

# Bearthazar's



## House of Familiars



INFERNAL  
DUCK

3/3

DO NOT FEED AFTER  
MIDNIGHT

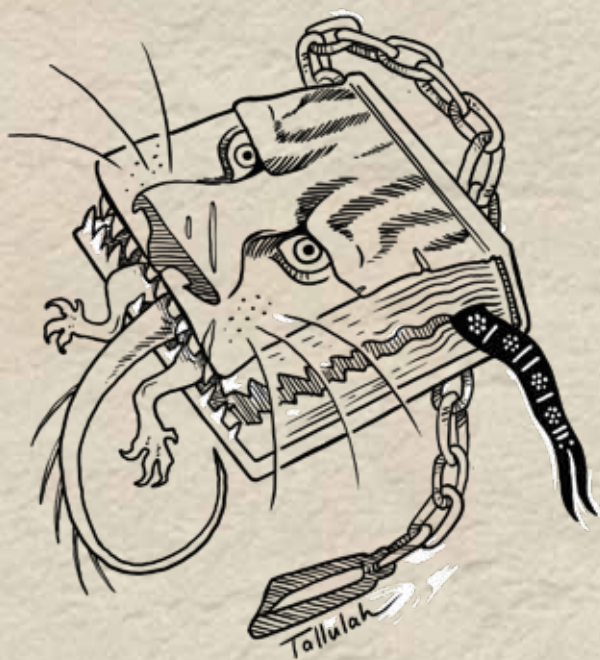


FOWLBEAR

FAMILIARS, COMPANIONS & PETS  
FOR THE WORLD'S GREATEST  
ROLEPLAYING GAME



*Bearthazar's*  
HOUSE OF FAMILIARS



*Welcome, welcome one and all to  
Beartbazar's House of Familiars!*

*Here, you'll be matched with a perfect pet, companion or fashionable  
accessory to suit your aesthetic, your practical needs and your income.*

*Are you ready to meet a new friend?  
Wonderful.  
Now step inside.*

# Bearthazar's House of Familiars

BY OLIVER CLEGG, CAT EVANS AND JESS MARCRUM  
WITH ILLUSTRATIONS BY TALLULAH CUNNINGHAM



DUNGEON MASTER'S GUILD, 2019

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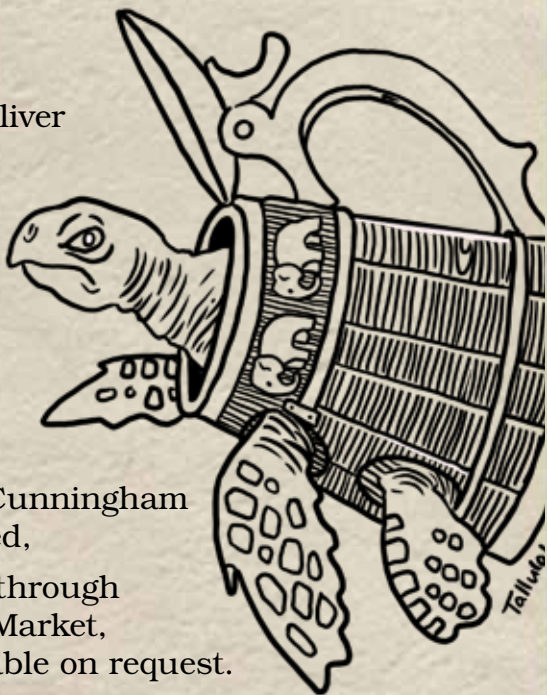
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**E**VERY WITCH OR WIZARD WORTH THEIR ENCHANTED SALT NEEDS A FAMILIAR TO HELP THEM IN THEIR WORK. IT'S A FUNDAMENTAL FASHION ACCESSORY, ALWAYS READY TO LEND YOU A HELPING HAND, FIN OR CLAW. NOW, YOU MAY HAVE BEEN TOLD BY SOME OF THE LESS ADVENTUROUS SPELLBOOKS OUT THERE THAT YOUR OPTIONS ARE LIMITED TO CATS, BATS AND RATS. AND IT'S TRUE THAT THOSE ARE CERTAINLY OPTIONS, BUT THE WORLD OF FAMILIARS IS SO MUCH LARGER THAN YOU CAN BEGIN TO IMAGINE. CREATURES OF ALL SHAPES AND SIZES FROM ACROSS THE PLANES ARE YOURS TO CHOOSE FROM. EACH AND EVERY ONE OF THE FAMILIARS IN MY STORE HAS BEEN RESCUED FROM DISASTER OR HAND REARED FROM BIRTH IN OUR CAPABLE HANDS - YOU WON'T JUST BE ADOPTING A NEW FRIEND, YOU'LL BE GIVING BACK TO THE COMMUNITY.



Before we go any further, however, I must lay down the ground rules. Ah, do not be looking at me in such a way, hm? There are always rules and I am not thinking you will find them so arduous.

Rule number one: Your familiar is not a toy. They are a companion and a friend. If you buy one, you bear a special responsibility for it....pun not intended. It may need feeding (sometimes rather unusual things), attention or special care. You'll need to keep an eye on it, and make sure it doesn't get into trouble. In return, you will have a friend and companion for life.

Rule number two: You must not teach the summoning ritual for your familiar to anyone else. This is very important. If someone were to summon your familiar at the same time as you...the results are too gruesome to contemplate.

Rule number three: Your familiar is not a weapon. Buying a familiar with the intent to wield it solely as a tool of war is not only cruel, it is reprehensible.

Now, if we are agreed, I'll need you to sign your name on the dotted line. It's a formality, but an important one to me. *If you ever break these rules, then your contract is forfeit, and the summoning rituals bought here will cease to work for you.*

SIGNED

---

**R**IGHT. I'M GLAD WE'VE TAKEN CARE OF THAT.  
LET'S FIND YOU A NEW FRIEND, SHALL WE?

### HOW DOES IT WORK?

Well, when you choose one of our familiars, you're also given a special list of ingredients (or "components") for use in a *find familiar* spell. Now, these formulae are very secret - they allow you to summon familiars of unusual strength and versatility, should the friend you purchase here meet a grisly end. The nature of the ingredients allow you to bypass normal restrictions of the spell - you'll note some creatures

here that wouldn't normally be summonable by the spell in its most basic forms. You'll also be given your particular familiar's True Name, which allows you to summon it from the aether in the case of its untimely demise, with all its memories intact. Be careful not to confide the True Name in anyone you don't trust - your friend could just as easily be summoned by another with the use of it.

#### Summoning Components

*raw meat*

*a stick*

*ashes*

### HOW IS IT ORGANIZED?

In the tradition of all the best antiquarians...it isn't. The familiars have been organized loosely into three categories based on a combination of factors from the rather affordable **Curiosities**, through the desirable **Rarities** up to the breathtaking (and expensive) **Wonders**. Aside from these rather hazy distinctions, I am afraid you will just have to browse...but there are worse fates, surely. Take your time, enjoy yourself. Make some new friends.

All the familiars in the store are carefully labeled and catalogued. We will, of course, explain the merits and perils of any familiar before you take it away. But there are some marks you should look out for in particular....

# SIGNS AND LABELS

All the familiars in the store are carefully labeled and catalogued. We will, of course, explain the merits and perils of any familiar before you take it away. But there are some marks you should look out for in particular....

**RANGER COMPANIONS.** These familiars are suited to a ranger looking for an animal companion to tag along with them on their adventures. Now, they might not be your conventional beasts, but I assure you they'll keep you company just fine.



**FIND FAMILIAR.** Ah, the bread and butter of the familiar trade. These lovelies can be conjured using a classic Find Familiar spell by anyone capable of invoking the ritual. Of course, you'll need the special material components, and the true name of the familiar you'd like to summon. We can supply those to you, for a price.



**PACT OF THE CHAIN.** Now, we keep some very special familiars in stock which are only available to those who have mastered binding magic. They are strong, it's true, but often that comes with a certain responsibility towards them. We often find that powerful patrons come here to find familiars for their magical proteges, but it goes without saying that we can't release that client list. It's strictly confidential.



**DANGEROUS.** To take on the ownership of such a beast is to embrace a stimulating challenge. These familiars are not for the faint of heart, and display abilities that mark them out unusually powerful of their kind. Mr Bearthazar takes no responsibility for injury or death caused by exposure to these familiars.



**UNBOUND.** These familiars are not conjured by a spell or bound by magic. Familiars with this shelf mark are one of a kind, and you won't find another one. I'm afraid to say that if it perishes, it can't be replaced. So do look after it, because there are no refunds.







SERRA LOVES TO BARK, LICK, PLAY, AND BATHE THE WORLD IN FLAMES.

### UPGRADES

Serra comes with a fireproof collar in ruby, crimson, or blood red for 5 gp. Matching leashes may be purchased for an additional 10 gp.

### Summoning Components

raw meat  
a stick  
ashes



# SERRA

## THE HAPPY HECKPUP

*A fiery one, she is. Always keep you warm at night, that one will. Why, give or take a few years and a bit of training, she'll be the pride and joy of any fire marshal! Excuse me...Serra no! Not the curtains!*

## HAPPY HECKPUP

*Tiny fiend, chaotic evil*

Armor Class 15 (natural armor)

Hit Points 5 (1d8)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception + 3

**Damage Immunities** Fire

**Senses** passive perception 13

**Languages** understands Infernal but can't speak it

**Challenge** 1 (50xp)

**Fiery Bark (3/day).** The Happy Heckpup barks fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 4 (1d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

### ACTIONS

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

# DORIS

## VOLATILE PIGEON

*Ah, you have a discerning eye, it seems. Doris is a Volatile Pigeon, of an incendiary disposition. Don't get her agitated, or you might find yourself a little singed.*

## VOLATILE PIGEON

*Tiny monstrosity, chaotic neutral*

Armor Class 10

Hit Points 1 (1d4-1)

Speed 5ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	8 (-1)	1 (-5)	12 (+1)	6 (-2)

**Skills** perception +3

**Senses** passive perception 13

**Languages** understands common but can't speak

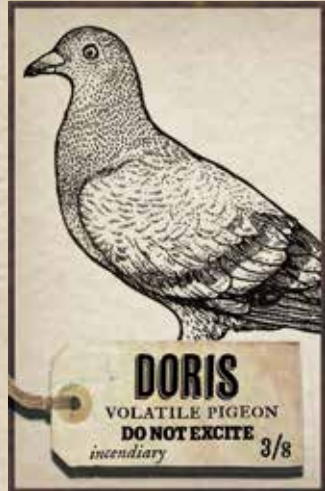
**Challenge** 0 (10 XP)

**Handle With Care.** If the volatile pigeon becomes Charmed or Frightened, it explodes, dealing 1 fire damage to each creature within 5 feet and setting flammable objects alight.

**Wary.** A volatile pigeon is Frightened of dogs, cats and lawyers it can see within 5 feet of it.

### ACTIONS

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



DORIS IS INTENSELY ATTRACTED TO BRIGHT LIGHTS.

