim 20 ft.

Bite: *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 1d6 + 2 piercing damage.

Protective: When a creature your animal companion can see attacks a target other than you that is within 5 feet of it, it can use its reaction to impose disadvantage on the attack roll.

Wild Features: Hold Breath, Locomotion (swim), Multiple Heads

OWLBEAR

None are quite sure where the first owlbears came from, but their progeny are sought after for their ferocity and loyalty. Brutish, hulking creatures, owlbears are among the most common exotic companions seen in the open world.

Archetype: Brute

Origin: Monstrosity

Attributes: Strength: 15, Dexterity: 6, Constitution: 14, Intelligence: 8, Wisdom: 10, Charisma: 10

Hit Points: 14 (1d12+2)

Armor Class: 11

Saving Throws: Strength +3, Constitution +3

Speed: 25ft.

Beak: *Melee Weapon Attack:* +3, reach 5ft., one target. *Hit:* 1d6 + 2 piercing damage.

Claw: *Melee Weapon Attack:* +3, reach 5ft., one target. *Hit:* 1d8 + 2 slashing damage.

Wild Features: Keen Senses (sight, smell), Natural Attack (Beak), Powerful Attack (Claw)

FEYTOUCHED PHASE CAT

Even more exotic than the typical phase cat, these feytouched cousins are capable of shifting between our world and the Feywild. At birth they are unable to control this transition but gain a better grasp over their ability as they mature.

Archetype: Lurker

Origin: Fey

Attributes: Strength: 7, Dexterity: 14, Constitution: 10, Intelligence: 10, Wisdom: 12, Charisma: 10

Hit Die: 4 (1d8)

Armor Class: 13

Saving Throws: Dexterity +4, Charisma +2

Speed: 30ft.

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

Sneak Attack: Once per turn, your animal companion can deal an extra 3 (1d6) damage to one creature it hit with an attack if it has advantage on the attack roll or at least one of the companion's allies are within 5 feet of it.

Wild Features: Cunning, Natural Camouflage (Forest), Sleepless

PHOENIX

Phoenix, unlike many other animal companions, revert to their juvenile stage frequently. With each rebirth, a phoenix must relearn and remaster what it knew in its previous life. However, a single phoenix might learn and master a completely different set of skills over the courses of its varied lives.

Archetype: Controller

Origin: Elemental

Attributes: Strength: 8, Dexterity: 11, Constitution: 8, Intelligence: 14, Wisdom: 12, Charisma: 10

Hit Points: 5 (1d6 - 1)

Armor Class: 12

Saving Throws: Intelligence +4, Wisdom +3

Speed: 30ft., fly 25 ft.

Magical Bolt: *Ranged Spell Attack:* +3, range 30ft., one target. *Hit:* 1d4 + 2 fire damage and the target is pushed 5 feet backward or knocked prone.

Wild Features: Elemental Immunity (fire), Locomotion (flight)



RUST MONSTER

These cavern dwelling insects are believed to have come from a reality that is not our own. They seek out metal to consume but, with a steady hand, can be trained to not consume the belongings of their master.

Archetype: Skirmisher

Origin: Aberrant

Attributes: Strength: 12, Dexterity: 15, Constitution: 10, Intelligence: 10, Wisdom: 10, Charisma: 6

Hit Points: 8 (1d8)

Armor Class: 13

Saving Throws: Strength +3, Dexterity +4

Speed: 35ft.

Bite: *Melee Weapon Attack:* Dexterity + Proficiency modifier to hit, reach 5ft., one target. *Hit:* 1d8 + 2 modifier piercing damage.

Wild Features: Iron Scent, Rust Metal

Nimble Escape: The animal companion can take the Disengage action as a bonus action on each of its turns.

Rust Metal

The rust monster presented on this page uses the suggestion to swap out all aberrant abilities with a more iconic, powerful ability in the form of Rust Metal. It swapped one Low Tier Wild Feature and its Strength bonus for one Moderate Tier Wild Feature.

Training an Animal Companion

Many factors go in to the rearing of an animal companion. This system of interaction is meant to encapsulate large windows of time spent between master and companion without intruding on gameplay too greatly or requiring too many modifiers. It is broken up into several, smaller sections. Disposition describes how an animal companion views its master and training regimen covers the different approaches to rearing a creature.

