

COMPANION SYSTEM

A NEW WAY TO HANDLE COMPANION NPCs FOR D&D 5TH EDITION
BY CHRIS "GOOBER" RAMSLEY



A companion is a special kind of non-player character. A companion travels and fights alongside the player characters, but takes a less important role than the PCs, acting more like a magic item or long-lasting buff during combat and exploration, but existing as a complete personality in the narrative.

A companion may have a full set of statistics, as normal for any creature, but most of the time, those statistics won't matter, and the DM usually doesn't need to come up with them at all.

Instead, companions don't make attacks, cast spells, or use their other special abilities, nor do they move on their own. They also can't be attacked or be affected by most abilities, and they take damage in a special, simplified manner. In lieu of acting on their own, companions provide one or more special benefits, determined by the DM, to the characters they travel and fight beside.

The end of this document contains a number examples of companions, which can be printed and cut out for easy use.

ASSIGNMENT

A companion must be assigned to a character in order to have a mechanical effect. An unassigned companion still travels with the party and will still participate in conversations, but does not participate in combat or other challenges.

Assigning a companion is usually a matter of making the decision during a rest or while taking a moment to plan before proceeding, and requires no special action. During initiative order, you can freely assign any willing companion to yourself during your turn that is within 5 feet of you, including changing the assignment of that companion from another character to yourself. Such a companion provides no benefit to you until the start of your *next* turn, though.

Optional Rule: Limiting Companions

The DM might want to limit the number of companions each PC can have assigned at a time. One or two is reasonable, but there is no inherent need for a limit. A narrative limit on the number of useful NPCs that will travel with the PCs is usually enough, but some games may involve selecting companions out of a large pool to accompany the party for each quest, in which case a limit is more reasonable. This is entirely up to the DM, and how they want to handle companions in their own game.

If you're using the mounts, familiars, and/or ranger beasts as companions rules presented later in this document, they do not count towards any companion limit, excepting mounts that are especially powerful.

COMPANION BENEFITS

While a companion is assigned to you, it moves with you and occupies your space, and you have all of the special companion abilities it provides.

Unless otherwise noted, a companion can only use one of their abilities that does not have a triggering condition during your turn, and cannot use such an ability outside of your turn. Triggered abilities can be used any time they apply.

Companions to the Rescue

During your turn, if you take no action and do not move on your own, one of your companions can take the Use an Object action. Alternatively, your companions as a group can move you up to half your speed if they are capable of carrying you, or 5 feet if they must drag you. This is especially helpful if you are stunned, bleeding to death, have been turned to stone, etc.

COMPANION INJURIES

While companions can't be attacked, and their hit points totals are irrelevant, they can be injured. A companion has a number of injury boxes, which abstractly represent their ability to resist damage.

Each time one of the following circumstances occurs, each of your assigned companions takes an injury.

- You take at least 10 points of damage from an area effect. The amount of damage required increases to 15 at 5th level, 20 at 11th level, and 25 at 17th level.
- You take a critical hit.
- You drop to 0 hit points.
- You take damage while you are at 0 hit points. You do not suffer a failed death saving throw from this damage if you have at least one companion with unchecked injury boxes though, as they take the hit for you.

You can spend your inspiration, or that companion's inspiration (if it has it; see below), to allow a companion to avoid taking an injury.

If all of a companion's injury boxes are filled, that companion become unassigned and begins dying as if at 0 hit points. A companion can be stabilized as normal, and if they regain any hit points, they regain consciousness, but their injuries are not necessarily healed (see below). A companion also regains consciousness if any of their injuries are removed.

A companion cannot be assigned if all of their injury boxes are filled, even if conscious, but they can travel and speak normally if they are conscious.

A companion heals one injury, unchecking the box, after each short rest, and heals all of them after a long rest.

Companions do not have hit dice, but healing magic, alchemical healing, or other healing effects, can also heal a companion's injuries. A companion unchecks a single injury box for every two dice worth of healing that is applied to it. Every 5 hit points worth of diceless healing also counts as one die: 10 counts as two dice, as does 1d8+5, etc.

Some companions may resist or be immune to certain damage types. This usually isn't important enough to note in their stat blocks, but the DM should keep it in mind. A companion doesn't take injuries due to damage they're immune to, and it takes twice as much area damage to injure them if they resist the damage type.