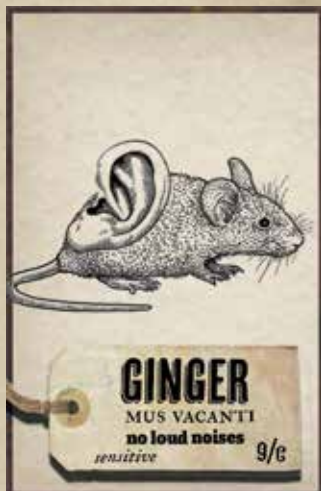
### UPGRADES

*Volatile pigeons may be purchased in mauve, beige or lilac. The saffron version was discontinued after chemical imbalances caused a number of pigeons to undergo a chain reaction, destroying an entire supply line.*

### Summoning Components

*cinders  
two grey feathers  
breadcrumbs*





GINGER IS TERRIBLY JUDGMENTAL  
SHE KNOWS WHAT YOU DID

### UPGRADES

While Ginger cannot ordinarily speak, she can operate Sending Stones, a pair of which can be supplied for an additional 150 gp. Unfortunately Ginger's messages primarily concern cheese and What You Did.

### Summoning Components

*cheese rind  
carboard box  
stick*



# Ginger

## MUS VACANTI

*Ah, yes. Our Ginger has been looking for the right companion for some time. She's picky, you see. Very high standards. No no, you don't need to speak into the ear, that's the very opposite of its purpose...*

## MUS VACANTI

*Tiny beast, lawful good*

Armor Class 10

Hit Points 1 (1d4-1)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	8 (-1)	10 (+0)	4 (-3)

**Senses** darkvision 30ft., passive perception 10

**Languages** understands all languages, but can't speak

**Keen Hearing.** The rat has advantage on Wisdom (Perception) checks that rely on sound.

**Shrill.** Ginger dislikes most people, and as a result responds negatively to their intrusion into 'her' territory. Ginger functions as per the *alarm* spell, but only provides an audible alarm in the form of offended shrieking.

### ACTIONS

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

# GARFUNKEL

## FOWLBEAR

*Garfunkel? Not the most charismatic creature in the world, but if you get between him and his honey, you'd best watch out. Oh, and it screams at sunrise...*

## FOWLBEAR

*Tiny monstrosity, chaotic neutral*

A fowlbear uses the statistics of an **axe beak**, with the following changes:

**Rage.** When it loses hit points due to an enemy melee attack, the Fowlbear enters a rage that lasts for 1 minute. Whilst enraged, it cannot be reduced below 1 hit point and has advantage on attack rolls.

**Don't Lose Your Head.** If the fowlbear takes 5 or more slashing damage, it loses its head, becoming blinded and silenced until the head is re-attached or it is resummoned. Needless to say, a fowlbear only has one head to lose.

**Sunrise Screamer.** At dawn, if the Fowlbear can see the sky, it screeches loudly enough to awaken or alert every creature within 100 feet of it.



GARFUNKEL LIKES TO STARE  
BLANKLY AT THE SKY

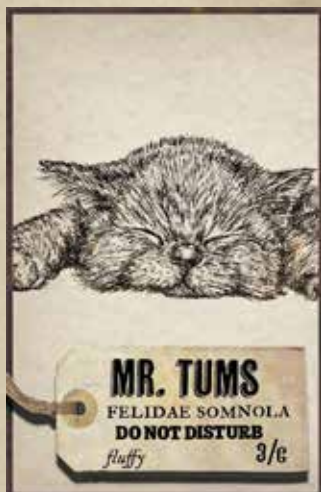
### UPGRADES

Garfunkel can be purchased alongside a jar of honey for an additional 1sp, and also comes with a free bag of grain. Garfunkel despises grain.

### Summoning Components

*dead bee  
rooster feather  
slate*





# MR TUMS

## SLEEPY KITTY

*A cutiepie that one, isn't he? No dear, please don't touch him. He hates to be disturbed. Let him come to you, that's it. When? Why, whenever he wakes up. It'll be sometime today, I'm sure of it. He always wakes up at least once a day.*

## MR TUMS

*Tiny fey, neutral*

Mr Tums uses the statistics of a **cat**, with the following additional abilities.

**Innate Spellcasting.** Mr Tum's innate spellcasting ability is Wisdom (spell save DC 11). He can innately cast the following spells, requiring no components:

at will: *catnap, feign death*  
 3/day each: *sleep, hellish rebuke, silence*  
 1/day each: *reverse gravity, weird, dream\**

**Catatonic.** Mr Tums can cast spells whilst asleep and retains a vague awareness of his surroundings. If touched while sleeping, he can cast any of the spells from his Innate Spellcasting feature as a reaction on the perpetrator(s).

**\*Golden Slumbers.** If Mr Tums is allowed to sleep for a full 23 uninterrupted hours, he will cast *dream* on a creature of his caretaker's choice. If no creature is chosen, he communicates with his caretaker using *dream* instead.

**Magic Resistance.** Mr Tums has advantage on saving throws against spells and other magical effects.

MR TUMS SPENDS MOST OF THIS TIME SLEEPING, AND WOE BETIDE ANYONE WHO WAKES HIM

### UPGRADES

*Mr Tum comes wrapped in a blanket, sold separately for 5 sp, and lying on a cozy circular bed for an additional 20 sp. (I really do recommend purchasing them. You don't want to wake him up, you know.)*

### Summoning Components

*fresh fish  
 toy mouse  
 circular basket*



# Curio

## BYZANTINE SNAIL

*The Byzantine snail is a dependable familiar. Very handy if you have a riddle to solve, and a small eternity in which to solve it.*

## BYZANTINE SNAIL

*Tiny beast, lawful good*

Armor Class 11 (natural armour)

Hit Points 1 (1d4-1)

Speed 1ft, climb 1ft.

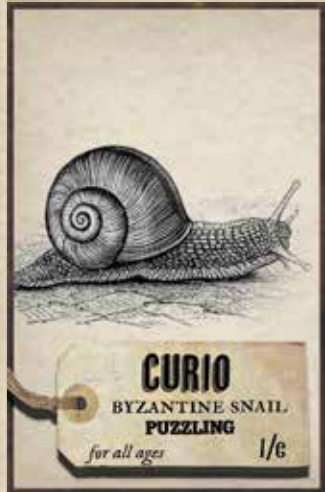
STR	DEX	CON	INT	WIS	CHA
1 (-5)	2 (-4)	9 (-1)	20 (+5)	12 (+1)	7 (-2)

**Skills** investigation +7

**Senses** passive perception 11

**Languages** reads all languages but can't speak

**Riddle Me This.** If left for a minute on a puzzle, lock or clue, the snail can grant Help on any attempt made to solve it. In such a case, the creature making the check adds an extra 1d4 to the result.



CURIO ENJOYS PUZZLES AND SLIMING OVER CROSSWORDS

### UPGRADES

Curio can be upgraded to a decorative porcelain shell for an extra 20g. The shell can be lined with mathematical equations for an extra 2g.

### Summoning Components

*an unsolved equation  
shredded paper  
lettuce*





IF SHE APPEARS SHORT-TEMPERED, COWARDLY, OR MEAN-SPIRITED... THEY DO SAY PETS TAKE AFTER THEIR OWNERS.

### UPGRADES

A formicarium of Placatory Ants can be provided along with Echo for an additional 25 gp; a more cost-effective alternative is available in the form of the satin-cushioned (mauve, cherry, or duck egg blue) Moping Basket for a mere 12 gold pieces.

### Summoning Components

tear soaked handkerchief  
jasmine blossoms  
eucalyptus oil



# Echo

## EMOTION ABSORBER

*I do believe she's taken to you! How wonderful. You must be a rich source of neuroses. Oh look, she's grumbling already, what a pair you make! No, take it.*

## EMOTION ABSORBER

*Tiny fey, neutral good*

Armor Class 12  
Hit Points 2 (1d4)  
Speed 10ft.

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  
**Languages** common

**Emotional Support.** When a creature with 5 feet of the emotion absorber fails a Wisdom saving throw, it may use its reaction to have the affected creature succeed instead. The emotion absorber cannot use this ability again until it completes a long rest.

Where applicable, the emotion absorber takes on the emotional state that would have been conferred by the failed saving throw (e.g. frightened, confused, etc.) until it completes a long rest.

# BINKERS SLOTH

*Binkers has caught your eye, has she? She's a lovely little sloth, terribly affectionate. Be sure to keep her close to you and away from your valuables. Once she spies something she wants, no power I've known can steer her off-course.*

## BINKERS

*Tiny beast, neutral*

Armor Class 11 (natural armor)

Hit Points 3 (1d6)

Speed 5ft, climb 15ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	11 (0)	3 (-4)	12 (+1)	10 (0)

**Skills** Athletics + 1, Sleight of Hand + 2, Survival + 3

**Senses** passive perception 11

**Languages** reads all languages but can't speak

**Lethargy.** Binkers suffers a -5 penalty when rolling initiative.

**Pickpocketing.** Binkers can use 2 actions to pickpocket anyone within 10 ft of her, using Sleight of Hand. If the targeted creature is engaged in combat, Binkers rolls with advantage.

## ACTIONS

**Hug.** The target is grappled (escape DC 9). Until this grapple ends, the creature moves at half-speed and is restrained. Binkers can only Hug one creature at a time.



BINKERS IS A DETERMINED, THOUGH LEISURELY, THIEF

## UPGRADES

*Binkers can be purchased with a leash in either leather or silk for 5 gp in 4 beautiful colors to compliment her fur. Gloves to match sold separately.*

## Summoning Components

*1 coin  
valerian root  
a secret*







DESPITE INDUCING INTENSE DROWSINESS IN OTHERS, JASHOBEAM ITSELF IS A LIVELY AND PLAYFUL CREATURE.

### UPGRADES

*1 year's supply of Peperidge's Efficacious Mothballs included with purchase. Flame resistance enchantment available for an additional 75 gp.*

### Summoning Components

*a nightcap (worn)  
chamomile flowers  
candle (under glass)*



# JASHOBEAM

## SHUTEYE MOTH

*Delightful, isn't it? Ordinarily we don't present them until teatime but for you... Sir?*

*Sir, do wake up... Oh dear. Bearemy, fetch the smelling salts, we have another one.*

## SHUTEYE MOTH

*Tiny beast, neutral*

Armor Class 11 (natural armor)

Hit Points 1 (1d4-1)

Speed fly 30ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	8 (-1)	10 (0)	10 (0)	16 (+3)

**Skills** Acrobatics + 4

**Senses** passive perception 10

**Languages** --

**Somnolent Wingbeats (3/day).** The shut-eye moth can use an action to secrete a fine powder that functions as a *sleep* spell, affecting 2d8 hit points of creatures. This version of the spell affects creature immune to magical sleep, such as elves, but fails to affect creatures immune to the Poisoned condition.

**Innate Spellcasting.** A shuteye moth's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

*1/day each: hypnotic pattern*

# Colophon

## BOOKWYRM

*The bookwyrm is a most subtle companion. You really have to be careful it doesn't get close to a book, or it will...oh, blast. Well, I suppose this way it is easier to carry.*

## BOOKWYRM

*Tiny construct, neutral*

A bookwyrm uses the statistics of a **poisonous snake**, with the following additional abilities.

**Innate Spellcasting.** A bookwyrm's innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no components:

at will: *illusory script*

**Word Walker.** The bookwyrm can expend 5 feet of movement to vanish into an adjacent book or scroll. Whilst in the book or scroll, an ink image of the bookwyrm appears on the surface. The snake can expend another 5 feet of movement to appear within 5 feet of the paper. If the paper is damaged, the bookwyrm is destroyed.