DISPOSITION

All animal companions have a disposition toward their master and their master's allies. Their disposition is determined by how successful their training is, how they are treated, and other external factors that contribute toward their overall feelings towards their master.

Most, but not all, animal companions begin play at the middle most attitude, indifferent. It takes a great deal of time to alter the disposition of an animal companion. This is typically represented in training regimens and quality time, which are detailed later in this section.

Most campaigns should have a single training roll to encompass an entire week of training. Some Dungeon Masters might find it more preferable to have these rolls cover a larger window of time, such as a month. In any event, it should take several positive roleplaying scenes and at least five successful training rolls to improve an animal companion's disposition. Likewise, if a master fails five training rolls before succeeding on three, the disposition of their animal companion worsens. Additionally, any failed roll usually results in a guaranteed roll on the Mishaps table presented below.

Disposition	DC
Loyal	5
Friendly	10
Indifferent	15
Distrust	20
Hostile	25

There are also incidents that could cause your animal companion to automatically change to a worse attitude toward you. For particularly terrible actions, a companion might immediately worsen. In particularly bad situations the animal companions disposition might even automatically become **distrust** or **hostile**. Examples of such actions are: the companion is reduced to 0 hit points as a result of one of its master's commands, it believes its master has abandoned it in a dangerous situation, or it is mistreated.

Loyal

A loyal animal companion adores its master. It is willing to accept significant risk or sacrifice for its master. Developing this level of trust takes a great deal of time and is difficult to break. A loyal animal companion is controlled by its master's player in combat.

Friendly

A friendly animal companion genuinely likes its master. It is willing to accept minor risks or sacrifices for its master. Animal companions with this disposition are still controlled by the Dungeon Master but are unlikely to disregard or otherwise ignore their master's commands.

Indifferent

Most animal companions begin with an indifferent disposition. They are likely to do what their master asks them to do just as frequently as they are to follow their own whims. They act within the truest interpretation of their origin and nature and are controlled by the Dungeon Master.

Distrust

A distrustful animal companion has been given a reason to be cautious around their master. Whether the master is indifferent towards the creature's preferences or worse, these animal companions are unlikely to follow even the most basic of commands. If the animal companion feels as though its life is in danger it may even abandon its master.

Hostile

Only true cruelty or pigheadedness can bring an animal companion to a hostile disposition. They are actively antagonistic towards their master and are likely to be waiting to escape or attack. Most animal companions that reach this disposition will never change dispositions towards their master again.

Sidebar: Learning Together

At every stage of an animal companion's development, its master can learn more about its likes, dislikes, and other preferences. Before a creature reaches its combat capable, juvenile stage it still shows predilections towards certain types of training, play, and foods. This early development learning can be a great asset to attentive masters and a major setback for inattentive ones.

Animal Handling is the structured or intuitive approach towards training creatures. This type of training is exceptionally effective on beasts, though controllers might find this sort of training condescending. It covers the very basics of theory and application towards creature rearing and, while effective, is somewhat dispassionate.

Athletics is the favored approach of many brute and defender animal companions. Monstrosities also enjoy the hands on approach and exercise that accompanies this style of training. However, handlers must be careful to not appear weak in front of their animal companion, lest they begin to challenge their position as alpha.

Cook's Utensils appeal to the dietary needs of an animal companion. Through communication and understanding, a master can learn to create healthy, well balanced meals for their animal companion. This training is effective on any animal companion but is heavily affected by currently available resources.

Leatherworker's Tools can be used to make toys for most animal companions. These toys can be educational or created to spend quality time of an animal companion. This also covers the maintenance and use of these toys.

Persuasion is an effective way to simply interact with an animal companion during downtime and without the need to expend resources. Confiding in, playing with, and simply talking to your animal companion can be incredibly effective with celestial, fey, and controller companions.

Sleight of Hand can be used to do tricks with an animal companion or even just simple games like fetch. Sometimes it might also just mean being able to give a good scratching. This sort of trickery is often a favorite of fiends, aberrations, and lurkers.

Survival is used to spend extended periods of time in the wilderness with an animal companion. This approach to training often reinforces bonds and breeds large degrees of cooperation between master and companion.

