

STEP-BY-STEP PET COMPANIONS

A how-to guide in creating, raising, and bonding with pet companions.



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STEP-BY-STEP FACTION PETS

This appendix provides rules on creating pet companions. You may roll up a pet companion or choose among the options in the table if your GM allows it.

GETTING A FACTION PET

You can spend downtime requesting a new faction pet from your faction. Between adventures, you undertake small favors, socialize, and make sound arguments to the faction leaders. After doing so, you must make a successful Deception 15+ or Persuasion 15+ check (your choice). If the check succeeds, the faction pet arrives when you level up next. Otherwise, the faction is too busy at this time.

This roll automatically fails if the party already has two pets. The pet starts at 1st level. Go through the following sequence in order to create your faction pet:

1. CHOOSE A BODY TYPE

Your pet has **body type** similar to an animal. It might be bat-like with wings, or pig-like with hooves and a potbelly, or like any number of different animals. The type of body you choose for your pet will help you choose actions and traits that are appropriate for your pet.

1. BODY TYPE TABLE

d20	Body Type
1	Bat-like
2	Bear-like
3	Beetle-like
4	Bird-like
5	Cat-like
6	Deer-like
7	Dinosaur-like
8	Dog-like
9	Frog-like
10	Insect-like
11	Jellyfish-like
12	Kangaroo-like
13	Lizard-like
14	Monkey-like
15	Mouse-like
16	Pig-like
17	Seal-like
18	Snake-like
19	Spider-like
20	Turtle-like

2. CHOOSE A PET TYPE

Every pet belongs to a **pet type**, one of four species in the world. These four types are beast, elemental, ooze, and plant. The type of pet you choose is important, by establishing the natural actions, enhancements, and traits your pet can get. These talents help make your pet be a wonderful companion by your side and a formidable force in the wild. Your pet type might also increase one or more of its **ability scores**, which you determine in the next step. Note these increases and remember to apply them later.

2. PET TYPE TABLE

d20	Pet Type
1-4	Beast
5-8	Elemental
9-12	Ooze
13-16	Plant
17-20	Pick One

3. DETERMINE ABILITY SCORES

Much of what your pet does in the game depends on its six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The method described here allows you to build a pet companion with a set of ability scores you choose individually.

You have 18 points to spend on its ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 10 costs 2 points. Using this method, 15 is the highest ability score you can end up with (although the ability increase from your pet's type may exceed this). You can't have a score lower than 1. This method enables you to assign low ability scores in order to get high ability scores. For example, a low score of 4 (costs -2 points) offsets a high score of 15 (costs you 9 points).

ABILITY SCORE POINT COST

Score	Cost	Score	Cost
1	-4	9	1
2	-3	10	2
3	-3	11	3
4	-2	12	4
5	-2	13	5
6	-1	14	7
7	-1	15	9
8	0		

After assigning ability scores to your pet companion, determine its ability modifiers using the Ability Score and Modifiers table. You'll use these modifier to fill out your pet's actions as well as traits in the next step.

ABILITY SCORE AND MODIFIERS			
Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

4. CHOOSE A PET ACTION

Your pet's actions are determined by pet type (beast, elemental, ooze, or plant). Take your pet's ability scores and body type into account as you figure out how and what it does in combat. For example, if your pet is a snake-like elemental then Constrict, Tail, Bite are all valid choices.

4. PET ACTION TABLES

d20	Beast Actions
1-5	Bludgeoning (Constrict, Fist, Hooves, Ram, Tail)
6-10	Piercing (Beak, Bite, Gore, Sting)
11-15	Slashing (Claw, Talons, Tusk)
16-20	Pick One
d20	Elemental Actions
1-5	Bludgeoning (Constrict, Tail)
6-10	Piercing (Bite)
11-15	Slashing (Claw)
16-20	Pick One
d20	Ooze Actions
1-15	Bludgeoning (Pseudopod)
16-20	Pick One
d20	Plant Actions
1-5	Bludgeoning (Constrict, Slam)
6-10	Piercing (Bite)
11-15	Slashing (Claw, Rake)
16-20	Pick One

5. CHOOSE A PET TRAIT

Just like your pet's action, its trait is determined by pet type.