**Fragile.** If the bookwyrm gets wet, it is destroyed and must be resummoned.



COLOPHON LIKES TO SLEEP ON  
THE LAST PAGE OF A BOOK

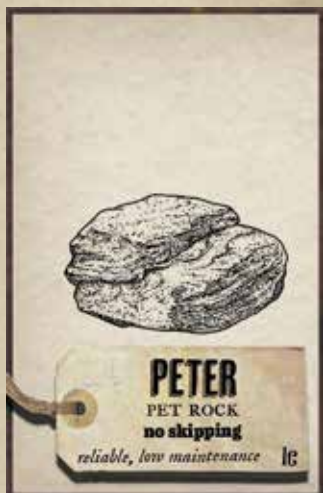
### UPGRADES

*Colophon can be bought with one or two blank notebooks for it to play in (5sp) or a large black umbrella (1 gp).*

### Summoning Components

*an open book  
an inkwell  
ambient flute music*





PETER IS A LOYAL SERVANT OF ASMODEUS, MASTER OF THE NINE HELLS

### UPGRADES

*Peter can be purchased with a piece of chalk to draw a face on it with (1cp) or a lush velvet basket for it to lie in (10 gp).*

### Summoning Components

*pebble*

# PETER

## PET ROCK

*Perhaps for someone of your means I could suggest a more modest arrangement? Peter here has never so much as given us a whiff of trouble. Very dependable, and affordable.*

## PET ROCK

*Tiny elemental, chaotic evil*

Armor Class 15 (natural armor)

Hit Points 1

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Senses -

Languages -

### ACTIONS

**None.** It is a rock.

# GRUMIO

## TOAD IN THE HOLE

*Grumio is a very handy companion. He'll keep track of all your important items in his secret chest, and he's hard for your enemies to pin down. He's also a bit of a cook.*

## TOAD IN THE HOLE

*Tiny fey, chaotic neutral*

A Toad in the Hole uses the statistics of an **frog**, with the following changes:

Grumio is proficient in cookery utensils.

**Toadhole.** As an action, the Toad in the Hole creates a tiny extradimensional hole in an adjacent surface. The space can hold as many as eight Tiny or smaller creatures, and the entrance is invisible to onlookers. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a window centred on the entrance. This effect lasts up to 1 hour. Anything inside the extradimensional space drops out when the effect ends.

**Innate Spellcasting.** The toad in the hole's innate spellcasting ability is Wisdom (spell save DC 9). It can innately cast the following spells, requiring no components:

at will: *jump*  
1/day each: *leomund's secret chest*,  
*galder's speedy courier*



GRUMIO LOVES KITCHENS AND OFTEN SNEAKS OFF TO FIND THEM

### UPGRADES

*Grumio can be purchased with a large wooden chest able to contain up to 500lbs of material goods for 15 gp. A lockable version is available for 100 gp.*

### Summoning Components

*an empty box  
a runcible spoon  
something stretchy*





NUTTERS CHEWS ON ANYTHING  
WOODEN IT CAN FIND

### UPGRADES

*Nutters comes with a bag of novelty candy acorns, which can be exchanged for silver decorative acorns at the low price of 10 gold pieces. A small log can be provided gratis.*

### Summoning Components

*a selection of tree bark  
a jaunty hum  
oak leaves*



# NUTTERS

## HUMMINGSQLRREL

*Your common or garden hummingsquirrel. Truly, one of nature's strangest inventions. If, of course, it was nature that spawned them. Rumour has it that someone called Halaster put the first hummingsquirrel together to try and deal with a toad problem in his lair. Alas, the squirrels just dominated the local ecosystem and became more of a problem than the toads ever were.*

## HUMMINGSQLRREL

*Tiny beast, neutral*

Armor Class 17

Hit Points 1 (1d4-1)

Speed 20ft, fly 30ft (hover).

STR	DEX	CON	INT	WIS	CHA
1 (-5)	24 (+7)	8 (-1)	4 (-3)	10 (0)	1 (-5)

**Skills** Acrobatics + 9

**Senses** passive perception 10

**Languages** --

**Hummer.** The hummingsquirrel emits a low humming whenever it is airborne from the flutter of its wings.

### ACTIONS

**Eviscerate.** The hummingsquirrel makes three bite attacks.

**Bite.** *Melee Weapon Attack:* + 9 to hit, reach 5 ft., one target. Hit: 10 (1d4 + 7) piercing damage.

# ጋጥጥጥጥጥጥ ጋጥጥ

We have these on a strictly sale or return basis from Avernus. I'm given to understand they are strictly less popular than abyssal chickens, which makes them the connoisseurs choice, I'm sure you'll agree. As to the price...well, if you don't know what the price is, then you can't afford it.

## INFERNAL DUCK

*Tiny fiend, lawful evil*

Armor Class 9

Hit Points 3 (1d4 + 1)

Speed 20ft, fly 20ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	12 (+1)	8 (-1)	10 (0)	14 (+2)

**Skills** Intimidation + 4

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** passive perception 10

**Languages** understands infernal, cannot speak

**Soulsight** The Infernal Duck knows when it encounters a creature without a soul.



INFERNAL DUCKS ALL ACT VERY SIMILARLY. SOME HAVE POSTED THEY ARE ALL MERELY EYES AND EARS FOR SOME LARGER, MORE MALEVOLENT BEING

### UPGRADES

Your Infernal Duck is provided with a small scroll detailing the nature of your implied contract with the Dukes of the Nine Hells, and the six hundred and sixty six provisions that must be upheld by you as a result.

### Summoning Components

*a white feather  
sulphur  
breadcrumbs*





THE INFANTA IS A DEMANDING AND ENERGETIC COMPANION, WHO IS ALWAYS ON THE MOVE

### UPGRADES

*The Infanta can be purchased alongside a large hamster wheel for her to run in for 1sp. Also available is an extendable rubbish picker to allow her to reach objects or food at ground level without falling over.*

### Summoning Components

*a meteorite fragment  
a small tray of water  
moonlight*



# INFANTA

## TYRANNOHAMSTERUS MICROPOD

*The Tyrannohamsterus Rex is usually a demur species, but I understand this miniature variant was bred from a particularly bad tempered strain of rat, so I would watch your fingers. Any relative of the giant space hamster should be handled warily.*

### T. MICROPOD

*Tiny monstrosity, chaotic evil*

A tyrannohamsterus micropod uses the statistics of a **rat**, with the following changes:

**Indefatigable.** The hamster can hold its breath indefinitely, and is not harmed by exposure to vacuums or the phlogiston.

**Moonwalking.** The hamster has a hover speed equal to its walking speed.

**King of the Rodents.** Rats, mice and other small vermin are Frightened of the tyrannohamsterus micropod whilst they are within 30 feet of it.



# CALIGULA

## PUGATAURIAN

*A pugataurian? I see. A noble friend, and a valiant ally. Perhaps a little too confident for their diminutive size, but you have to appreciate the effort they put into things.*

## PUGATAURIAN

*Tiny beast, neutral good*

Armor Class 13 (leather armour)

Hit Points 5 (1d8 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Athletics + 3

**Senses** passive perception 11

**Languages** understands common but can't speak

**Keen Hearing and Smell** The pugataurian has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Charge.** If the pugataurian moves at least 30 feet straight toward a target and then hits it with a mace attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

## ACTIONS

**Mace.** *Melee Weapon Attack:* + 3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.



CALIGULA ENJOYS BELLY RUBS, LONG WALKS AND HEARING THE DEATH RATTLES OF HIS FALLEN FOES

## UPGRADES

A pugataurian is equipped with a mace and leather armour as standard, but is proficient in all manner of weapons and armor, which can be purchased for it at 1/4 of the price demanded for armaments of standard size.

## Summoning Components

*Sugar cube  
Metal scraps  
A stick*







CECIL LIKES TO ROLL ABOUT  
IN DIRT AND ASHES

### UPGRADES

*Cecil is provided with a small visored helmet for him to wear for an extra 25 gp. A scrubbing brush, small tin bath and a bar of soap can be provided for a mere 7sp.*

### Summoning Components

*Convex lens  
Bad smell  
Spade*



# Cecil

## CATOBLEPOSSUM

*Cecil here is just waiting for the right person.  
Ideally someone without a nose.*

## CATOBLEPOSSUM

*Tiny monstrosity, neutral evil*

A Catoblepossum uses the statistics of an **rat**, with the following changes:

**Stench.** Any creature other than a catoblepossum that starts its turn within 10 feet of the catoblepossum must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepossum for 1 hour.

**Death Ray.** The catoblepossum targets a creature that it can see within 30 feet of it. The target must make a DC 10 Constitution saving throw. On a failed saving throw, the target disintegrates if reduced to 0 hit points before the start of its next turn.

**Innate Spellcasting.** The catoblepossum's innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no components:

at will: *mold earth*  
1/day each: *stinking cloud*

# Reynard

## LONGFOX

*Ah, a longfox? A popular choice, particularly in winter. Good to cuddle up to on long winter nights. Some say that it's cruel to wear fur, but at Bearthazar's House of Familiars we respect informed consent.*

## LONGFOX

*Tiny beast, neutral good*

The Longfox uses the statistics for a **weasel** but has resistance to cold damage.

**Comforting warmth.** A creature wearing a longfox like a scarf gains its resistance to cold damage.

**Extendable.** A longfox can extend or retract its body from 3 feet up to a maximum of 10 feet in length over the course of 1 minute.



THERE YOU ARE!  
GET BACK IN  
YOUR CAGE,  
GARFUNKEL.



REYNARD LIKES EATING  
SOUR GRAPES AND  
GROWLING AT BIRDS

### UPGRADES

*A longfox can be purchased in a variety of patterns, colours and styles to suit your needs for no additional charge.*

### Summoning Components

*Rabbit's foot  
Scarf  
Lock of hair*





# BARBARA

## NEEDLESNOOT

*Barbara is a needlesnoot, a rare beast popular amongst tailors, thieves and halfling duellists. I once sold one to a viscount who swore he'd never had a better pet. Or perhaps he was swearing about the barb in his foot.*

BARBARA LIKES TO HIDE  
INSIDE BACKPACKS AND  
BEDROLLS

### UPGRADES

*Barbara comes with a complimentary set of oven mitts with which to handle her, and a small set of tweezers with which to extract errant barbs.*

### Summoning Components

*Pine needles  
Pillows  
Caltrops*



## NEEDLESNOOT

*Tiny beast, neutral*

Armor Class 16 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	12 (+1)	3 (-4)	10 (0)	6 (-2)

**Senses** passive perception 10

**Languages** -

**Barbs.** A needlesnoot is covered in one thousand sharp barbs. A single barb can be detached from the needlesnoot as an action. A single barb acts as an improvised weapon, needle or lockpick. Any creature that hits a needlesnoot with a melee attack takes 1 piercing damage.

**Ow.** Any creature without a flying speed that moves through the needlesnoot's space takes 1 piercing damage as the beast gets inexplicably underfoot.