Training Regiment

It's important to understand and develop a training regimen specific to an animal companion. Origin, Temperament, and Archetype are all good indicators for what it will respond positively or negatively to. Animal rearing is not as easily boiled down to a single skill such as Animal Handling. Instead, various skills can be used to help foster the growth of an animal companion.

A master typically makes one training check every week to determine the success of their current approach. It takes a total of five successful or failed training checks to change the disposition of an animal companion, for better or worse. A list of example skills that can be used to train an animal companion are presented below, but Dungeon Masters are encouraged to allow creative solutions and regimens that encompass other skills or proficiencies.

MODIFIERS

Lifestyle, supplies, and other factors all contribute to the difficulty of raising an animal companion. The below modifiers are used to change the DC of training checks based on the animal companion's disposition.

Modifier	DC
Additional Pet	+3 per Creature
Disagreeable Regimen	Disadvantage
Disliked Snack	+2
Favorable Environment	-1
Favorite Snack	-2
Low Rations	+3
Quality Time	-1
Repeat Regiment	+3
Temperament	Variable
Unfavorable Environment	+2

Additional Pet

For each additional animal companion, familiar, or mount its master or their party has, the DC of training checks increases by 3.

Disagreeable Regiment

If the skill being used to make training rolls does not agree with the disposition of an animal companion, the training check has disadvantage. The Dungeon Master determines if a skill or training plan is disagreeable to the animal companion.

Disliked Snack

If the snack provided to an animal companion is one that it dislikes, the DC of the next training check increases by 2. The Dungeon Master determines if the snack is one the animal companion dislikes.

Favorable Environment

If an animal companion has spent the week in an environment that is complimentary to its lifestyle, the DC of the next training check decreases by 1.

Favorite Snack

If the snack provided to an animal companion is one that it likes, the DC of the next training check decreases by 2. The Dungeon Master determines if the snack is one the animal companion likes.

Low Rations

If the animal companion's dietary needs have not been met this week, the DC of the next training check increases by 3.

Quality Time

If the animal companion's master has spent a considerable amount of quality time with the animal companion, the DC of the next training check decreases by 1.

Repeat Regiment

If the animal companion's master is using the same skill on their current training check as they used on their most recent training check, the DC of the current training check increases by 3.

Temperament

An animal companion's Temperament modifies the DC of all training checks.

Unfavorable Environment

If an animal companion has spent the week in an environment that is detrimental to its lifestyle, the DC of the next training check increases by 2.

MISHAPS

Raising another creature is no small task. Even the humble dog is a massive responsibility for its master. Whether it's simply the Dungeon Master's decision to use a mishap or the direct result of a failed training check, accidents and other mistakes are a part of rearing a creature.

Mishaps do not need to occur directly after the failed roll. Instead, they should take place at inopportune times such as in the field, when the party is trying to sleep, or when the companion's master is otherwise occupied or in a rush.

