

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?

Animated Objects. First up, we're going to look at constructs - and things that look like constructs - because many of these creatures are in some sense man-made, meaning they feel right at home in the company of people. We've worked hard to make sure these creatures are unique and exciting, so that your witch, wizard, or warlock can have a tin soldier or a little mimic (a mock) as a pet / obedient minion.

FLYING BOOK

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	1 (-5)	4 (-3)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages -

Challenge 0 (10 XP)

Antimagic Susceptibility. The flying book is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the flying books must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the flying book remains motionless, it is indistinguishable from a normal book.

ACTIONS

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

Hit: 1 piercing damage.

MOCK

Tiny monstrosity (shapechanger), neutral

Armor Class 11 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+1)	14 (+2)	4 (-3)	13 (+1)	6 (-2)

Damage Resistance acid

Condition Immunity prone



Skills Stealth +4

Senses darkvision 60 ft.,

passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Shapechanger. The mock can use its action to polymorph into a tiny object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mock adheres to anything that touches it. A medium or smaller creature adhered to the mock is also grappled by it (escape DC 9). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mock remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mock has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If the mock is in object form, the target is subjected to its Adhesive trait.

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

RAG DOLL

Tiny construct, neutral good

Armor Class 11

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	3 (-4)	5 (-3)	16 (+3)

Skills Persuasion +5, Stealth +5

Damage Immunities poison, bludgeoning from nonmagical weapons

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 7

Languages -

Challenge 0 (10 XP)

False Appearance. While the miniature rag doll remains motionless, it is indistinguishable from a normal stuffed toy.

Mimicry. The rag doll can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.



ACTIONS

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

TIN SOLDIER

Tiny construct, lawful neutral

Armor Class 14 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	12 (+1)	5 (-3)	10 (+0)	10 (+0)

Skills Perception +2

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 0 (10 XP)

False Appearance. While the tin soldier remains motionless, it is indistinguishable from a normal toy.

Formation. The tin soldier has advantage on attack rolls when it is within 5 feet of another tin soldier.

ACTIONS

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

Rifle (Recharge 6). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 1 piercing damage.

YARN GOLEM

Tiny construct, chaotic neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

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

Damage Resistance piercing

Senses passive Perception 10

Languages –

Challenge 0 (10 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from a normal ball of yarn.

Mutable Form. Whenever a spell or effect would alter the golem's form, the effect works as normal, except that the new form is always made out of a tangle of yarn.

ACTIONS

Tangle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: The target is restrained (escape DC 12).