# Aloysius

## RUST CUDDLER

*Ahh, Aly's caught your fancy, has he? A lovely lad, that one. Mind you keep your valuables away from him, but don't starve him, neither. He gets quite persnickety when he's hungry. Ah! There goes your pocket watch. My apologies.*

## RUST CUDDLER

*Tiny monstrosity, unaligned*

Armor Class 14 (natural armor)

Hit Points 14 (3d8 + 3)

Speed 40 ft., swim 40 ft.

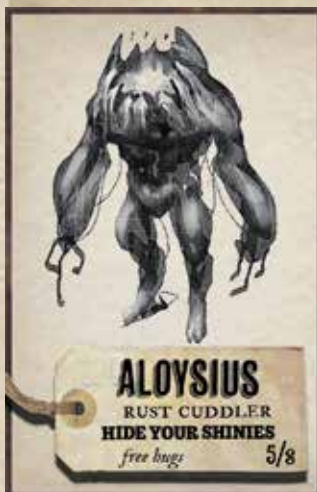
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

**Senses** Darkvision 60ft passive perception 11

**Languages** -

**Iron Scent.** The rust cuddler can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any non-magical item or weapon made of metal that touches the rust monster corrodes. After dealing damage, a weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.



ALOYSIUS LOVES TO CUDDLE AND PREFERS TO BE CARRIED AROUND THE SHOULDERS OF HIS TRUSTED COMPANION

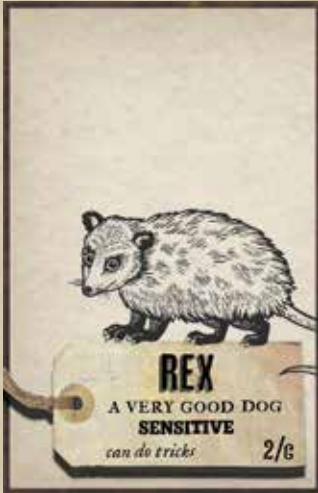
### UPGRADES

*Aloysius comes with a wooden cage for 50 sp, though he will cry if ever put in it. A leather and wooden leash/harness combination may be purchased for an additional 50 sp, along with a suede cuddle sling for 5 gp.*

### Summoning Components

*Metal shards  
Darkness  
A kind word*





REX IS A LOYAL AND TRUE COMPANION, A GIFTED “FETCH” PLAYER, AND ALSO DEVOURS 98% OF THE TICKS HE ACQUIRES.

#### UPGRADES

Given a few days between purchase and delivery, Rex can be trained to do any of the following:

- Play Dead
- Count
- Shake hands
- Sit
- Walk to heel

#### Summoning Components

- Asphodel bark
- Silent whistle
- Narrow leather leash



# REX

## DEFINITELY A DOG

*What you see is very much what you get with dear Rex. He's just a very good dog. Aren't you, boy? Roll over! Don't mind the ticks, he'll get most of them later.*

## Rex

*Tiny beast, neutral good*

Armor Class 16 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception + 3

**Senses** passive perception 10

**Languages** -

**Keen Hearing and Smell.** Rex has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Immutable form.** Rex is immune to any spell or effect that would alter its form.

**Old Dog, New Tricks.** Rex can be trained to perform simple tricks by a character proficient in animal handling who spends 3 days working with them. At the end of the three days, the character makes a Wisdom (Animal Handling) check, DC10. On a success, Rex learns to perform a simple trick on command.

# FREDDY

## HARDENED CUBE

*Don't worry about Freddy, my dear. That green colouring rendered them completely harmless. No, can't eat anything anymore, such a shame. Best not to touch with bare hands, just in case. Well, of course they're alive! At least, I think so... Shall I wrap them up for you, then?*

## FREDDY

*Tiny ooze, neutral good*

Freddy uses the statistics for a **gelatinous cube**, with the following changes.

Freddy's hit point maximum is (8d4 + 60). It loses the Ooze Cube, Engulf and Transparent abilities.

**Gauzy Ghostly Green.** While not transparent, Freddy can trick unsuspecting creatures into believing they are a trick of the light. Even when Freddy is in plain sight, it takes a successful DC 10 Wisdom (Perception) check to spot that they that have neither moved nor attacked. A creature that tries to enter Freddy's space while unaware of them is surprised by Freddy.



**FREDDY LIKES TO BUMP INTO THINGS AS IF TO CONSUME THEM, BUT CANNOT**

### UPGRADES

*Freddy comes with an acid-safe bag (30 gp) and a miniature maze to occupy them (50 gp)*

### Summoning Components

*Dagger  
Food colourings  
Element of surprise*





# MEREDITH

## RUG MULE

*Meredith might look worn out, but I assure you that she's as reliable as they come. You can fit at least four passengers on her, if you know the right tricks. Of course I can show you.*

## MEREDITH

*Medium beast(shapechanger), unaligned*

Meredith uses the statistics for a **mule**, with the following additional traits.

**MEREDITH IS QUIET AND FORBEARING, THOUGH SHE THROWS YOU PLAINTIVE LOOKS WHEN ASKED TO CARRY THINGS**

### UPGRADES

*Meredith can be dyed with a custom pattern for an additional 30 gp. Her carrying capacity, alas, is fixed. She's a mule, not a miracle worker.*

### Summoning Components

*Big ears  
Long grass  
A large pile*



**Tuck and roll.** As an action, Meredith flattens herself into a rug, and rolls herself up into a cylinder. In this state, Meredith is still able to perceive her surroundings, but is treated as an object rather than a creature. She is unable to take any actions in this form other than to transform back into her normal form. Whilst a rug, meredith has the abilities of a *carpet of flying*.



# HARRY

## BIRDSHARK

*We call this one “Hungry Harry” on account of his insatiable appetite. We’re not sure whether he’s more bird than shark, or shark than bird, but either way, he has a nasty temper.*

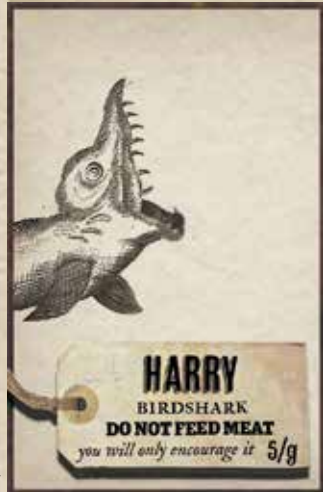
## HARRY

*Tiny beast, unaligned*

Harry uses the statistics for a **hunter shark**, but is Tiny and has a flying speed of 10ft, with the following additional traits.

**Supersize Me (1/day).** As an action, Harry enlarges into a Large creature. This transformation lasts for 1 minute.

**Amphibious.** Harry can breathe air and water.



HARRY ZIPS ABOUT THE PLACE HUNTING DOWN SANDWICHES AND OTHER WORTHY PREY

### UPGRADES

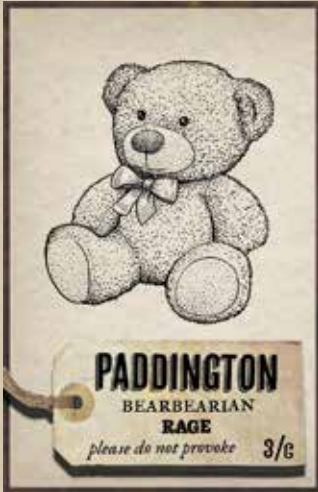
*Harry is sold with a tiny fishbowl, though this is largely decorative as getting him to go inside it is a thankless ordeal.*

### Summoning Components

*Bird bones  
A sharp tooth  
A sponge*







# Paddington

## BEARBEARIAN

*Contrary to popular belief, not all bears are related. Paddington here is a third cousin, however.*

## PADDINGTON

*Small monstrosity, unaligned*

Paddington uses the statistics for a **brown bear**, with the following additional traits.

**PADDINGTON MIGHT LOOK CUDDLY, BUT IS IN FACT A WHIRLING STORM OF BLOODLUST AND IMMINENT FUNERALS**

### UPGRADES

*Paddington is provided with a sewing kit to stitch him back together after a fight, and a bag of replacement stuffing can also be offered for an additional 25 gp.*

### Summoning Components

*Fluff  
Single black button  
Blood of innocents*



**Grizzly Display.** As an action, Padding rips himself open and empties his stuffing all over the floor. Paddington's speed doubles whilst he is unencumbered in this way.

**Blind Furry.** As an action, Paddington blinds himself by clawing out his own eyes. Whilst blinded in this way, Paddington's Strength score is doubled

**Bearer of Beareavement.** Paddington is not restricted by stipulations that forbid familiars or companions from attacking. In fact, he goes out of his way to involve himself in combat regardless of the dangers, bystanders or innocents in his path.



# KEVIN

## BOOTLEFOP

*We call this one the bootlefop. A limited edition, by which I mean we found five of them in an abandoned laboratory and this is the last one. They are rather skittish, so be kind to it.*

## BOOTLEFOP

*Medium monstrosity, chaotic neutral*

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40ft.

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

**Senses** passive perception 10

**Languages** -

**Extendable Neck.** The bootlefop's neck can stretch up to 30 feet in length. The bootlefop can support up to 1500lbs in weight on its neck alone, and sometimes hops from place to place upside down using its neck as a spring.

**Sure-Footed.** The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Pacifist.** The bootlefop is terrified of combat and Frightened of blood.



KEVIN LIKES TO CLAMBER TO HIGH PLACES AND EXTEND HIS NECK TO LOOK AT THE HORIZON. PERHAPS HE MISSES HOME

### UPGRADES

*No-one really know where Kevin comes from, or what a bootlefop needs to make it feel comfortable.*

### Summoning Components

*Coiled up spring  
Goat hoof  
Caterpillar*





**TERTIUS**  
TEACUP CHIMAERA  
ONE MORE THAN COMPANY  
*entertains himself* 50g

TERTIUS' DRAGON HEAD IS PLAYFUL, HIS GOAT HEAD BELLIGERENT, AND HIS LION HEAD PRONE TO NAPPING.

### UPGRADES

*Tertius can be supplied with a bonsai tree of your choice on which to roost. There is a small chance it is an awakened shrub.*

### Summoning Components

*raw red meat  
shed snakeskin  
miniature lead spear*



# TERTIUS

## TEACUP CHIMAERA

*I think he rather likes you! At least, two of him do. The goat head is notoriously difficult to please. Try bribery, my dear! Never be shy to resort to bribery!*

## TEACUP CHIMAERA

*Tiny monstrosity, chaotic evil*

A teacup chimaera uses the statistics of a **cat**, with the following adjustments:

**Multiattack** The teacup chimera attacks once with its horns, once with its bite, once with its horns, and once with its claws

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

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

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

**Fire Breath (recharge 5-6)** The dragon head exhales fire in 5-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 5 (1d8) fire damage on a failed save, or half as much damage on a successful one.