COMPANION INSPIRATION

Many companions have an inspiration box, which functions much like a PC's inspiration. But rather than gain it through roleplaying their own traits, flaws, etc., they gain inspiration from speaking with the PCs. A companion gains inspiration after any meaningful conversation with a PC, whenever a PC helps the companion accomplish a significant personal goal, or any other time the DM feels is appropriate.

Companions also don't spend inspiration normally, since they don't generally make rolls. Instead, a companion that can gain inspiration will always have at least one ability that benefits in some way from spending inspiration. Usually, this simply means it costs inspiration to activate.

COMPANION LOYALTY

Some companions have a loyalty box. Companions that can become loyal provide some additional benefit while they are loyal. This is typically an additional ability, but it might be an upgrade to an existing ability, multiple new abilities, etc., depending on how the DM has designed the companion.

If you are using the loyalty system detailed in the DMG (p. 93), a companion is loyal if their loyalty score is 10 or higher. Otherwise, the DM determines when they are considered loyal. This might be after you complete a quest with personal significance to that companion, or simply when the companion feels like their goals match up with the party's.

COMPANION AGE

Some companions, such as baby dragons and other monsters, have age boxes, which are filled as they grow up. This usually replaces loyalty as an alternate way to grow in usefulness over time, but a companion could have both if the DM wishes.

For every age box checked, the companion gains another injury box. Like loyalty, some abilities may require a certain number of age boxes to be checked, and abilities may improve as age boxes become checked.

COMPANION DESIGN

There are a number of ways to design companions, and like magic items, their level of power and when the PCs have access to them is up to the DM, but here are a few standard types of companions you can work off of.

There are also a number of examples at the end of this document, usable as-is or as guidelines to create your own.

The Steadfast Companion

The most common kind of companion is an NPC that travels with the party for a long period of time. Maybe even the whole campaign, or maybe just until the PCs leave the area. Its abilities should be noticeable, but not too powerful.

This sort of companion has two to four injury boxes (most commonly three), an inspiration box, and a loyalty box. It normally grants you three abilities: one you can always use, one the companion must spend inspiration to activate, and one you have access to only if the companion is loyal.

The Baby Monster

A standard baby monster has two injury boxes and two age boxes, which will boost its injuries up to four once they're all checked. It has at least two abilities: one it always has and one it gains when one age box is checked. When two age boxes are checked, it either gains a third ability, or one of its earlier abilities improves.

The standard design for baby monsters does not include inspiration, but if you want to give one inspiration, you might consider having it boost or activate one of the companion's existing abilities, rather than add a new one. It's also alright if the companion has inspiration, but nothing to spend it on, at least at first; it can always use it to avoid injury.

The Temporary Powerhouse

Sometimes, you want to have an awesome ally join up with the players temporarily. In this case, the companion can have much more powerful abilities, but still shouldn't outshine the PCs.

This powerful type of companion will usually have at least three injury boxes, and is likely to have four or more. They usually don't have a loyalty box, since they won't be with the party long enough to become loyal. They do usually have inspiration if they'll be around longer than one encounter though. They'll usually have three abilities like the steadfast companion, but no need to unlock their third with loyalty.

The Squad

You might want the players to be joined by a large group of weaker companions. In this case, they're all grouped into one stat block. Generally, this type of companion doesn't have inspiration, though it might have loyalty.

A squad's injury boxes might represent deaths among its members, in which case its abilities might weaken as it takes injuries. Alternatively, they may have no injury boxes at all. This is best used to represent more distant or abstract support, such as artillery during a larger-scale battle.

You might also want to use a single squad companion to represent forces that are with the entire party, rather than assigned to individual PCs. In this case, the squad will have an ability that allows it to be assigned to the entire party; one player should just hang on to it for reference and note-taking.

The Magic Item

You can also represent an intelligent magic item as a companion. This allows one or more of its abilities to function based on inspiration or loyalty. Such a companion doesn't have injury boxes, and still functions as a normal magic item. Generally, it can only be assigned to a character attuned to it.

ABILITY DESIGN

A companion can have any sort of ability you can think of. It might replicate a class feature, allow a spell to be cast, grant advantage on a certain type of roll, add bonus damage, heal allies, or even provide a narrative effect.

