

D100: PETS AND FAMILIARS



A list of 100 different
familiars/pets that can accompany you on your travels!

INTRODUCTION

Roll a d100 on the list below and select your pet!
This list was created by the community over at
www.reddit.com/r/d100.

100 Pets and Familiars

1 A young dragon that was permanently shrunk by cursed magic, and is unable to speak in any form. Will take hundreds of years to mature and is learning magic by being a familiar and observing spell casters so as to learn how to undo his curse.

2 A tiny alligator. Like ridiculously tiny, three inches long at most. The only way you can tell it apart from a newt is it occasionally latches onto a finger and draws blood. But it's very good at sneaking into and out of places.

3 A Fuster Cluck. A rooster with comically large wattle and tail feathers. The cosmic rules governing reality tend to bend near this strange creature, resulting in things going terribly, horribly, implausibly wrong for a creature nearby.

4 An animated sapling. It can blend in perfectly with trees as long as it closes its eyes and mouth, stands still and is on a spot that would normally grow such a tree.

5 A turtlehorse is a creature that is, obviously, a cross between a turtle and a horse. It's the size of your every day turtle with a main of brown hair, a long snout and hooves. It only has one power. If you cut off one of its legs a horse-sized version of the familiar appears to be your steed. But if you cut off all 4 legs the turtlehorse dies.

6 Flying fox-voracious fruit eaters, it lets your gather 2x as much food foraging. Appears to onlookers as a 5ft tall bat and can be used for intimidation.

7 An oddly colored caterpillar the size of a human arm. It enjoys sunbathing on the caster's head and eating the caster's clothing. The caterpillar will eventually enter an unnaturally hard cocoon in which it will undergo metamorphosis into an enormous butterfly. The butterfly will continue to follow the spell caster if they properly cared for it before its metamorphosis, and can cast Giant Insects without concentration as a spell-like ability once per day.

8 A sentient transparent orb filled with smoke that also doubles as a spell casting focus for the caster. It communicates through movement of the smoke, with peaceful drifting indicating contentment and violent swirling indicating agitation. After gaining trust in the spell caster over a long period of time, the spell caster will begin to see pictures in the smoke that only they can see, which hint at the history of the orb.

9 A will-o'-wisp that has taken an interest in the spell caster and follows them of its own free will. It is mischievous and a tad cruel by nature, and occasionally floats off for hours at a time before returning. It often zaps party members at inopportune times, and lingers after fights to consume the souls of the fallen. That aside, it is still supportive of the caster and readily provides backup as a distraction during truly dire combat. It occasionally acts as a guide when the spell caster is lost, though it will sometimes play tricks on the caster in the same way. When the spell caster is casting a spell, the will-o'-wisp circles the caster at rapid speeds, and will add an additional 2d8 of lightning damage to it if the spell also does lightning damage.

10 A living wristwatch/amulet/medallion that can sprout legs and waddle off.

11 A disembodied hand shaped in a fist with eyes tattooed on forefinger and a mustache on the thumb. It speaks in a squeaky voice similar to its master. 'S'all right?'

12 A finger sized eldritch deity that gives +2 necrotic dmg to the PC's attacks, as well as a 10% chance to cause madness to the target of a PC's spell for 1d4 turns. A pact must be made with it to help it seize power of a realm.

13 A mimic that stays as the user's backpack. When thrown at an enemy it attempts to devour it against a strength check. If it fails then it just does 1d4 damage and, must be retrieved by the PC.

14 A pocket sized frog that when placed on the ground grows to the size of a warhorse. It is a mount that can jump vertically equivalently to the PC's speed, and moves at double the PC's speed. It can shrink back down when commanded. If it lands on an enemy smaller than it, it deals 1d10 dmg.

15 A parasite that has lodged itself into the PC's brain. It can communicate to the user, however the user must verbally talk to communicate back. It is able to tell the alignment of whomever the user is talking to.

16 A very long wooden snake that generally wraps around the user's neck like a scarf. When commanded it can straighten out into a monk staff that deals 1d8 dmg. It will die if caught on fire.