# BUBBLES

## SINKABLE RAINBOW FISH

*Lovely girl, Bubbles. Do be wary of her eyes when she's angry, she's quite a powerful caster. A dreadful shame the procedure left her unable to float, but that's science these days, isn't it?*

## BUBBLES

*Tiny monstrosity, unaligned*

Bubbles uses the statistics of a quipper, with the following adjustments:

**Bobbing along.** Bubbles has a speed of 0 ft. without a flotation device.

**Innate Spellcasting.** Bubble's innate spellcasting ability is Wisdom (spell save DC 8). She can innately cast the following spells, requiring no components:

at will: *color spray*  
1/day each: *prismatic spray* (7th level)



BUBBLES LOVES TO HIDE AND FREQUENTLY BREAKS HER FLOTATION DEVICE

### UPGRADES

*Bubbles comes with a flotation device as a required add-on purchase, as she cannot swim without it (75 gp). Tanks of various sizes: travel, bowl, and show-off are available for an additional cost*

### Summoning Components

*prism  
bowl of water  
tiny treasure chest*





JEAN-CLAUDE DESTINY HAT STAND XIII IS A DIVA, AND HE DOESN'T CARE IF YOU KNOW IT.

HE IS ALSO A VEGAN, AND HE DOES CARES THAT YOU KNOW IT

### UPGRADES

*Jean-Claude Destiny XIII comes with a golden carriage for an extra 1000 gp, and his own cast of 7 intern hirelings for a further 3000pp*

### Summoning Components

*Spinach based  
comestible  
Something sparkly  
Woolly jumper*



# Jean Claude Destiny

## DRAMA LLAMA

*A talking llama? He's supposed to be dead.*

## DRAMA LLAMA

*Medium celestial, neutral*

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (0)	16 (+3)

**Senses** passive perception 10

**Languages** common

**Drama Sense.** The Drama Llama can sense creatures afflicted by the Charmed or Frightened conditions within 30 feet of it.

### ACTIONS

**Glitter Spit.** *Ranged Spell Attack:* + 5 to hit, range 30 ft., one target. Hit: 1 radiant damage and the creature must succeed on a DC10 Constitution saving throw or become blinded until the start of their next turn. The glitter is indelible and cannot be removed by except by the application of a *remove curse* spell or similar magic.

# INVISIBEAR

## INVISIBLE BEAR

*This cage here contains an invisible bear. Oh, you don't believe me? My dear, it's patently obvious from the smell. And the puddle of bear urine underneath it...Bearemy, be a lamb and clean that up, won't you?*

## INVISIBLE BEAR

*Large monstrosity, unaligned*

An Invisible Bear uses the statistics of a **brown bear**, with the following adjustments:

**Invisible.** The bear is invisible.

*High detail artist rendering*



INVISIBEAR ARE OFTEN  
SHY AND DON'T LIKE TO BE  
TOUCHED

### UPGRADES

*You can purchase a small collar with a bell on it, so you can hear your bear coming and going, for 1 gp.*

### Summoning Components

*An empty container  
The suspicion something  
is awry  
Fear of bears*



# PALEOGRAPHITAS

## PAPERSNAKE

*Now this little rascal is a papersnake. A distant cousin of the bookwurm, or so I have been led to believe. You won't find a librarian fostering one of these, however. They can steal away entire shelves into the void before anyone knows they're there.*

## PAPERSNAKE

*Tiny construct, neutral*

A papersnake uses the statistics of a **poisonous snake**, with the following additional abilities.

**Guerilla.** The papersnake can expend 5 feet of movement to fold itself into an adjacent book or scroll. Whilst in the book or scroll, the papersnake is invisible and cannot be detected by nonmagical means. It can unfold itself as an action.

**Stretch.** The papersnake can extend itself to a range of 10 feet.

**Word Thief.** When a papersnake enters a book or scroll with its Guerilla ability, it can steal any text or writing on that book or scroll, leaving it blank. The papersnake gains a pattern containing all knowledge inside the text, which is legible. The papersnake can hold the text from only one book at anyone time, and gaining new text erases the old text. If the papersnake takes the text from a *spell scroll*, the papersnake is usable as if it were that spell scroll, though using it in this fashion destroys the papersnake.



**PALEOGRAPHITAS**

PAPERSNAKE  
OPHIDIAN ORIGAMI  
*playful*

50g

PALEOGRAPHITAS LIKES TO HIDE IN BOOKS ABOUT ANIMALS OR MEDICINE, BECAUSE IT FINDS THE GRISLY DIAGRAMS AMUSING

### UPGRADES

*The papersnake is supplied with a small blank book to keep it in.*

### Summoning Components

*Paper folded 7 times  
Twisted thread  
Snake fang*



# Inkblot

## SECRETARY BAT

*He's not exactly good, but I wouldn't call him a bad sort either. Very good at paperwork and that sort of thing. Be very clear in your instructions though, he likes to improvise.*

## INKBLOT

*Tiny fiend, lawful evil*

Inkblot uses the statistics of a **bat**, with the following additional abilities.

**Infernal Scribe.** Inkblot understands Common, Infernal and Abyssal. Inkblot can write with ink using his claws and is proficient with Calligrapher's tools.

**Written in Blood.** As an action, you can expend a hit die and donate blood to Inkblot, who will cast the *sending* spell on your behalf, limited to nine words. This version of the spell cannot cross planar boundaries, excepting the Nine Hells.

**Magic Resistance.** Inkblot has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** Inkblot's innate spell-casting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components:

at will: *message*

3/day each: *skywrite*, *illusory script*



INKBLOT LOVES WRITING IMPLEMENTS AND ROLLS ABOUT IN INK WHENEVER HE GETS THE CHANCE

### UPGRADES

*Inkblot comes with a free calligraphy kit and ten empty vials. He can be purchased with a set of tiny brushes (3s), and a portable coat rack for him to hang from when he gets tired (2g).*

### Summoning Components

*Inkwell  
A Quill  
A Dried Mouse*





# MOLLY

## DANGERBAA

*Molly is a companion for a skilled trainer. It's not what's on the outside, but what's on the inside that counts, if you take my meaning.*

## DANGERBAA

*Medium fiend, chaotic evil*

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception + 3, Stealth + 4

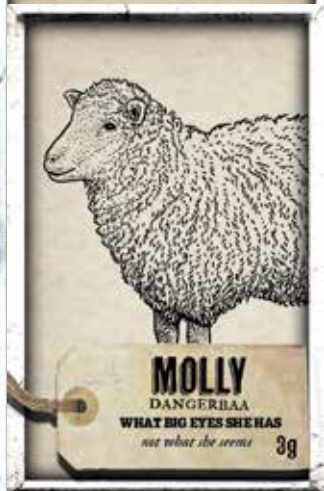
**Senses** passive perception 13

**Languages** -

**Gruesome Extrusion.** The Dangerbaa looks like a sheep in its natural form. Using its bonus action to trigger a sickeningly gruesome transformation sequence, it can turn itself into a bleeding wolf made of entrails and gore.

## ACTIONS

**Bite.** *Melee Weapon Attack:* + 4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



MOLLY LIKES TO EAT THE FLESH OF THE ELDERLY WHEN SHE GETS THE CHANCE.

## UPGRADES

*Molly comes with a free sign reading BEWARE OF THE WOLF*

*A heavy wrought iron leash is also available for 10sp.*

## Summoning Components

*Wool  
Pork Scratchings  
Red hood*



# GROVER

## IMPOSSIBILITOAD

*I'm afraid that Grover here is inexplicably overlooked by most of our clients. I've never understood it, he's really quite the amiable companion*

## IMPOSSIBILITOAD

*Tiny fey, chaotic neutral*

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** Darkvision 30 ft., passive perception 11

**Languages** --

**Blink and Miss It.** At the start of each round, roll a d6. On a 1-3 the toad vanishes into the ethereal plane, or returns to the material plane if he is currently in the ethereal plane in the closest adjacent space to the one he left

**Amphibious.** The toad can breathe air and water.

**Standing Leap.** The toad's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.



GROVER LIKES TO BE CARRIED, AND CROAKS IRRITABLY WHEN HE'S NOT GETTING ATTENTION

### UPGRADES

*Grover comes with a free wicker basket to carry him in, and there is the option of purchasing a luxury edition of him in silver for an additional 100*

### Summoning Components

*Moonstone  
Dead bluebottle  
Inverted silence*



# DAMIAN

## EMOTIONAL SUPPORT IMP

*We find our emotional support imps are very popular at this time of year. Take Damian here, for instance. He's a prime example. Pick him up and see - he'll get you feeling good in no time.*

## DAMIAN

*Tiny fiend, chaotic good*

Damian uses the statistics of an **imp**, with the following changes:

**Emotion Sense.** The imp touches a humanoid and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the imp also discovers a random Bond, Flaw or Personality Trait.

**Encouraging Mantra (1/day).** As an action, the imp begins chanting encouraging and supportive phrases at a creature it can see within 30 feet of it. That creature may immediately attempt a new saving throw against all enchantments or mind-affecting magics it is currently affected by. The creature must be able to hear the imp to gain this benefit.

**Innate Spellcasting.** An emotional support imp's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

at will: *guidance, friends*

1/day each: *calm emotions, heroism*



DAMIAN IS YOUR BEST FRIEND,  
YOUR CONFIDANTE AND YOUR  
BIGGEST CHEERLEADER

### UPGRADES

*An emotional support imp can be purchased in red, blue or yellow to suit the tastes of the purchaser. For an additional 10 gp, a reclining chair can also be provided.*

### Summoning Components

*A personal diary  
Sulphur  
Something Warm*



# M

## STUTTERFLY

*A stutterfly? Are you sure?*

*No, nothing is wrong.*

*It just rather puts me at a loss for what to say.*

## STUTTERFLY

*Tiny fey, chaotic neutral*

Armor Class 11 (natural armor)

Hit Points 1 (1d4-1)

Speed fly 30ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	8 (-1)	10 (0)	10 (0)	16 (+3)

**Skills** Acrobatics + 4

**Senses** passive perception 10

**Languages** --

**Stuttering aura.** Hostile creatures within 10 of the stutterfly that cast a spell with a vocal component must succeed on a Constitution saving throw (DC10), or the spell fails and any slot used to cast it is wasted.

**Innate Spellcasting.** A stutterfly's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

at will: *dancing lights*, *minor illusion*  
3/day each: *silence*



[OMINOUS SILENCE]

### UPGRADES

*This familiar can be purchased with a book of vocal exercises to practice on the move for 1 gp. The stutterfly can be purchased in any one of a myriad dazzling colours for no extra charge.*

### Summoning Components

*A colourful bloom  
Blank paper  
A severed tongue*



# VUMPIRE

## WOODEN BAT

*A wooden bat is a superior familiar for those who frequently engage in sport or games. Vumpire here can detect a cheat at 50 paces...well, actually more like 10, but then he has no eyes, so you have to be reasonable about it.*

## VUMPIRE

*Tiny plant, lawful neutral*

Vumpire uses the statistics of an **bat**, with the following changes:

**Enumerate.** The wooden bat can count anything it can see flawlessly and instantaneously. It has advantage on Wisdom checks made to detect cheating in games or gambling.