Typically, companion abilities that deal damage or heal allies should scale with the level of the PC the companion is assigned to. The examples later in this document show this in a number of cases.

Other abilities usually don't need to scale, and you may even decide that damage or healing will remain constant, allowing the companion to fade more into the background as time goes on. Or perhaps the companion won't be sticking around very long anyways.

Per Encounter Abilities

While 5th edition D&D has moved away from abilities that can be used a number of times per "encounter" in favor of recharging during short rests, this companion system already embraces a more narrative style of gameplay. To allow companions to have abilities that are limited, but still usable quite often, some of the example companions use a per encounter notation. These abilities can be used one or more times each time the players roll initiative, or during each "scene" in the narrative when no initiative is rolled.

A DM is free to use abilities like these in their own companions, or stick to short or long rest recharged abilities, as they see fit.

MOUNTS AS COMPANIONS

Optionally, mounts can be considered companions. While unassigned, a mount uses its full normal game statistics, but acts on your turn, though it cannot attack or take the Help action. Assigning a mount represents mounting it, which costs half your movement as usual. You can normally only ride one mount at a time.

For most mounts, including those obtained via *find steed*, use the following abilities. An exceptional mount may have additional abilities.

Typical Mount (3 injury boxes)

Size. You take up as much space as your mount, but your size is not changed. If an effect knocks you prone, or forcibly moves you, you are dismounted and your mount becomes unassigned unless you make a Dexterity (Handle Animals) check, with a DC equal to that of the effect that moved you, or 10 if it had no DC.

Speed. Your speed becomes the speed of your mount, and you have all of its modes of movement.

Passengers. Most mounts can carry one or more additional creatures of an appropriate size. Becoming a passenger costs half the passenger's movement, as mounting normally does, and such a creature enters your space and moves with you.

Climbing Mounts

If your mount has a climb speed and you climb during your turn, or start your turn climbing, you must make a DC 15 – 20 if you are on a ceiling – Strength (Handle Animal) check or fall off. If you are strapped into a special saddle or otherwise stick to your mount, you need not make this check.

Mounted Combatant

If you have the Mounted Combatant feat, your assigned mount must take twice as much damage from an area effect to take an injury.

FAMILIARS AS COMPANIONS

For simplicity, familiars can also be treated as companions rather than creatures. This limits their capabilities in a number of ways, but makes them invulnerable, and much easier to track.

A familiar companion does not have inspiration or loyalty, nor does it take injuries. Your familiar cannot be assigned to anyone but you. During your turn, you can position your companion familiar anywhere within 100 feet of you that it could reasonably travel to (don't worry about movement speed), and it can deliver touch spells and allow you to use its senses as normal.

You can send your familiar further than 100 feet, but it becomes unassigned and is treated as a normal creature. It cannot take the Help action.

Warlock Familiars

A warlock's familiar provides additional abilities, as described below.

Imp

Shapechanger. The imp can change shape into a rat, raven, or spider, or back into its original form. Its abilities do not change.

Devil's Sight. The imp has darkvision 120 ft and can see in magical darkness. When you share its senses, you gain this vision.

Invisibility. The imp can turn invisible during a turn it does not deliver a touch spell. If it delivers a touch spell while the target can't see it, the attack roll has advantage. The imp becomes visible again after delivering a touch spell or whenever it chooses.

Pseudodragon

Keen Senses. You have advantage on Wisdom (Perception) checks (note: advantage provides +5 to passive perception).

Limited Telepathy. You can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet that can understand a language.

Quasit

Shapechanger. The quasit can change shape into a bat, centipede, or toad, or back into its original form. Its abilities do not change.

Scare (1/Short Rest). You can gain advantage on one Charisma (Intimidation) check you make.

Invisibility. The quasit can turn invisible during a turn it does not deliver a touch spell. If it delivers a touch spell while the target can't see it, the attack roll has advantage. The quasit becomes visible again after delivering a touch spell or whenever it chooses.

Sprite

Heart Sight. The sprite touches a creature within 5 feet of you and knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite can turn invisible during a turn it does not deliver a touch spell. If it delivers a touch spell while the target can't see it, the attack roll has advantage. The sprite becomes visible again after delivering a touch spell or whenever it chooses.