6. DESCRIBE YOUR PET

Once you know the basic game aspects of your pet companion, it's time to flesh it out as its own individual. Your pet needs a creature name that generalizes what creature it is. For example, an Ooze turtle or Flying plant snake gives a general impression of what type of creature it is. You may want to design your pet after an existing fantasy creature or create an entirely new creature; it's up to you and the game you want to play.

5. PET TRAIT TABLES

d20	Beast Traits
1	Amphibious
2	Beast of Burden
3	Blood Frenzy
4	Charge
5	Flyby
6	Illumination
7	Keen Senses
8	Mimicry
9	Pack Tactics
10	Pounce
11	Rampage
12	Relentless
13	Spider Climb
14	Sure-Footed
15-20	Pick One
d20	Elemental Traits
1	Air Form
2	Death Burst (fire)
3	Earth Glide
4	Fire Form
5	Heated Body
6	Ignited Illumination
7	Illumination
8	Invisibility
9	Invisible in Water:
10	Rolling Charge
11	Stone Camouflage
12	Water Form
13-20	Pick One
d20	Ooze Traits
1-3	Corrode Metal
4-6	Corrosive Form
7-9	False Appearance
10-12	Ooze Cube
13-15	Transparent
16-20	Pick One
d20	Plant Traits
1-5	Damage Absorption (lightning)
6-10	Death Burst (spores)
11-15	False Appearance
16-20	Pick One

Now that you have a **creature name**, how about a proper name or nickname? This can give your pet a sense of individuality that others can recognize in the game. Next, spend a few minutes describing its **appearance**. Use the details about senses, size, speed, and special movement listed in the type features to rough out details. How does it move? Can it see in the dark? Does it fit in a pocket, sit on a shoulder, or carry equipment?

Lastly, you may give it an **alignment**, providing an explanation on how the pet companion sees it's self in relation to others including you. This can be the most telling feature and played up as **bonds** and **flaws**.

BEYOND 1st LEVEL

As your pet companion goes on hunts and overcomes challenges, it reflects this bond by gaining levels. When your pet gains a level, its growth grants access to more pet features. Some levels allow you to increase your pet's ability scores and movement. Other levels grant you additional actions, traits and can enhance your pet's actions to devastating effect. In addition, each time your pet gains a level, it gains additional Hit Dice, making it tougher in combat.

LEVELING A FACTION PET

A hunter can spend downtime training a faction pet to level up. At the GM player's discretion, you must train a pet for a number of days before the pet can advance.

LEVELING A FACTION PET

Level	Downtime
2-3	10 days
4+	20 days

At the end of this time, the faction pet advances a level. A faction pet's level can't exceed the trainer's level. A hunter not bonded with a faction pet can train it, but the training cancels any bond the faction pet has with another hunter.

PET BOND

Your pet companion gains a variety of benefits from bonding to you. Your pet obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions in combat. If you are incapacitated or absent, your pet acts on its own.

BONDING WITH A FACTION PET

A hunter can spend downtime bonding and gaining trust with a faction pet before they can use them in a hunt. With your GM's permission, you must bond for a number of days before they can control the faction pet on a hunt. The bonding time required depends on the level of the hunter, as shown on the Bonding with a Faction Pet table.

BONDING WITH A FACTION PET

Level	Downtime
1-3	1d6 x 10 days
4-6	1d4 x 10 days
7-9	20 days
10+	10 days

At the end of this time, the faction pet has bonded with the hunter, following commands while on hunts with them. A faction pet bonds to one hunter and vice versa. In addition, rangers above 3rd level can skip this bonding activity if your campaign is using the class feature of animal companion.

PET TYPES

The description of each pet type includes traits that are common to members of that species. The following entries appear among the traits of most pet types.

FEATURES

Your pet's type determines what new actions, traits, and specific improvements that can be accessed based on the pet's level.

BONUS TRAITS

Characteristics that are the hallmark of your pet's type.

ABILITY SCORE INCREASE

Every type increases one or more of a pet's ability scores.

HIT POINTS

Your pet's starting hit points and increase rate when leveling up.

SIZE

Most pets are Medium, a size category for creatures 4-8' tall. If your pet is smaller, certain rules of the game affect them differently including lower hit dice and speed.