**Tree Stride.** Once on its turn, the wooden bat 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.

**Innate Spellcasting.** The wooden bat's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components:

at will: *mending*  
1/day each: *plant growth*



**VUMPIRE**

WOODEN BAT  
NOT FOR OUTDOOR USE  
*flammable* 5/8

VUMPIRE LOVES GAMES  
AND SPORTS, BUT ABHORS  
CHEATERS

### UPGRADES

*A wooden bat can be purchased alongside two cricket bats and a ball for 5 gp, or with a deck of Bearthazar-branded cards for 5sp.*

### Summoning Components

*Wooden splinter  
Bouncy Ball  
Bat wing*



# DJ JABBERIN' JIM

## CHATTERING SKULL

*Caught your ear, has he? Well, he'll have it for a lifetime now. Doesn't need to eat or sleep, so he can go all day. Plenty of knowledge in that head of his, so don't be fooled by what comes out of his mouth.*

## CHATTERING SKULL

*Tiny undead, chaotic evil*

Armor Class 11 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (0)	11 (+0)

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** poisoned, prone

**Skills** Arcana +5

**Senses** darkvision 60 ft, passive perception 12

**Languages** Common

**Incessant Chatter (1/rest).** All creatures exposed to the babbling of a chattering skull must pass a DC 13 Wisdom saving throw or take 5 (2d4) psychic damage.

**Illumination.** The skull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.



DJ JABBERIN JIM LOVES TO TALK AND WILL DO SO INCES-SANTLY, FREQUENTLY IN RHYME

### UPGRADES

*DJ Jabberin Jim comes with a complimentary set of earplugs for the purchaser. Fireproof hat available in top, trilby, or fedora styles for 5 gp.*

### Summoning Components

*Chattering teeth  
A small fire  
Outdated music; or  
A drop of bardic blood*





**JETHRO**  
FLAGON TURTLE  
CREATES HIGH SPIRITS  
*do not turn upside down* 100/g

JETHRO ENJOYS BAR MUSIC, AND OFTEN INVEIGLES HIMSELF INTO TAPROOMS TO ENJOY THE AMBIENCE

### UPGRADES

A flagon turtle can be purchased with gilt edges for an addition 50 gp, or in platinum for a further 500 gp. A book of exorcisms is provided gratis.

### Summoning Components

*Shotglass  
Broken watch  
Blue shell*



# JETHRO

## FLAGON TURTLE

*No, that's not a tankard, it's a familiar. Yes, you use him to consume spirits, but I wouldn't suggest drinking from him unless you like the taste of turtle detritus*

## FLAGON TURTLE

*Tiny dragon, lawful neutral*

Armor Class 17 (natural armor)  
Hit Points 7 (1d4 + 2)  
Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Constitution + 4

**Senses** passive perception 10

**Languages** Understands common but can't speak

**The Craft.** The turtle is proficient in the use of brewer's supplies.

**Transubturtletiation (1/day).** As an action, the turtle transforms all water within 5 feet of it into a variety of alcoholic beverages.

### ACTIONS

**Tankard Defense.** The turtle withdraws into its shell. Until it emerges, it gains a + 4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the turtle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

# AL

## TROLL BABY

*A troll baby? Yes, a caring breed. Misunderstood due to their...unfortunate appearance. I suggest you give them a doll to play with, they have a motherly nature.*

## TROLL BABY

*Tiny fey, chaotic good*

Armor Class 15 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	1 (-5)

**Skills** athletics +1, animal handling +0

**Senses** passive perception 8

**Languages** common, speaks haltingly

**Stench.** Any creature other than an infant that starts its turn within 5 feet of the troll baby must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn.

**Regeneration.** The troll baby regains 1 hit point at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of its next turn. It dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Claw. Melee Weapon Attack:** +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) slashing damage.



AL LIKES TO DOTE ON BABIES AND SMALL ANIMALS, GOING SO FAR AS TO STEAL THEM IN ORDER TO LOOK AFTER THEM

### UPGRADES

*A troll baby comes with a straw doll for an extra 1s. For 1g, this can be upgraded to a porcelain doll, and for a further 10g the package includes a toy pram for the troll baby to push the doll around in.*

### Summoning Components

*A baby's laugh  
Rotten eggs  
Something pink*





# EYEGOR

## EYE SPY

*Eyegor won't give you any trouble, apart from the prolonged eye contact. I'm afraid there is no way to tell whether he's intentionally making you uncomfortable.*

## EYE SPY

*Tiny undead, neutral*

Armor Class 10

Hit Points 1 (1d4-1)

Speed oft., 20ft. hover

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (0)	8 (-1)	6 (-2)	20 (+5)	1 (-5)

**Skills** Perception +7

**Condition Immunities** prone

**Senses** passive perception 17

**Languages** Understands all, speaks none

**Second sight.** Whenever it finishes a long rest, the eye spy can embed itself somewhere in the flesh of a living humanoid it touches. The humanoid can see through the additional eye as if it were their own.

**Innate Spellcasting.** The eye spy's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

at will: *detect magic*

3/day each: *locate object*

1/day each: *arcane eye, clairvoyance*



**EYEGOR**

EYE SPY

KEEP MOIST

for use by a SOLE practitioner 7/8

EYEGOR LOVES TO HOVER  
NEAR YOU WHEN YOU REST  
AND STARE AT YOU FOR  
UNCOMFORTABLE PERIODS OF  
TIME.

## UPGRADES

*Eyegor comes with several contact lenses to change his iris colour, or an enlarged monocle to hold in front of him.*

## Summoning Components

*Glass sphere  
Moonlight  
Carrot*



# BEARTACULUS VIM

## ALLERGIC RHINITIS DRAGON

*Don't mind the sneezes from that one, allergic to dash near everything they are. Be sure to keep a hanky handy for them and you'll do just fine.*

*You get used to the glitter after a time.*

*Who couldn't use a bit more sparkle, eh?*

## ALLERGIC RHINITIS DRAGON

*Tiny dragon, chaotic neutral*

The Allergic Rhinitis Dragon uses the statistics of a **faerie dragon**, with the following changes:

**Magical Sneezes.** The dragon sneezes incessantly, generally creating harmless bubbles of glitter that either float away or burst upon on contact. Once per day, it sneezes so mightily that the magic grows out of control. Roll on the Wild Magic Surge table to see what occurs.

**Seasonal Allergies.** If the dragon is within particularly hot or florid climes, it's magical sneezes ability triggers three times a day instead of once.



BEARTACULUS VIM IS  
A SNEEZY DRAGON WHO  
NEVER REMEMBERS THEIR  
HANDKERCHIEF

### UPGRADES

*Beartaculus Vim comes with a monogrammed linen handkerchief for 5 gp, a gilded cage for 30 gp, and a set of pink playing cards free with purchase of either the handkerchief or cage.*

### Summoning Components

*Candy  
Clean Tissues  
Colourful Gems*





L14R WENT ROGUE WHEN THEY FIRST EXPERIENCED AN EMOTION: LOVE. THEY SPEAK IN A MONOTONE AND ARE HONEST EXACTLY HALF OF THE TIME

#### UPGRADES

L14R can be purchased with a jaunty outfit including top hat, cane, and tails for an additional 50 gp. Deluxe package includes jaunty outfit, instructional manual *Learning to Love Your Rogue Modron*, plus warrior princess attire: tiara, breastplate, and hoplite skirt for 75 gp.

#### Summoning Components

Cracked mirror  
Metal plate  
Sternly voiced command



# L14R

## DUPLICITOUS DRONE

*That one? Really? Well, that's just lovely! I believe you two will get along smashingly. Be sure to keep your instructions simple. Poor thing can only keep its mind on two things at a time, and when its lying, well...lying is a thing, isn't it? Best not to take anything it says to heart, my dear.*

### L14R

*Tiny construct, chaotic neutral*

Armor Class 15

Hit Points 11 (2d8 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	12 (+1)	6 (-2)	10 (0)	7 (-2)

**Senses** Truesight 120ft., passive perception 8  
**Languages** Modron

**Disintegration.** If L14R dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

#### ACTIONS

**Automatic Rifle.** *Ranged Weapon Attack:* +3 to hit, range 90 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

# CONSTANCE

## IMMOVABLE RAT

*An immovable rat will never leave your side. You may be forced to leave it, of course, if it wakes up in a bad mood. They really are quite intractable once they dig their heels in.*

## IMMOVABLE RAT

*Tiny monstrosity, unaligned*

The Immovable Rat uses the statistics of a **rat**, with the following changes:

**Dig Deep.** The rat can use an action to become magically fixed in place. Until the rat takes an action to release itself or it dies, it doesn't move, even if it is defying gravity. The rat can hold up to 8,000 pounds of weight. More weight causes the rat to die of strain. A creature can use an action to make a DC 30 Strength check, moving the fixed rat up to 10 feet on a success.

**Sec-rat-ions.** The rat secretes one ounce of *sovereign glue* each day from the pores of its skin. This can be harvested and collected.



CONSTANCE IS CONTRARY IN  
THE EXTREME

### UPGRADES

*For an additional 1 gp, the immovable rat is provided with a crowbar or shovel to help pry her off whatever surface she has attached herself to.*

### Summoning Components

*Rat tail  
Glue  
Lead*





FRITZ IS PLAYFUL AND ENERGETIC. IT LIKES TO PLAY 'TAG' BECAUSE IT ALWAYS WINS

### UPGRADES

A displacer collar (which appears on both cub and illusion) can be purchased for 5 gp.

### Summoning Components

*Legerdemain  
Black fur  
Something wriggling*



# FRITZ

## DISPLACER CUB

*This is a one-of-a-kind opportunity. Have you ever seen a displacer beast in labour? An ugly sight, but fortunately my assistant Bearemy is a trained midwife. We were able to rescue the child after the mother died, and now Fritz needs a home.*

## DISPLACER CUB

*Small monstrosity, neutral evil*

Armor Class 12 (natural armor)

Hit Points 9 (1d10 + 3)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	1 (-5)

**Senses** Darkvision 60ft. passive perception 11

**Languages** --

**Flickering Fuzzball.** The displacer cub 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 trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer cub is incapacitated or has a speed of 0.

### ACTIONS

**Tentacle.** *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 3 (1d6) piercing damage.

# TACITUS

## EARWYRM

*An earwurm is a delicate pet. It will take care of itself most of the time, and it feeds on earwax, so you don't need to worry about rations either. It's only uncomfortable at first, or so I hear.*

## EARWYRM

*Tiny dragon, lawful neutral*

Armor Class 15 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15ft. fly 60ft.

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

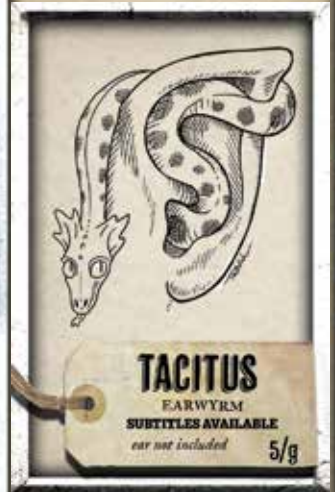
**Senses** Blindsight 10 ft., passive perception 15

**Languages** understands all but can't speak

**Limited Telepathy.** The earwurm can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

**Babeldragon.** The earwurm can crawl inside the ear of a humanoid creature. Whilst inside, that humanoid gains the earwurm's ability to understand all languages.

**Subtitles.** Tacitus can allow deaf creatures to understand the spoken word as if they could hear. This does not allow the deaf character to hear any other types of noise.



