

WARLOCK'S BADGER FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 10
Hit Points: 3 (1d4+1)
Speed: 20ft (Burrow 5ft)



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

Senses: Passive Perception 11; Darkvision 30ft

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

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

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WARLOCK'S CRAWLING CLAW FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 12
Hit Points: 2 (1d4)
Speed: 20ft (Climb 20ft)



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

Languages: Understands Common, but can't speak.
Senses: Passive Perception 10, Blindsight 30ft (blind beyond radius)

Damage Immunities: Poison
Condition Immunities: Charmed, Exhaustion, Poisoned

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WARLOCK'S CRAWLING CLAW FAMILIAR

(Continued)



Turn Immunity: The claw is immune to turn undead effects.

Claw: Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 3 (1d4+1) bludgeoning or slashing damage (Claw's choice)

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WARLOCK'S FAERIE DRAGON FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 15
Hit Points: 14 (4d4+4)
Speed: 10ft (Fly 60ft)



STR | DEX | CON | INT | WIS | CHA
3(-4) | 20(+5) | 13(+1) | 14(+2) | 12(+1) | 16(+3)

Languages: Draconic, Sylvan
Skills: Arcana +4, Perception +3, Stealth +7
Senses: Passive Perception 13, Darkvision 60ft
Magic Resistance: Adv on saves against spells and other magical effects.
Superior Invisibility: Can magically turn invisible until it loses Concentration. Any equipment it wears or carries is invisible.
Limited Telepathy: Using telepathy it can magically communicate with any other faerie dragon within 60ft of it.

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WARLOCK'S FAERIE DRAGON FAMILIAR

(Continued)

Innate Spellcasting: Spellcasting ability is Charisma (spell save DC 13).

Can cast each spell once per day:
Dancing Lights, Mage Hand, Minor Illusion.



Euphoria Breath (Recharge 5-6): It exhales a puff of gas at one creature within 5ft of it. Target must succeed DC 11 Wisdom save, or for 1 minute, the target cannot take Reactions and must roll a d6 at the start of its turns to determine its behavior during its turn:

- 1-4: Target takes no action or bonus action and uses all movement to move in random direction.
- 5-6: Target doesn't move and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on success.

Bite: Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 1 piercing damage.

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WARLOCK'S FLYING SNAKE FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 14
Hit Points: 5 (2d4)
Speed: 30ft (Fly 60ft, Swim 30ft)



STR | DEX | CON | INT | WIS | CHA
4(-3) | 18(+4) | 11(+0) | 2(-4) | 12(+1) | 5(-3)

Senses: Passive Perception 11; Blindsight 10ft

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

Bite: Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

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WARLOCK'S PIXIE FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 15
Hit Points: 1 (1d4-1)
Speed: 10ft (Fly 30ft)



STR | DEX | CON | INT | WIS | CHA
2(-4) | 20(+5) | 8(-1) | 10(+0) | 14(+2) | 15(+2)

Skills: Perception +4, Stealth +7
Senses: Passive Perception 14; Language: Sylvan

Magic Resistance: Adv on saves against spells and other magical effects.

Superior Invisibility: Can magically turn invisible until it loses Concentration. Any equipment it wears or carries is invisible.

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WARLOCK'S PIXIE FAMILIAR

(Continued)



Innate Spellcasting: Spellcasting ability is Charisma (spell save DC 12). It can cast the following with only Pixie Dust needed:

- **At-will:** Druidcraft
- **1/day each:** Confusion, Dancing Lights, Detect Evil and Good, Detect Thoughts, Dispel Magic, Fly, Entangle, Phantasmal Force, Polymorph, Sleep

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WARLOCK'S SCORPION FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 11
Hit Points: 1 (1d4-1)
Speed: 10ft



STR | DEX | CON | INT | WIS | CHA

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

Senses: Passive Perception 9; Blindsight 10ft

Sting: Melee Weapon Attack: +2 to hit, reach 5ft, one creature. Hit: 1 piercing damage, and the target must make DC9 Con save, taking 4 (1d8) poison damage on a fail, half as much damage on a success.

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WARLOCK'S STIRGE FAMILIAR

Choose: Celestial, Fey, or Fiend

Size: Tiny
Armor Class: 14
Hit Points: 2 (1d4)
Speed: 10ft (Fly 40ft)



STR | DEX | CON | INT | WIS | CHA

4(-3) | 16(+3) | 11(+0) | 2(-4) | 8(-1) | 6(-2)

Senses: Passive Perception 9; Darkvision 60ft

Blood Drain: Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 5 (1d4+3) piercing damage, and it attaches to the target. While attached, it doesn't attack. Instead at the start of each of its turns, the target loses 5 (1d4+3) hp from blood loss. It can detach itself by spending 5ft of its movement. It does so after it drains 10 hp from target or the target dies. A creature, including target, can use action to detach it.

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