SPEED

Your pet's speed determines how far it can move when traveling and fighting in combat.

BEAST

Beasts are non-humanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language.

BEAST FEATURES		
Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	2x Movement
4	+2	Ability Score Improvement
5	+3	Melee Weapon Action
6	+3	3x Movement
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

BEAST FEATURES

Your pet beast has certain characteristics in common with all other beasts.

BONUS TRAITS

Ability Score Increase: The beast's Strength or Dexterity score increases by 2, or both by 1.

Bestial Senses: The beast gains your choice of *Keen Hearing*, *Keen Sight*, or *Keen Smell*.

Special Movement: The beast gains your choice of burrow 20', climb 20', fly 20', or swim 20'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: Natural armor, light armor

Saving Throws: All

Skills: Perception, Stealth

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 30'

BEAST ACTIONS

At 1st level and again at 5th level, your pet adopts a melee weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Bludgeoning: Constrict, Fist, Hooves, Ram, Tail

Piercing: Beak, Bite, Gore, Sting

Slashing: Claw, Talons, Tusk

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

BEAST ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Drain (Requires a piercing action): After a successful attack, your pet attaches to the target. While attached, your pet doesn't attack. Instead at the start of each of your pet's turns, the target loses 3 (1d6) hit points due to blood loss. Your pet can detach itself by spending 5' of its movement. A creature, including the target, can use its action to detach your pet.

Grapple (Requires a bludgeoning action): After a successful attack, the target is grappled (escape DC = 10 + STR modifier). Until this grapple ends, the target is restrained, and your pet can't grapple another target. Only enhances actions that deal bludgeoning damage.

Knockdown (Requires a bludgeoning or piercing action): After a successful attack, the target must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone.

Poison (Requires a piercing or slashing action): After a successful attack, the target must make a Constitution saving throw (DC = 10 + CON modifier), taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

BEAST TRAITS

At 1st level and again at 7th level, your pet can adopt a new beast trait. Choose one of the following traits.

Amphibious: Your pet can breathe air and water.

Beast of Burden: Your pet is considered to be a Large animal for the purpose of determining its carrying capacity.

Blood Frenzy: Your pet has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Charge: If your pet moves at least 20' straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 3 (1d6) damage of the same type as the melee weapon attack. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Flyby: Your pet doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination: Your pet sheds bright light in a 10-foot radius and dim light for additional 10'.

Keen Senses: Your pet has advantage on Wisdom (Perception) checks that rely on the associated sense.

Mimicry: Your pet can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check (DC = 10 + WIS modifier).

Pack Tactics: Your pet has advantage on an attack roll against a target if at least one of your allies is within 5' of your pet and the ally isn't incapacitated.

Pounce: If your pet moves at least 20' straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone. If the target is prone, your pet can make one weapon attack against it as a bonus action.

Rampage: When your pet reduces a target to 0 hit points with a melee attack on its turn, you pet can take a bonus action to move up to half its speed and make a weapon attack.

Relentless (Recharges after a Short or Long rest: If your pet takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Spider Climb: Your pet can climb difficult surfaces, including upside down on ceilings, without needing to make ability check.

Sure-Footed: Your pet has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ELEMENTAL

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animated masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy.

ELEMENTAL FEATURES

Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	2x Movement
4	+2	Ability Score Improvement
5	+3	Ranged Spell Action
6	+3	3x Movement
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

ELEMENTAL FEATURES

Your pet elemental has certain characteristics in common with all other elementals.

BONUS TRAITS

Ability Score Increase: The elemental increases an ability score of your choice by 2.

Elemental Immunity: The elemental is immune to poison.

Elemental Nature: The elemental doesn't require air, food, drink, or sleep.

Elemental Senses: The elemental has darkvision 60'.

Special Movement: The elemental gains your choice of burrow 30', climb 30', fly 30', or swim 30'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: Natural armor

Saving Throws: All

Skills: Perception, Arcana

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 30'

ELEMENTAL ACTIONS

At 1st level, your pet adopts a melee weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Bludgeoning: Constrict, Tail

Piercing: Bite

Slashing: Claw

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

At 5th level, your pet adopts a ranged spell attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Ranged: Hurl Bolt, Hurl Flame, Hurl Ice

Ranged Spell Attack = 3 + proficiency bonus + Dexterity modifier

Range = 60'

Target = 1 creature

Hit = 2d6 elemental damage (cold, fire, or lightning)

ELEMENTAL ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Charged (*Requires a ranged, piercing or slashing action*): A successful attack deals an additional 1d6 lightning damage.