17 An undead skeleton hand that is placed upon the user's hand. It gives a bonus of +2 to dex checks as it sometimes takes control of the PC's hand to help out.

18 An ancient tortoise with lichens growing on its shell.

19 A small cat-sized Owlbear that has a natural aptitude for finding things (+1 on investigation rolls). Like most Owlbears it has a large appetite and is almost constantly hungry. If it's left unfed for too long it tends to be temperamental (doesn't help in investigations) and, for some reason, makes attempts to eat the shoes of the spell caster.

20 A 10 inch tall brass Golem capable of following simple instructions; it makes a happy whistling sound when it completes a task and often watches its master with great curiosity and will try to mimic them.

21 A small palm sized cube slime. Can be placed in any room and will relay what has been spoken when the owner holds it telepathically. It must be fed small rodents and insects daily, or it will dissolve.

22 A small pink blob like humanoid (Speed 20ft). Has the same ability of a bottomless bag, with an additional ability to act like a weak vacuum. It has low intelligence, and can only make baby noises.

23 Firebat – engulfs in flames on demand, lighting an area of 20ft of bright light and 10ft of dim light. Does 1 fire damage to anything it touches but cannot spread for. Can give it one simple command as a bonus action.

24 Bees. You wear their 'queen' in a golden amber oval around your neck; it cannot be stolen, as it has adhered to your flesh (it just LOOKS like it's a necklace). Eating/drinking your hive's honey imbues more magical potency. Making/drinking mead doubles it (but, it's mead, so it'll getcha drunk). The honey potency only applies to you, but the mead can be sold and applied to anyone—but again, it's mead, so it'll get them drunk.

25 A cat-sized Praying Mantis.

26 A baby. For everyone else, this IS a baby; to the owner, it is a living embodiment of their own magical will. It cannot be killed by mundane or magical means, and for all intents and purposes is indestructible; but if the spell caster is damaged, the baby is damaged (which also means, if the spell caster dies, the baby dies). Think ‘Portrait of Dorian Gray’, kind of. Additional: a psychic link between caster and baby reveals the baby is himself—and thus, can converse with the baby/himself psychically or verbally (but the baby cannot speak, itself). It is able to move—‘crawl’—up to a few meters away, and can share what it sees with the caster. Basically, it can do baby things, and obeys commands that the caster gives it, to the physical limit of a baby. Note-slash-edit: using the baby as an object (re: ‘I’ll just go around and beat everyone with it then!’) saps the spell caster of any goodness inside them—the more evil they become, the more blackened, bruised, and ugly the baby gets.

27 A lion turtle (yeah, THAT lion turtle. Not super huge, as it isn’t too old yet—think ‘average tortoise’-sized. Which, I also suppose, means it’s still in it’s infancy?). Can either: hold extra spell slots for the caster, or turn one spell per day into a spell level higher (turtles’ choice—which, really, is GM’s choice), cast a random spell as needed, or finally, lets it’s owner reroll a saving throw (boost of luck).

28 A chinchilla that when given an opportunity for a dust bath emanates an aura causing intense positive emotions.

29 A small fairy that can tell you where the nearest pub is when you enter a new city, based on the scent of ale.

30 A tiny bard that lives in a music box, except it will only sing a song about wanting the box to be closed again.

31 A house tarrasque.

32 A tiny treant in a small clay flowerpot.

33 A magical flying origami swan. It can detect the alignment of living things, and reacts accordingly.

34 A boggle that started off as the character’s childhood imaginary friend, then slowly grew in power. The boggle can become very resentful if the character seems to be making friends with someone new.

35 A Kua-toa child. Fiercely loyal to the caster and views them as a divine figure. They can manifest minor clerical powers through their devotion alone.

36 A large parrot that is able to translate the more common languages, but yells the translation directly into the spell caster’s Ear.

37 A sentient clam that happily babbles in an unknown language, assumedly Clam. It sings amazingly despite its incomprehensible language, and has advantage on all performance checks involving singing. A patient spell caster may be able to pick up the language if they are persistent.