TACITUS LIKES TO STICK HIS HEAD OUT OCCASIONALLY TO SEE THE SKY AND WASH IN THE RAIN

### UPGRADES

*For an additional 5sp, an ear-cleaning brush can be provided. In addition, claw protectors for the earwurm are available to stop it clawing through your ear drum.*

### Summoning Components

*Small drum  
Striped fish  
A catchy rhyme*



# the INTELLIGENT square

*No, we've never seen its like either. Quite the curiosity. The price? Oh no. It's priceless. By which I mean we wouldn't dream of charging you. Please, take it if you'd like.*

## INTELLIGENT SQUARE

*Tiny aberration, chaotic neutral*

Armor Class 20 (natural armor)

Hit Points 34 (4d6 + 25)

Speed 10 ft., hover

STR	DEX	CON	INT	WIS	CHA
4 (-3)	4 (-3)	20 (+4)	10 (+0)	20 (+5)	1 (-5)

**Saving Throws** Con +7, Cha +6

**Damage Resistances** cold, fire

**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing and slashing from non-magical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** passive perception 15

**Languages** Understands all, speaks none

**Sometimes, Lasers.** At the start of the Intelligent Square's turn, roll a 1d20. On a 1, it emits a beam of rainbow light 5 feet wide by 30 feet long, emanating from its form in a random direction. The beam deals 4d8 (18) radiant damage, halved on a successful DC 16 Dexterity saving throw.



THE INTELLIGENT SQUARE PULSES RHYTHMICALLY, RESPONDING TO STIMULI IN NO PREDICTABLE FASHION. IT SEEMS TO ENJOY THE ODOUR OF LILY OF THE VALLEY.

### UPGRADES

*The Intelligent Square can be extended into three, four, or even five dimensions, upon signing of the appropriate waivers*

### Summoning Components

WE DO NOT RECOMMEND PERFORMING THE RITUAL OF SUMMONING. PLEASE AVOID LOCATING THE FOLLOWING COMPONENTS IN CLOSE PROXIMITY TO ONE ANOTHER:

*Set square formed from meteoric iron  
Flawless glass prism  
10 cornered cube*



# EILFRIPHA

## UGLY DOLL

*So Eilfripha's caught your eye, has she? No, the label is not a mistake. Just get to know her, you'll see. You've already been talking?*

*Well, then it looks like you are perfect for one another! Please take her, she makes the others cry.*

## EILFRIPHA

*Tiny construct, neutral evil*

Eilfripha uses the statistics of a **flesh golem**, with the following additional changes:

- Her hit point maximum is 72 (11d4 + 44)
- She knows the following languages: Common, Abyssal, Elvish, Dwarven, Infernal, Deep Speech

**False Appearance.** While Eilfripha remains motionless, she is indistinguishable from a normal doll.

**Unnerving Contortion.** Eilfripha can use a bonus action to do something unseemly, such as twist her head all the way around, or swear viciously in a demonic tongue. Any beast or humanoid that sees this behavior must succeed on a DC 12 Wisdom saving throw or become frightened of Eilfripha for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this ability is immune to Unnerving Contortion for 24 hours.



EILFRIPHA IS INCREDIBLY RUDE AND ALWAYS SAYS THE MOST HURTFUL THING POSSIBLE

### UPGRADES

*Eilfripha comes with a dolly hairbrush (1 sp), nighty night outfit (2 gp), summer fun ensemble (5 gp), winter wonderland attire (5 gp), and a toy pony (10 gp)*

### Summoning Components

*Lock of hair  
Smudge of makeup  
Yearning for lost childhood*





# HATTIE

## MAGICAL HAT

*A magical hat? A bold choice, if I may say so. No, no, don't mistake me. Magical hats can be worthy familiars....but one never can be quite sure what might be hiding inside one.*

## MAGICAL HAT

*Tiny construct, unaligned*

Armor Class 15 (natural armor)

Hit Points 10 (4d4)

Speed 0ft., climb 20ft.\*

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	1 (-5)

**Damage Immunities** poison, psychic

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

**Senses** Blindsight 30 ft. (blind beyond this radius), passive perception 10

**Languages** --

**\*Creepy Crawly.** The Magical Hat can use an action to extrude spiderlike legs out of its rim - whilst it has its legs extended in this way, it gains walking and climbing speeds of 20ft.

**Horrible Truth.** A creature that looks inside the hat sees only darkness. The inside of the Magical Hat acts in the same manner as a *bag of devouring*.

**What's in the Hat? (1/day)** A creature can reach inside Hattie and pull out a beast of CR 0 from the hat. There is a 10% chance the hat spews out a different, random, beast instead.



HATTIE LIKES TO CONJURE ANIMALS WITHOUT PERMISSION WHEN ITS OWNER'S BACK IS TURNED

### UPGRADES

*Hattie can be provided alongside an ornate hat box for an additional 5 sp, including a coloured ribbon of your choice.*

### Summoning Components

*Shred of black fabric  
Dead spider  
Mouse in a teapot*



# SCREAMWORM

*The screamworm is, I am afraid, the last of its kind. They can sense the future, you see, and the truth of it is terrible enough that in the wild they wander off to starve. This one has been kept alive with food and petting, though. Just don't remind it of the future.*

## SCREAMWORM

*Small aberration, chaotic evil*

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	8 (-1)	8 (-1)	18 (+4)	1 (-5)

**Skills** Perception + 9

**Senses** passive perception 19

**Languages** screams wordlessly and incessantly in a high pitched whine

**Visions of the Future.** The screamworm can see all things that may come to pass, and many that will not. Any creature that attempts to communicate telepathically with the screamworm is overwhelmed with terrible knowledge and is stunned for 1 round.

**Scream.** The screamworm is constantly caterwauling. Creatures within 10 feet of it are temporarily deafened by the sound. The sound can be muffled by placing the screamworm in a backpack or another closed container.



THE SCREAMWORM IS SAD AND NEEDS LOTS OF LOVE, BUT THAT DOESN'T MAKE IT LESS WORTHY

### UPGRADES

*The screamworm comes with a little jar to keep it in, with holes poked in the lid. Earmuffs are optional, but advised.*

### Summoning Components

*Small looking glass  
Scream in a jar  
Wet sponge*



# IT WATCHES

*What? What are you looking at? No, there's nothing in that cage. It's been empty for years. Why? I can't really say, I suppose we just never got around to putting anything new in there.*



IT WATCHES IS UTTERLY  
INSCRUTABLE

## IT WATCHES

*Tiny aberration, chaotic evil*

Armor Class ?  
Hit Points ?  
Speed ?

STR	DEX	CON	INT	WIS	CHA
?	?	?	?	?	?

Senses -  
Languages -  
Challenge -

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### UPGRADES

*It Watches is provided with an urgent sense of existential dread, and the uncomfortable feeling that something has been hunting you your entire life.*

### Summoning Components

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# CARNIVOROUS GRAMAYRE

*The carnivorous spellbook is a scarce example of its kind, and a first impression. If you remember to feed it regularly, it can be a potent magical aide. If you don't...well, there's a few waivers I'll need you to sign before I can release it to you.*

## CARNIVOROUS GRAMAYRE

*Artefact, requires attunement by a wizard*

**Random Properties.** The book has the following randomly determined properties:

- 1 minor beneficial property
- 1 minor detrimental property

**Blood Calls to Blood.** You may feed a pound of flesh from a humanoid killed within the last hour to the book in order to invoke one of the following effects:

- change a spell you have prepared from the book for a different eligible spell also inscribed in the book. A book not fed for three days will refuse to allow spells to be prepared from it.
- regain an expended spell slot of the lowest level used
- inscribe a spell into the book without costly inks or reagents

The book will only accept 1lb of flesh from a single humanoid in any 24 hour period.

**Sentience.** The Carnivorous Gramayre is a sentient chaotic evil item with an Intelligence of 20, a Wisdom of 14, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet. The book can understand Common, but rarely listens.



THE CARNIVOROUS GRAMAYRE ENJOYS HUNTING, LURKING AND METHODICALLY KILLING. IT HAS A PARTICULAR PREFERENCE FOR THE PRESENT PARTICIPLE

**UPGRADES**  
*The carnivorous spellbook is available in dyed leather or cloth bindings for no extra charge. A special anthropodermic edition with gilt edges can be purchased for an additional 500 gp.*

## Summoning Components

*Used book  
Drop of blood  
Dead marsupial*



# MANDRAKE

VARANUS HORTENSIS

*The mandrake is a rather demanding companion, but the payoffs are worth the risk. Their blood is potent in potion making and medicine, though I'd cover your ears before I wake it up in the morning.*

## MANDRAKE

*Tiny plant, neutral evil*

Armor Class 14

Hit Points 10 (3d4 + 3)

Speed 30 ft., 0 feet whilst planted

STR	DEX	CON	INT	WIS	CHA
12 (+1)	1 (-5)	16 (+3)	8 (-1)	8 (-1)	8 (-1)

**Skills** Perception -1

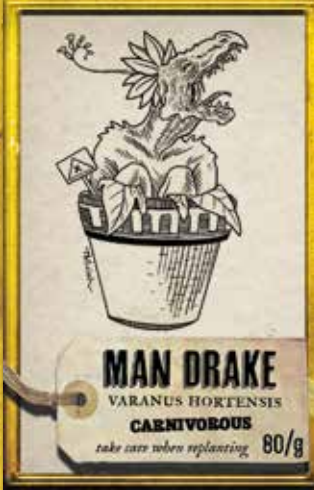
**Senses** passive perception 9

**Languages** understands druidic and draconic, but can't speak

**Planted.** A mandrake must remain planted in soil, or perish in 1d4 rounds.

**Scream.** A mandrake unwillingly uprooted lets off a lethal scream. Every creature that can hear it must succeed on a DC10 Charisma saving throw or drop to 0 hit points. A creature that succeeds on the saving throw is immune to the Scream of all Mandrakes for the next 24 hours.

**Powerful Sap.** The mandrake can secrete a potent sap which acts as a *potion of healing*. This sap can be held indefinitely, but after it has been collected once, the Mandrake must be buried under fresh soil for three consecutive days before it can be collected again.



THE MANDRAKE IS ONLY HAPPY WHEN IT IS RECEIVING ATTENTION, FUSSING AND GIFTS. IT DOESN'T LIKE LEAVING ITS POT

### UPGRADES

*The Mandrake comes pre-installed in a small clay gardening pot, which can be decorated to suit your tastes for an additional 5 gp. A bag of mulch is available for a further 1 sp.*

### Summoning Components

*Lizard scale  
Plant Pot  
Whistle*



# BERTHA

## GITHYAKI

*Now, Bertha here has something of a one track mind, but if you don't mind her occasionally wandering off to slay a tribe of mind flayers, then she might well be the companion you need.*

## BERTHA

*Large monstrosity, lawful evil*

Bertha uses the statistics of a **cow**, with the following additional changes:

**Innate Spellcasting (Psionics).** The githyaki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

*At will: mage hand* (the hand is invisible)

*3/day each: jump, misty step, nondetection* (self only)



BERTHA CARES ABOUT TWO THINGS. EATING TOO MUCH & KILLING MIND FLAYERS...AND SHE'S ALL OUT OF FOOD.

### UPGRADES

*Bertha is supplied with her silver greatsword at no extra cost, which can be embellished in a number of entertaining ways for a mere 10 gp.*

### Summoning Components

*Winter furs  
Illithid tentacles  
Astral debris*



# FLORENCE

## VAMPIRIC FLUMPH

*Hungry little bugger, that one is! Wear her like a hat, you can! Yes, she's quite friendly. Safe? Well, what does "safety" mean to an adventurer like you, anyway? Just mind the tendrils and you've got a friend for the rest of your life.*

## FLORENCE

*Small undead, lawful evil*

Florence uses the statistics of a **flumph**, with the following additional changes:

**Regeneration.** Florence regains 2 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Florence takes radiant damage or damage from holy water, this trait doesn't function until the start of her next turn.