BEAST MASTER COMPANIONS

If you want to treat a ranger's beast companion as a companion under these rules, use the following alternate Beast Master archetype abilities:

Ranger's Companion

Starting when you select this archetype at 3rd level, you have a beast companion, which functions in most ways like a regular companion, but it does not have inspiration or loyalty, it has injury boxes equal to your proficiency bonus, and it cannot be assigned to anyone but you.

Choose one of the following categories for your beast companion. If you want a different beast, select the category that best represents it. For instance, the wolf's abilities work perfectly for any canine, and the giant spider's abilities could just as easily represent a giant insect.

If none fit, work with your DM to mix and match appropriate abilities for your beast. For instance, a giant viper may have the Poison, Creep, and Potent Poison abilities of the giant spider, but the Stealthy ability of the great cat.

Your beast companion provides you all of the 3rd level abilities of its category while it is assigned to you. If any of your beast's abilities call for a saving throw, the DC is 8 + your proficiency bonus + your Wisdom modifier.

Bear

3rd Level - Grab (1/Turn). When you hit with an attack against a creature within 5 feet of you, you can attempt a grapple as a bonus action. You do not need a free hand to make this grapple, and you use your proficiency bonus + your Wisdom modifier in place of Strength (Athletics) to make and maintain it.

3rd Level - Powerful. You have advantage on Strength checks made to move or break objects.

7th Level - Stable. You have advantage on saving throws and skill checks to avoid falling prone or being forcibly moved.

11th Level - Bear Hug. When you grapple a target with the bear's Grab ability, the target also takes 1d8 bludgeoning damage.

Bird of Prey

3rd Level - Harry (1/Turn). When you hit with an attack against a target within 60 feet, you can force the target to make a Wisdom saving throw or suffer disadvantage on its next attack roll before the end of its next turn. If it is concentrating, also has disadvantage on its saving throw to retain concentration from the damage of your attack.

3rd Level - Bird's Eye. You can add your proficiency bonus to Wisdom (Perception) checks, or twice your proficiency bonus if you would add it normally.

7th Level - Flutter. Opportunity attacks against you have disadvantage.

11th Level - Go For The Eyes! When a target fails its save against the bird's Harry ability, it also takes an additional 1d8 piercing damage from the attack.

Giant Spider

3rd Level - Poison (1/Turn). When you hit with an attack against a target within 30 feet, you can force the target to make a Constitution saving throw or be poisoned until the end of its next turn.

3rd Level - Climber. Climbing doesn't cost you any additional movement, and you have advantage on Strength (Athletics) checks made to climb.

7th Level - Creep. You have blindsight with a range of 10 feet.

11th Level - Potent Poison. When a target fails its save against the spider's Poison ability, it also takes an additional 1d8 poison damage from the attack.

Great Cat

3rd Level - Drag (1/Turn). When you hit with an attack against a target within 30 feet, you can force the target to make a Strength saving throw or be pulled up to 20 feet towards you.

3rd Level - Stealthy. You can add your proficiency bonus to Dexterity (Stealth) checks, or twice your proficiency bonus if you would normally add it.

7th Level - Cat Nap. When you spend hit dice, you regain twice as many hit points.

11th Level - Pounce. When a target fails its save against the cat's Drag ability, it also takes an additional 1d8 slashing damage from the attack.

Swarm of Vermin

3rd Level - Swarm (1/Turn). When you hit with an attack against a target within 30 feet, you can force the target to make a Dexterity saving throw or the next attack against it before the end of your next turn has advantage.

3rd Level - Unnerving. You can add your proficiency bonus to Charisma (Intimidation) checks, or twice your proficiency bonus if you would normally add it.

7th Level - One Of Them. Your mind cannot be read, and you have advantage on saving throws against being charmed.

11th Level - Biting Swarm. When a target fails its save against the swarm's Swarm ability, it also takes an additional 1d8 piercing damage from the attack.

Wolf

3rd Level - Trip (1/Turn). When you hit with an attack against a target within 30 feet, you can force the target to make a Strength saving throw or fall prone.

3rd Level - Scent. You automatically detect any hidden creature within 5 feet of you if it has a smell, and you have advantage on checks made to track a creature where tracking by scent would be helpful.

7th Level - Good Dog, Best Friend. You have advantage on saving throws against being frightened.