38 A small, seemingly conscious cloud of blueish smoke. Can distract and hinder enemies by hovering by their mouth and nostrils, but otherwise doesn’t do much other than following it’s master.

39 A green fox that laughs like a small child. Provokes a chance of madness in those who tell it bad jokes.

40 An old silk hat. Place on a mound of matter, to become a golem of said matter. Once belonged to a wizard.

41 Mushroom Jesus. A Small-sized anthropomorphized fungi that you can eat pieces of that will save you... from starvation. Regenerates each day. When not being eaten, is rather enjoyable to be around. Immune to poisons.

42 A sentient knife tied to a long and thin string. While it cannot fly, it can propel itself in any direction (kind of like a jellyfish), and will promptly attack anyone who menaces it's master.

43 A silver sphere the size of a juggling ball. It can roll around and jump short distances and can detect the presence and intent of magic and acts accordingly.

44 An Animated Object, for example a large wooden spoon, that complains whenever it is not be used to fulfill it's purpose.

45 A demonic 'possession' creature; can only possess common tableware (spoons, knives, forks, plates, napkins, salt/pepper shaker, etc.)

46 A Cloud Otter; an otter with white or gray fur that can swim through the air.

47 An egg, with legs. Nobody's been able to crack the shell yet, but it's convinced you're its mother, and will probably attempt to eat the rest of the party when it comes out of its shell.

48 Micro-dragon. If it curls up, it fits into the palm of your hand. You found it in your gold pouch one day clutching a single gold piece, and it refuses to let go. Can produce a small flame as with Prestidigitation.

49 A succubus the size of a halfling.

50 Enchanted, sentient spectacles that has way better passive perception than you do. Whispers in your ear when it's seen something you haven't. Occasionally likes to play pranks by insisting there are monsters nearby where there are none.

51 A Personal Assistant Imp, four inches tall, who lives in a cage. He tells time, he takes memos, and he reminds you of important dates! He usually does a poor job of it. Yes, I've just started reading Terry Pratchett, why do you ask?

52 A small variant of a winged serpent. It has a tiny lightning breath, and can fly unhindered in storm clouds.

53 A platypus. It has a poisonous claw attack.

54 A goldfish. Yes, the fishbowl is required. If the goldfish is happy you find it easier to hold your breath. You have advantage on con checks for doing so.

55 A ferret with impossible colorings and patterns in its fur.

56 A mummified cat, that seems indifferent to anything that happens around it. Does not need to sleep, eat or drink, even though it does all of that frequently. Also, it is an unlimited source of dusty toilet paper.

57 A tiny grey ooze that can psychically communicate with any creature it touches, it can only communicate general ideas and not specific words this way.

58 The spirit of a town drunk. The drunk is not dead; his spirit just leaves his body whenever he becomes 'blackout drunk'. Useful as much as you think a spirit would be.

59 An enchanted octopus that can survive on land indefinitely and can change it's color and texture on land as well.

60 A ventriloquist dog—upon receiving, spell caster goes permanently mute (until dog is no longer their familiar). Dog speaks for them in a perfect accent of your choice (although German just sounds inherently funnier).

61 An animate shillelagh, imbued with the spirit of a dog. The top half/thicker half is carved to look like the face of either an English bulldog or a corgi (dealer's choice).

62 A squirrel with naturally occurring plates of bio armor (re: pangolin).

63 A thousand year old vampire alligator. Eats ideas, concepts, words; libraries are grocery stores to him, whereas taverns have the highest-quality foods.

64 A lump of enchanted patchwork flesh that turns into any of the monsters on this list with their associated ability, for 12 hours (d100 for what it turns into).

65 A tiny metal (or clockwork) snake—that only the spell caster knows is animate. Can either be the size of a ring, a necklace, or a belt (re: growth/shrink).

66 An animated feather that writes whatever the owner wishes in anyone's handwriting if treated nicely and is provided ink.

67 A worn-out living wizards hat. A tear in the front acts as a mouth for it to speak. It is able to tell the user of obscure events they may have missed that happen as the PC progresses. (Reroll on spot or search checks)

68 A snooty noble who was polymorphed into a schnauzer. He will often complain about the conditions that he and his master must endure, but can be quite charismatic.