Frosted (*Requires a ranged, piercing or slashing action*): A successful attack deals an additional 1d6 cold damage.

Grapple (*Requires a bludgeoning action*): After a successful attack, the target is grappled (escape DC = 10 + STR modifier). Until this grapple ends, the target is restrained, and the elemental can't grapple another target.

Heated (*Requires a ranged, piercing or slashing action*): A successful attack deals an additional 1d6 fire damage.

ELEMENTAL TRAITS

At 1st level and again at 7th level, your pet can adopt a new elemental trait. Choose one of the following traits.

Air Form: Your pet can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Death Burst (fire): When your pet dies, it explodes in a burst of fire and magma. Each target within 10' of it must make a Dexterity saving throw (DC = 10 + DEX modifier), taking 2d6 fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Earth Glide: Your pet can burrow through nonmagical, unworked earth and stone. While doing so, the it doesn't disturb the material it moves through.

Fire Form: Your pet can move through a space as narrow as 1 inch wide without squeezing. Targets that touch your pet or hits it with a melee attack while within 5' off it takes 1d6 fire damage. In addition, your pet can enter a hostile target's space and stop there. The first time it enters a target's space on a turn that target takes 1d6 fire damage and catches fire; until someone takes an action to douse the fire, the target takes 1d6 fire damage at the start of each of its turns.

Heated Body: A target that touches your pet or hits it with a melee attack while within 5' of it takes 1d6 fire damage.

Ignited Illumination: As a bonus action, your pet can set itself ablaze or extinguish its flames. While ablaze, it sheds bright light in a 10-foot radius and dim light for an additional 10'.

Illumination: Your pet sheds bright light in a 10-foot radius and dim light for additional 10'.

Invisibility: Your pet is invisible.

Invisible in Water: Your pet is invisible while fully immersed in water.

Rolling Charge: If your pet rolls at least 20' straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 1d6 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone.

Stone Camouflage: Your pet has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Water Form: Your pet can enter a hostile target's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

OOZE

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way.

OOZE FEATURES		
Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	Pick One: Burrow 10', Fly 10', or Swim 20'
4	+2	Ability Score Improvement
5	+3	Engulf Action
6	+3	Pick One: Burrow 10', Fly 10' or Swim 20'
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

OOZE FEATURES

Your pet ooze has certain characteristics in common with all other oozes.

BONUS TRAITS

Ability Score Increase: The Ooze increases an ability score of your choice by 2.

Ooze Nature: The ooze is immune to blinded, charmed, deafened, exhausted, frightened, prone, and unconscious conditions.

Ooze Senses: The ooze has blindsight 60'.

Amorphous: The ooze can move through a space as narrow as 1" wide without squeezing.

Slime Climb: The ooze can climb difficult surfaces, including upside down on ceilings, without an ability check.

Special Movement: The ooze gains your choice of burrow 10', fly 10', or swim 20'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: None

Saving Throws: All

Skills: Survival, Stealth

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 20'

OOZE ACTIONS

At 1st level, your pet adopts a melee weapon attack as an action.

Bludgeoning: Pseudopod

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

At 5th level, your pet adopts a unique *Engulf* as an action.

Engulf: Your pet moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever your pet enters a creature's space, the creature must make a Dexterity saving throw (DC = 10 + DEX modifier). On a successful save, the creature can choose to be pushed 5' back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, and the creature takes 7 (2d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) acid damage at the start of each of the cube's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a Strength check (DC = 10 + STR modifier). On a success, the creature escapes and enters a space of its choice within 5' of the ooze.

OOZE ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Acid (Requires a bludgeoning action): A successful attack deals an additional 1d6 acid damage.

Corrode (Requires a bludgeoning action): After a successful attack, if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

OOZE TRAITS

At 1st level and again at 7th level, your pet can adopt a new ooze trait. Choose one of the following traits.