11th Level - Tear Down. When a target fails its save against the wolf's Trip ability, it also takes an additional 1d8 piercing damage from the attack.

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Exceptional Training

Starting at 7th level, you have trained extensively with your beast companion. It now provides you all of its category's 7th level abilities while it is assigned to you.

Bestial Fury

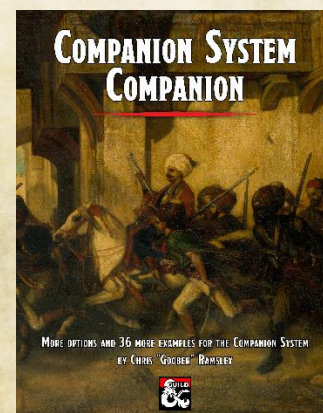
Starting at 11th level, you and your beast companion fight as one. It now provides you all of its category's 11th level abilities while it is assigned to you.

Beast Bond

Starting at 15th level, because of your incredible bond with your beast companion, it can keep you safe in even the most dire circumstances. This provides the following benefits:

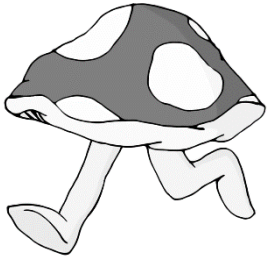
- Whenever you would be critically hit, if your beast companion is assigned to you and you are not incapacitated, the attack is a normal hit instead, but your beast companion still takes an injury.
- When damage would drop you to 0 hit points, if your beast companion is assigned to you, you can spend your reaction to take only half that damage, but your beast companion still takes an injury. You must finish a short or long rest before you can use this ability again.
- Your beast companion must take twice as much damage from an area effect to take an injury.
- Whenever you are magically (or alchemically, etc.) healed, your beast companion benefits from that healing as well, without diverting the effect from you.

Looking for even more Companion System goodness? Check out the [Companion System Companion](#)! It's got 36 more example companions, plus tons more options and advice.



Amanita Muscaria

Inspiration [] Loyal [] Injuries [][]



Rapport Spores (3/Long Rest).

Every living creature with 2 or more Intelligence within 10 feet of you can communicate telepathically with one another for 1 hour while they are within 30 of each other.

Distress Spores. By spending its inspiration, Amanita can grant you and your allies within 30 feet advantage on a Dexterity saving

throw against one effect.

Invigorating Spores (1/Short Rest). If Amanita is loyal, it can produce spores that grant you or an ally within 10 feet temporary hit points equal to 1d4 + your level.

Dagnis Monkeypaw

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Desensitized. Dagnis's unshakable confidence rubs off on his allies. You have advantage on saving throws against being frightened.

Curse. By spending his inspiration, Dagnis can cast the *bane* spell. The save DC of the spell is 12, increasing to 13 at 5th level, 14 at 11th level, and 15 at 17th level.

Already Got A Friend. If Dagnis is loyal, you have advantage on saving throws against being charmed.

Dedroline

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Ghost Sounds. Dedroline can cast *minor illusion*, but only to create auditory illusions.

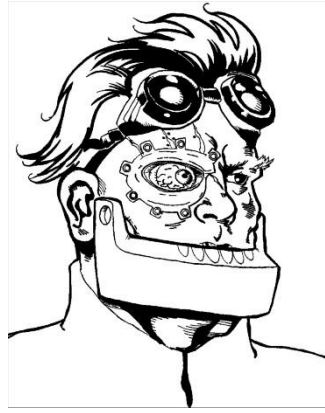
Frost Magic. When you hit with an attack, Dedroline can spend her inspiration to chill the target, causing it to suffer disadvantage on its next attack roll, and reducing its movement speed by 10 feet, each until the end of its next turn.

Shield (1/Short Rest). If she is loyal, Dedroline can protect you with magic when you would be hit by an attack, increasing your Armor Class by 5 until the start of your next turn. This may cause the attack to miss.

Dr. Von Mallus

Inspiration [] Loyal [] Injuries [][][]

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Aberration Expert. You have advantage on checks to remember information about aberrations, and you deal an additional 1d6 damage when you hit an aberration with an attack.