69 A magical, sentient brick that can communicate with you telepathically

70 A small, burrowing, armored worm. It can move in dirt at move speed of 25 feet. Above ground it can move at 35 feet. It has tremor sense.

71 A potoo bird that can be completely disguised if it's standing still on a tree, with a branch at least 1 foot wide.

72 A tiny Da Vinci style helicopter construct that seeks out great inventors and artists.

73 A rock. It doesn't eat much but always seems to be some place different when viewers look away and then back.

74 A chameleon that can't quite manage to match whatever color it is hiding against but can occasionally display distant images or things it has seen.

75 An invisible spirit that can't talk. It has the mage hand spell as an ability.

76 A palm sized spider that can mend any fabric-based thing that it is told to by its owner.

77 A vulture that vomits ale as a defense mechanism.

78 A tiny construct that chirps and whirrs as it flies around. Possesses a small glass orb of magic that may be used for scrying. Prefers spell casters with missing arms or hands, so it can change shape and take the form of the casters appendage for as long as it desires to.

79 A small dog, like a Chihuahua or a pug. It can speak, but ONLY one-syllable words.

80 A lamia, but with the lower half of a mouse.

81 A Will-o-Wisp that lures strangers to owner of the familiar without warning the owner.

82 A cybernetically-enhanced housecat.

83 A small feline creature with rainbow colored insect-like wings (fly speed of 30 feet). It can cast color spray once a day. It is very energetic and enjoys hunting for small fey creatures like pixies, though they easily outsmart it.

84 A velociraptor wearing a top hat and monocle that generally scoffs at fighting.

85 A sea otter. It can move freely (35 feet) on both land and water surfaces.

86 An animated shrunken head that can fluently speak common.

87 An albino raven that occasionally speaks and more rarely has visions of the future.

88 A tiny sandstone golem, that carries a tiny umbrella, which it uses to glide around. It has enough strength to jump on a shoulder.

89 A penguin. It may or may not be hiding an egg between its legs. The egg may or may not be a penguin.

90 A clockwork badger. Dig speed 30 feet, will straight up ruin the day of anything it doesn't like.

91 A yellow electric rat. It has a weak lightning attack, and it's tears can cure petrification.

92 A featherless hawk. It can't fly, but it sure is funny to look at.

93 A Chihuahua with a lion's soul trapped in its body.

94 A giant slug. It has a movement of 10 feet. It regenerates hit points at an extremely fast rate. It can be placed on any kind of surface for an hour (except for salt) and gain resistance to attacks of that element by absorbing some of it. It also has a ranged acid attack that can corrode metal slowly.

95 A particularly spiteful faery that's run away from home and latched onto you because it likes the color of your eyes. Occasionally changes your hair color in the middle of the night and refuses to be told what to cast or when.

96 A small fire elemental vanished from the plane of fire shaped like a black cat, leaves black ashen tracks everywhere it goes. It can be commanded to summon its tiny fire powers to explode damaging everything around it, but like most cats, is temperamental and difficult to control or command.

97 A tumor that has grown on the spell caster, has a tiny mouth and grows sparse hair, may have an eye or two. It possesses its own brain and has an excellent memory, but little intelligence. Can recite spells perfectly but lacks the intellect to carry a conversation or ask any questions.

98 A normal familiar creature, but with a pouch on its belly, where it keeps various trinkets and valuables. Obsessively steals trinkets and valuables if left unattended.

99 A baby peryton, that loves to hunt small animals and kill them for food and fun. Hates elves, and loves to make it known. Its shadow is that of a tiny humanoid flapping its arms as it flies.

100 A horrible looking humanoid homunculus with sharpened teeth that must eat human flesh as food, and eats nothing else. Will pursue food on his own if not fed, but is otherwise perfectly docile.

CREDITS

This list was created by the community over at www.reddit.com/r/d100. Put together by Casey Willis. See more at www.dndspeak.com.

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