d20	Mishap Result
1.	The animal companion loses respect for their master and believes they are actually the alpha. The failure counts as two failures and the animal companion acts in a way the conveys their new belief of superiority until the master succeeds on a training check.
2.	The animal companion is aloof. They become unresponsive to training and sleep in well into the day. They are irritable if woken early.
3.	The animal companion is extremely cuddly for the next few days. It sneaks into bedrolls, tents, or beds and steals the covers from the occupant.
4.	The animal companion sits down and refuses to move for an inconvenient amount of time. Attempts to move it must make an opposed Strength check against the animal companion.
5.	The animal companion takes up the habit of pretending it doesn't hear its master. It very obviously hears them but it consistently pretends that it did not.
6.	The animal companion destroys something important. Whether it's a letter of introduction from the king, a precious family heirloom, or a bit of food that someone in the party has been saving, it is somehow destroyed by the animal companion.
7.	The animal companion gets hungry and decides to take matters into their own hands. They rummage through the party's belongings, eat supplies, and generally make a mess of everything.
8.	The animal companion decides that playing hide and seek is a great idea. It hides in the area and must be found. If the master or party cannot find the animal companion within a reasonable period of time, it leaves its hiding spot and returns to the group. However, it is in a foul mood for the rest of the day.
9.	The animal companion is huffy and pouty for the remainder of the week. It tends to stay on the fringes of the party's campsites and sulks for some reason.
10.	The animal companion stays up past bedtime and wakes their master up to play throughout the night. The master, and potentially the entire party, does not gain the benefit of a full rest that night.
11.	The animal companion is distracted in the next encounter. It spots something small, such as a butterfly or squirrel, that draws its attention and it runs off to give chase.
12.	The animal companion wanders off at night and isn't easily found in the morning. The master must search for it or else potentially lose the animal companion forever.
13.	The animal companion consistently stares at something in the distance that no one else can see. Attempts to find what it is staring at, even magically aided ones, discover nothing out of the ordinary. Efforts made to explain this to the animal companion fail and it continues to stare at nothing at random moments for just long enough to make the master or party uneasy.
14.	The animal companion gets curious about something in the party's campsite or home. They agitate and pick at this object until they cause a minor disaster. A tent collapses on its occupant, a shelf in a kitchen falls over and breaks, or another minor inconvenience results from its curiosity.
15.	The animal companion hides something of minor value to its master. Some creatures might bury the item while others might simply eat it. The item lost is of no consequence but losing it should be a slight annoyance.
16.	The animal companion decides that stealth isn't important. The next time it is accompanying its master and they make a Dexterity (Stealth) check, the antics of the companion give the master disadvantage on the check.
17.	The animal companion gets stuck in something that it cannot escape from. It might climb a tree and find itself unable to climb down, get stuck in a burrow, or otherwise restrain itself.
18.	The animal companion craves physical attention. At every opportunity it makes an effort to be pet. Whether that means swatting at its master's hand or rubbing up against their leg, the act becomes all-consuming for an inconvenient amount of time.
19.	The animal companion's appetite grows. It eats far more than it normally does during meals and makes every effort to try and get its master or the party to give it food from their plates.
20.	The animal companion has a revelation that their master is genuinely attempting to care for them in the best way they can. They are empathetic in their own way towards their master's attempts, even if their methods are not to their preference. The animal companion has a display of love towards their master in their next interaction.

Druid - Circle of Summons

Many druids find that they get by with a little help from nature. The Circle of Summons best exemplifies the cooperation between nature and living creatures. They walk amongst the world with peace and confidence, summon creatures touched or made of nature's essence, and lead groups of creatures in battle against those that would harm the world.

Beast Friend

Upon joining this circle at 2nd level, you can cast *animal friendship* as a 2nd level spell once. Once used, you cannot cast the spell in this way until completing a long rest.

CIRCLE SPELLS

Your connection to the creatures of the planes empowers you and grants you the ability to cast certain spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

SUMMONS

Druid Level	Circle Spells
3rd	<i>spider climb, spiritual weapon*</i>
5th	<i>conjure animals, phantom steed</i>
7th	<i>black tentacles*, conjure woodland beings</i>
9th	<i>conjure elemental, insect plague</i>

*Appears as a spectral creature or creatures

AUGMENTED SUMMON

At 6th level, you empower the creatures you summon with a bit of your primal magic. When you summon creatures with spells that have *conjure* in their name, one or two creatures summoned treat their attacks as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

SWALLOW FEAR

At 10th level, you can't be frightened by beasts, fey, elementals, and monstrosities. Additionally, you have advantage on all saving throws against fear caused by dragons.

STABLE SUMMONER

At 14th level, you gain the ability to summon creatures without having to maintain concentration. When you cast a spell with *conjure* in the name as a 6th level spell or lower, you do not need to concentrate on the spell. Instead, the summoned creatures remain for the duration of the spell or until you decide to end the spell. Once you cast a spell in this way, you cannot use this feature again until you finish a long rest.



Art by April Prime

Fighter - Houndmaster

Houndmasters are skilled warriors who have found a way to befriend a spectral canine companion. These fighters are often exceptional team players and work well with groups. They cause panic and confusion in the ranks of enemies with harrying bites and blows. Houndmasters grow in strength alongside their hound and eventually develop an unbreakable bond. Some scholars believe that parts of the hound's soul and the soul of its master mingle together to build this bond.

