

BAT FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 12
Hit Points: 1 (1d4-1)
Speed: 5ft (Fly 30ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 15(+2) | 8(-1) | 2(-4) | 12(+1) | 4(-3)

Senses: Passive Perception 11; Blindsight: 60ft

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

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

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CAT FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 12
Hit Points: 2 (1d4)
Speed: 40ft (Climb 30ft)



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

Keen Smell: The cat has Advantage on Wisdom (Perception) checks that rely on smell.

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CRAB FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 11
Hit Points: 2 (1d4)
Speed: 20ft (Swim 20ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 11(+0) | 10(+0) | 1(-5) | 8(-1) | 2(-4)

Skills: Stealth +2
Senses: Passive Perception 9; Blindsight 30ft

Amphibious: The crab can breathe air and water.

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FROG (TOAD) FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 11
Hit Points: 1 (1d4-1)
Speed: 20ft (Swim 20ft)



STR | DEX | CON | INT | WIS | CHA

1(-5) | 13(+1) | 8(-1) | 1(-5) | 8(-1) | 3(-4)

Skills: Perception +1, Stealth +3
Senses: Passive Perception 11, Blindsight 30ft

Amphibious: The frog can breathe air and water.

Standing Leap: The frog's long jump is up to 10ft and its high jump is up to 5ft, with or without a running start.

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HAWK FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 13
Hit Points: 1 (1d4-1)
Speed: 10ft (Fly 60ft)



STR | DEX | CON | INT | WIS | CHA

5(-3) | 16(+3) | 8(-1) | 2(-4) | 14(+2) | 6(-2)

Skills: Perception +4
Senses: Passive Perception 14

Keen Sight: The hawk has Advantage on Wisdom (Perception) checks that rely on sight.

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LIZARD FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 10
Hit Points: 2 (1d4)
Speed: 20ft (Climb 20ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 11(+0) | 10(+0) | 1(-5) | 8(-1) | 3(-4)

Senses: Passive Perception 9; Darkvision 30ft

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OCTOPUS FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Small
Armor Class: 12
Hit Points: 3 (1d6)
Speed: 5ft (Swim 30ft)



STR | DEX | CON | INT | WIS | CHA

4(-3) | 15(+2) | 11(+0) | 3(-4) | 10(+0) | 4(-3)

Skills: Perception +2, Stealth +4
Senses: Passive Perception 12; Darkvision: 30ft
Hold Breath: Out of water, can hold breath for 30min.
Underwater Camouflage: ADV on Stealth checks underwater.
Water Breathing: Can breathe only underwater.

Ink Cloud: 5ft radius of Heavily Obscured cloud of ink around the octopus if underwater (lasting 1 minute), although currents can disperse the ink. After dispersing the ink, it can use Dash action as Bonus Action. (Action / Recharges after Short/Long rest)

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OWL FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 11
Hit Points: 1 (1d4-1)
Speed: 5ft (Fly 60ft)



STR | DEX | CON | INT | WIS | CHA

3(-4) | 13(+1) | 8(-1) | 2(-4) | 12(+1) | 7(-2)

Skills: Perception +3, Stealth +3
Senses: Passive Perception 13; Darkvision 120ft

Keen Sight & Hearing: The owl has Advantage on Wisdom (Perception) checks that rely on sight and hearing.

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

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POISONOUS SNAKE FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 13
Hit Points: 2 (1d4-1)
Speed: 30ft (Swim 30ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 16(+3) | 11(+0) | 1(-5) | 10(+0) | 3(-4)

Senses: Passive Perception 11; Blindsight: 10ft

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QUIPPER (FISH) FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 13
Hit Points: 1 (1d4-1)
Speed: 0ft (Swim 40ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 16(+3) | 9(-1) | 1(-5) | 7(-2) | 2(-4)

Senses: Passive Perception 8; Darvision 60ft

Blood Frenzy: The quipper has Advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: Can breathe only underwater.

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RAT FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 10
Hit Points: 1 (1d4-1)
Speed: 20ft



STR | DEX | CON | INT | WIS | CHA

2(-4) | 11(+0) | 9(-1) | 2(-4) | 10(+0) | 4(-3)

Senses: Passive Perception 10; Darkvision 30ft

Keen Smell: The rat has Advantage on Wisdom (Perception) checks that rely on smell.

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RAVEN FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 12
Hit Points: 1 (1d4-1)
Speed: 10ft (Fly 50ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 14(+2) | 8(-1) | 2(-4) | 12(+1) | 6(-2)

Skills: Perception +3

Senses: Passive Perception: 13

Mimicry: The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC10 Wisdom (Insight) check.

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SEA HORSE FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 11
Hit Points: 1 (1d4-1)
Speed: 0ft (Swim 20ft)



STR | DEX | CON | INT | WIS | CHA

1(-5) | 12(+1) | 8(-1) | 1(-5) | 10(+0) | 2(-4)

Senses: Passive Perception: 10

Water Breathing: Can breathe only underwater.

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SPIDER FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 12
Hit Points: 1 (1d4-1)
Speed: 20ft (Climb 20ft)



STR | DEX | CON | INT | WIS | CHA

2(-4) | 14(+2) | 8(-1) | 1(-5) | 10(+0) | 2(-4)

Skills: Stealth +4

Senses: Passive Perception: 10; Darkvision 30ft

Spider Climb: Can climb difficult surfaces including upside down on ceilings, without needing to make an ability check.
Web Sense: While in contact with a web, it knows the exact location of any other creature in contact with the web.
Web Walker: Ignores movement restrictions from webbing.

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WEASEL FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 13
Hit Points: 1 (1d4-1)
Speed: 30ft



STR | DEX | CON | INT | WIS | CHA

3(-4) | 16(+3) | 8(-1) | 2(-4) | 12(+1) | 3(-4)

Skills: Perception +3, Stealth +5

Senses: Passive Perception: 13

Keen Sight & Smell: The weasel has Advantage on Wisdom (Perception) checks that rely on sight and smell.

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