Corrode Metal: Any nonmagical weapon made of metal that hits your pet corrodes. After dealing damage, the weapon takes a permanent and cumulative 1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits your pet is destroyed after dealing damage. Your pet can eat through 2-inch-thick, nonmagical metal in 1 round.

Corrosive Form: A target that touches your pet or hits it with a melee attack while within 5' of it takes 1d6 acid damage. Any nonmagical weapon made of metal or wood that hits the creature corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to 5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits your pet is destroyed after dealing damage. Your pet can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance: While your pet remains motionless, it is indistinguishable from a nearby or common object to the surroundings.

Ooze Cube: Your pet takes up its entire space. Other targets can enter the space, but a target that does so is subjected to your pet's Engulf action (if it has one) and has disadvantage on the saving throw. Targets inside the creature can be seen but have total cover. A target within 5' of your pet can take an action to pull a target or object out of it. Doing so requires a successful Strength check (DC = 10 + STR modifier), and the target making the attempt takes 1d6 acid damage. It can hold only one creature of its size.

Transparent: Even while your pet is in plain sight, it makes a successful Wisdom (Perception) check (DC = 10 + WIS modifier) to spot the creature if it has neither moved nor attacked. A target that tries to enter your pet's space while unaware of the creature is surprised.

PLANT

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous.

PLANT FEATURES

Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	2x Movement
4	+2	Ability Score Improvement
5	+3	Ranged Weapon Action
6	+3	3x Movement
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

PLANT FEATURES

Your pet plant has certain characteristics in common with all other plants.

BONUS TRAITS

Ability Score Increase: The plant increases Strength or Constitution by 2, or both by 1.

Plant Immunity: The plant is immune to blinded and deafened.

Hardy Nature: The plant has an AC 13 (natural armor)

Plant Senses: The plant has blindvision 60'.

Special Movement: The plant gains your choice of burrow 10', climb 10', fly 20', or swim 20'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: Natural armor

Saving Throws: All

Skills: Perception, Nature

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 25'

PLANT ACTIONS

At 1st level, your pet adopts a melee weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Bludgeoning: Constrict, Slam

Piercing: Bite

Slashing: Claw, Rake

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

At 5th level, your pet adopts a ranged weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Ranged: Needles, Rock

Ranged Spell Attack = 3 + proficiency bonus + Dexterity modifier

Range = 30/60'

Target = 1 creature

Hit = 2d6 piercing or bludgeoning damage

PLANT ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Grapple (*Requires a bludgeoning action*): After a successful attack, the target is grappled (escape DC = 10 + STR modifier). Until this grapple ends, the target is restrained, and the plant can't grapple another target.

Knockdown (*Requires a bludgeoning or piercing action*): After a successful attack, the target must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone.

Poison (*Requires a piercing or slashing action*): After a successful attack, the target must make a Constitution saving throw (DC = 10 + CON modifier), taking 2d6 poison damage on a failed save, or half as much damage on a successful one.

Rotting Touch (*Requires a bludgeoning or slashing action*): After a successful melee attack deals an additional 1d6 necrotic damage.

PLANT TRAITS

At 1st level and again at 7th level, your pet can adopt a new plant trait. Choose one of the following traits.

Damage Absorption (*lightning*): Whenever your pet is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the damage dealt.

Death Burst (*spores*): Your pet explodes when it drops to 0 hit points. Each creature within 20' of it must succeed on a Constitution saving throw (DC = 10 + CON modifier) or take 7 (2d6) poison damage and become infected with a disease on a failed save. Target's immune to the poisoned condition are immune to this disease. Spores invade an infected target's system, killing the target in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the target dies, it sprouts 2d4 tiny gas spores that grow to full size in 7 days.

False Appearance: While your pet remains motionless, it is indistinguishable from a nearby or common flora to the surroundings.



Long Live the Hunt

The threshold was crossed. Thunderous creatures rose from the blackened mud: wherever these ancient Typhon stalked the land, death followed.

Escaping their fossilized tombs, these behemoths have struck a savage age on this island. Danger looms in the air as you and your fellow hunters prepare.



Welcome to the bold world of monster hunters. Hunters Mark is a 5e adventure for three to five player characters. Get it now from www.gamenatural.com