HUNTING HOUND

At 3rd level, you obtain a loyal, spectral hound that aids you in and out of battle. The hound uses the statistics for a **wolf** with some modifications based on your level. The hounded uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, your hound also adds your proficiency bonus to its AC and to its damage rolls. Your hound gains an additional d8 hit die at 5th, 7th, 11th, 13th, 15th, 17th, and 19th level.

The hound obeys your commands as best it can. It rolls initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, it acts on its own.

If killed, you can revive the hound by casting a ritual that takes 1 hour and uses 50 gp worth of reagents.

Using a Real Hound

Some tables might find the slightly mystical aspect of this archetype lacks the genuine love between person and animal. In this instances, they should feel free to substitute the spectral hound for a real one. The archetype's abilities function identically except in the way that a hound is replaced upon death.

A new hound can be purchased or captured. If purchased, it typically costs at least 5 gp. Over the next month, the houndmaster makes a DC 15 Wisdom (Animal Handling) check at the end of each week. If the houndmaster succeeds on at least three of these checks, the hound becomes a loyal companion.



SET-UP STRIKE

At 7th level, you and your hound become a masterful team. Weapon attacks you or your hound make against prone creatures deal 1d6 bonus damage of the same type as the weapon used.

GUARD DOG

Beginning at 10th level, your hound gains the Protection Fighting Style. It does not need to use a shield to use this Fighting Style.

PACK TACTICIAN

Starting at 15th level, you and your hound are a lethal combination. While you and your hound are within 30ft. of each other, both of your weapon attacks score a critical hit on a roll of 19-20.

LIFE DEBT

At 18th level, when you or your hound are reduced to 0 hit points or fewer by an attack, the act of violence deeply affects you or your companion. You or your hound gain advantage on all attack rolls against the creature that reduced you or your hound to 0 hit points or fewer, gain resistance to bludgeoning, piercing, and slashing damage, and deal 2d6 extra damage with your weapon attacks for 1 minute.

Once used by either you or your hound, this feature cannot be used until you both complete a long rest.

Wizard - Familiar Spellmaster

The humble familiar is oft overlooked by the spellcasting community at large as a convenient, but typically useless spell. However, there exist subsets of wizards, known as Spellmasters, who specialize in modifying and perfecting single spells. The Familiar Spellmaster is one such wizard. They believe that their tiny subordinate hides powerful secrets.

Rather than making deals with angels or demons to obtain marginally more powerful familiars at a great cost, Familiar Spellmasters empower and alter this rudimentary spell to perform incredible feats. In battle, many spellcasters would ignore a familiar, which is usually all the advantage a Familiar Spellmaster needs to seize victory.

Many Familiar Spellmasters vandalize spellbooks and tomes in libraries or their own person collections with their notes on the modifications the *find familiar* spell requires to achieve these feats. Others begin from scratch with only an idea and their raw ambition.



INSTANT FAMILIAR

When you choose this arcane tradition at 2nd level, you gain the ability to cast the *find familiar* spell as a bonus action without expending a spell slot. All familiars you summon are monstrosities. Additionally, you can communicate with your familiar and share its senses while it is within 300 feet of you.

FAMILIAR STRIKE

At 2nd level, your familiar can make magically empowered attacks. Its attacks have a reach of 5ft. and deal 1d8 + your Intelligence modifier force damage.

The damage your familiar deals increases by 1d6 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

EXPLOSIVE DISMISSAL

At 6th level, you can unleash a wave of magical havoc when you dismiss your familiar or when it drops to 0 hit points. All creatures in a 15 foot radius circle centered on the familiar must make a Dexterity saving throw with a DC equal to your wizard spell DC. On a failed save, the target takes

SPELLTHIEF

At 10th level, your familiar can steal the magic of enemy spellcasters. When your familiar hits an enemy with an attack, that enemy must make an Intelligence save with a DC equal to your wizard spell save DC. On a failed save, you select one spell that the target knows and can currently cast. They lose one use of that spell, and you gain the ability to cast that spell once for the next 24 hours without expending a spell slot or requiring material components.

Once used, you cannot use this feature again until you complete a short or long rest.

DIRECT HARM

At 14th level, as a reaction, you can redirect any damage you take to your familiar. This damage cannot exceed the familiar's maximum hit points + your Intelligence modifier.