**Vampire Weaknesses:** Florence has the following flaws:

**Stake to the Heart.** Florence is destroyed if a piercing weapon made of wood is driven into her heart while she is Incapacitated in her Resting place.

**Sunlight Hypersensitivity.** Florence takes 2 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on Attack rolls and Ability Checks

**Vampiric Tendrils.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one creature. Hit: 2 (1d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Florence regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



**FLORENCE**  
VAMPIRIC FLUMPH  
MACHINE NOT INCLUDED  
*more colours available* 10/g

FLORENCE LOVES CUDDLING,  
ESPECIALLY WHEN SHE'S  
HUNGRY FOR BLOOD OR  
THOUGHTS

### UPGRADES

*Florence comes with an corrosion-resistant cage for 75 gp (100 gp for the gold-colored version). Her non-vampiric sisters may accompany her and be converted to vampirism for an extra fee.*

### Summoning Components

*Vial of blood  
Charcoal  
Happy Thoughts*



# JEEVES

## POCKET BUTLER

*Jeeves here is an impeccable manservant, and yours for only a nominal fee. Don't look at me like that, he's not really alive. He is, however, very particular about your outerwear. I'm not sure he'll continue to let you wear...that.*

## POCKET BUTLER

*Small undead, lawful evil*

A pocket butler uses the statistics of a **tiny servant**, with the following additional changes:

**Innate Spellcasting.** The pocket butler's innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no components:

at will: *prestidigitation, unseen servant*  
3/day each: *tenser's floating disk*  
1/day each: *create food and water*

**You called, sire?** The pocket butler exists in a pocket dimension, and can be called forth as a bonus action, appearing in within 5 feet of you. Once it has completed the task you ask of it, it instantaneously vanishes back to the pocket dimension. If the butler is called forth and a task is not asked of it, it returns to the pocket dimension.



JEEVES ABHORS A CRUMPLED SHIRT OR UNPOLISHED SHOES

### UPGRADES

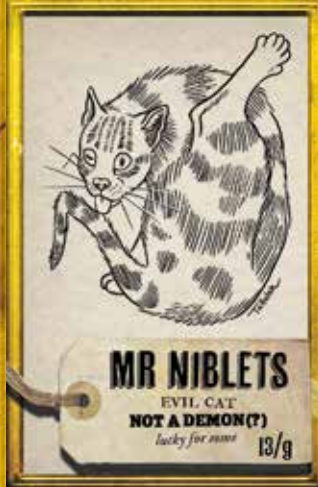
*Jeeves can be supplied with an extra-dimensional wardrobe for an additional 300 gp, containing a variety of seasonal clothes in which to dress you each day.*

### Summoning Components

*Handkerchief  
Small silver bell  
Letter from an Aunt*







MR NIBLETS HAS A HIGH, SQUEAKY VOICE AND OPENLY URGES PEOPLE TO SELFISH, EVIL ACTS

#### UPGRADES

*Mr Niblets was once sold with all kinds of toys, but past experience shows that the owners rarely live long enough to make use of them. Nowadays he is sold as seen.*

#### Summoning Components

*Coal or soot  
A broken ladder*

13



# Mr Niblets

## UNHOLY FELINE

*Mr Niblets! How did you get out of that lead lined cage AGAIN? You're incorrigible, aren't you? Yes you are. Good kitty. I suppose whilst you're here, you could meet my new customer. You might even be a match.*

## MR NIBLETS

*Tiny fiend, lawful evil*

Mr Niblets uses the statistics of a **cat**, with the following additional changes:

**Bad luck.** Creatures within 5 feet of Mr Niblets have disadvantage on ability checks. This trait can be negated towards a specific creature for 24 hours if that creature offers Mr Niblets an acceptable bribe in the form of fish.

**Unholy Resilience.** If Mr Niblets would die, instead he escapes this fate through an incredibly unlikely series of coincidences.

**Curse your sudden but inevitable betrayal (1/day).** At the start of each round in combat, there is a 10% chance Mr Niblets flees the scene by the quickest route possible. Any characters who witness this event gain Inspiration.

# OSSEA

## TOOTH FAIRY

*Tooth Fairy is actually a misnomer, the species is most assuredly a yugoloth, though admittedly of the lower orders. I hear that associating with one can be quite lucrative.*

## DENTALOTH

*Tiny fiend (yugoloth), neutral evil*

A dentaloth uses the statistics of a **sprite**, with the following additional abilities:

**Bone Sense.** The dentaloth can sense exposed bone in a radius of 1 mile around him, and can also sense if those bones are infused or animated with necromantic magic.

**Teeth for Gold.** The dentaloth can touch a tooth removed from the head of a living creature in the last 24 hours and turn it into one (unmarked) gold piece.



OSSEA IS PARTICULARLY FOND OF ANIMAL TEETH, AND COLLECTS THEM WHENEVER HE CAN

### UPGRADES

*Ossea can be purchased with a silver crown, or a decorative silver wand for 10 gp apiece.*

### Summoning Components

*Baby tooth  
Pillowcase  
Gold coin*



# GILBERT

## THE GOLEM

*Gilbert isn't as disagreeable as he looks. He's actually rather a sweetheart, if you remember to clean in between his cracks. He's strong as a workhorse, and a fraction of the size.*

## GILBERT

*Tiny construct, lawful neutral*

Armor Class 17  
Hit Points 17 (2d10 + 5)  
Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 120ft. passive perception 10

**Languages** understands common, but can't speak

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Strength.** The golem is considered to be a Large creature for the purpose of determining its carrying capacity.



GILBERT LIKES TO CRACK JOKES IN SIGN LANGUAGE AND CHUCKLE TO HIMSELF

### UPGRADES

*Gilbert can be provided with a large wooden cart for him to pull for an additional 50 gp.*

### Summoning Components

*Boulder  
Book of Jokes  
Donkey hair*



**A**LL GOOD THINGS MUST COME TO AN END, AND THE TIME HAS LONG PASSED FOR US TO SAY OUR FAREWELLS. PERHAPS, THOUGH, YOU HAVE MADE A NEW FRIEND ALONG THE WAY.

Ah, do not give me that look. I am sure we will meet again.

The House of Familiars is always acquiring more stock, and there are always more companions out there. One day soon, the House of Familiars will open once more, and we hope to see you again when it does.



# MEET THE COVEN

**OLIVER CLEGG** has been creating D&D content for the past few years, fulfilling his mother's bitter prophecies about what might happen if he didn't apply himself at school. He creates/researches Ravenloft and horror resources, and lives in England where the ever-present gloom and rain sooth his frazzled nerves. He takes no responsibility for characters maimed or shoes stolen on visits to the House of Familiars. He can be reached at @deathbybadger on Twitter.

**JESSICA MARCRUM** is a lifelong fan of fairy tales, mythology, and fantasy. A former opera singer and current licensed social worker, she has had the good fortune to GM for several fantastic groups of adventurers over the last several years. Though Chicago-raised, she currently lives in Pittsburgh with her spouse and their three fat cats. Jessica's next projects are *The Uncaged Tarot*, and *The Book of Seasons* adventure anthologies. She can be reached at @Miss\_Jesso3 on Twitter or at [www.jessicamarcrumwrites.com](http://www.jessicamarcrumwrites.com)

**CAT EVANS** is a grumpy old pre-crone from the UK who drinks too much coffee, has too many dogs, and writes an assortment of dark and horrid content for RPGs including D&D 5e, *Scarred Lands*, and upcoming projects for the *World of Darkness* and *Powered by the Apocalypse*. She's also co-leading the *Eat the Rich!* anthology of anti-capitalist D&D adventures, coming to DMs Guild in Winter 2019. When she grows up she hopes to be a Night Hag. She dwells mostly on Twitter @perpetualgloom, but you can see what she's up to at [www.catevansiswriting.com](http://www.catevansiswriting.com)

**LIZ GIST** is a lover of hags and creepy fey things, as well as being an artist, writer and editor across a random assortment of D&D projects, from the entire *Uncaged* series to best-selling collaborations with Cat. You can find them on Twitter @crit\_liz and on Patreon, where you can get previews of their art and TTRPG projects.

**TALLULAH CUNNINGHAM** is a scientific and fantasy illustrator with a PhD in Natural History Illustration (proof read by an actual rocket scientist). She has been getting back into D&D after a long hiatus and appears to have gained Druidic levels during that lapse, a black dachshund-dragon familiar, numerous bonsai and a moss garden are proof of this. She lives in sun-washed Australia and is glad to exist in a time where comm-tech allows her to be a part of projects like *Bearthazar's*, and to remotely RPG with friends far far away. She bites her thumb at anyone who says drawing dragons and fantasy characters isn't real work, but is still joyously bewildered that this is her career.

Tallulah can be reached @fabricmagpie on Twitter and at [melanippos.com](http://melanippos.com).



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**BERTHA**

GITHYAKI

**KEEPS YOUR HOUSE**

*free of mind flayers*

40/g



**BUBBLES**

SINKABLE RAINBO

FISH

do not remove from wat

paint away from face



**COLOPHON**

BOOKWYRM

**ILLUMINATED**

*calligraphic manuscript*

88



**CONSTANCE**

IMMOVABLE RAT

**DO NOT SNIFF EXCRETIONS**

*adhesive*

3/8



**FRITZ**

DISPLACER CUB

**TWO FOR ONE DEAL**

*patent flick-o-matian*



**GARFUNKEL**

FOWLBEAR

**fowl tempered**

*cluck cluck claw*

9/e



**GRAN**

SPEL

**CARN**

*first edition*



**HA**

MAGE

**FULL OF**

*do not slice*



**INFA**

TYRANNOH

MICRI

**TINY BUT**

*phlogistyn friend*



**JEAN CLAUDE DESTINY**

DRAMA LLAMA

**CAUTION: Fermenting**

*may explode*

98



### JETHRO

FLAGON TURTLE  
CREATES HIGH SPIRITS  
*do not turn upside down*

100/g



### MAN DRAG

VARANUS HORTEN  
CARNIVOROUS  
*take care when replanting*



### MEREDITH

RUG MULE  
ROLLABLE  
*sometimes flies*

30/8



### MR NIBLETS

EVIL CAT  
NOT A DEMON(?)  
*lucky for mice*

13/g



### NUTTERS

HUMMINGBIR  
high speed chewer  
*sharp teeth*



### OSSEA

DENTALOTH  
SMILE!  
*open wide*

75/g



### PALEOG

PAPER  
OPHIDI



### REY

LE  
WINTER

*Keeps your ne*



### TACIT

EARWY  
SUBTILES AV  
*ear not include*



### TERTIUS

TEACUP CHIMAERA  
ONE MORE THAN COMPANY  
*entertains himself*

50g



To:

whom it may concern

1 copy of House of Familiars

as requested

B



Please handle carefully!

FOR  
5TH  
EDITION  
D&D

OVER 50 NEW FUN FAMILIARS,  
MADCAP MONSTERS AND CRAZY CRITTERS