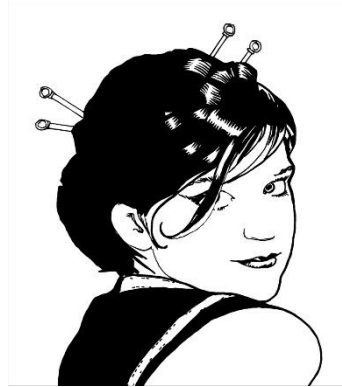
Apprentice. When you deal damage with a spell, Mallus can spend his inspiration to cause you to deal 2d6 additional damage to all damaged targets.

Emergency Surgery (1/Short Rest). If Mallus is loyal, before you make a death save, you can instead choose to have a roll of 20, but you gain a level of exhaustion.

Ellinrat Diggle

Inspiration [] Loyal [] Injuries [][][]

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Explorer. Ellinrat can quickly lead you across rough and confusing areas. Your group's travel speed is not slowed by difficult terrain.

Fool's Luck. Ellinrat can spend her inspiration to allow you to reroll a failed saving throw.

Quick. If Ellinrat is loyal, your movement speed is increased by 5 feet.

Enlightened, The

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Antidote (1/Encounter). The Enlightened ends the poisoned condition on you or an ally within 10 feet of you.

Sanctuary. By spending his inspiration, the Enlightened can cast the *sanctuary* spell on a willing creature within 30 feet of you. The save DC of the spell is 12, increasing to 13 at 5th level, 14 at 11th level, and 15 at 17th level.

Enlightenment (1/Short Rest). If the Enlightened is loyal, he can cast the *augury* spell.

Jacob the Ghost

Inspiration [] Loyalty []

Art by Jeff Preston



Telekinesis. Jacob can cast *mage hand*, but can't otherwise interact with the world.

Intervention. Jacob can spend his inspiration to intervene in your favor, allowing you to reroll one attack roll or saving throw.

Spookiness. If Jacob is loyal, your mind cannot be read, and you have advantage on saving throws against effects that deal psychic damage.

Jill Razor

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Arms Dealer. Jill grants you advantage on Wisdom and Charisma checks made when negotiating the terms of a deal or price.

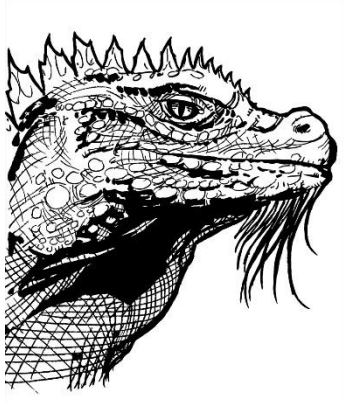
Death Dealer. Jill can spend her inspiration to allow you to make a single weapon attack.

Sharpened Weapons. If Jill is loyal, you have a +1 bonus to weapon attack rolls.

Liz

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Jumpy. You have a +2 bonus to initiative rolls.

Gotcha! Liz can attempt a grapple on your behalf by spending her inspiration. This grapple does not require you to have any free hands, and has a +7 bonus.

Slippery. If Liz is loyal, you have advantage on ability checks and saving throws made to avoid or escape a grapple or other restraint.

Moneybags Missie

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Alert. Missie grants you advantage on Wisdom (Perception) checks, or +5 to Passive Perception, to avoid being surprised.

Bait And Switch. When an enemy misses you with a melee attack, Missie can spend her inspiration to allow you to make a weapon attack against that enemy as your reaction.

Friends In Low Places. If she is loyal, Missie can introduce you to a trusted contact in almost any settlement you travel to.

Nibbles

Inspiration [] Loyal [] Injuries [][][]

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Stealthy. When you roll Dexterity (Stealth), your result cannot be lower than 12. This improves to 13 at 5th level, 14 at 11th level, and 15 at 17th level.

Backstab. When you hit a creature within 30 feet with an attack, Nibbles can spend his inspiration to cause your attack to deal 2d4 additional piercing damage. This damage improves to 4d4 at 5th

level, 6d4 at 11th level, and 8d4 at 17th level.

Distract (1/Encounter). If he is loyal, Nibbles can grant you advantage on a single attack roll by acting as a distraction.

Oggle the Wizard

Inspiration [] Loyal [] Injuries [][][]

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Misty Step (1/Encounter). You teleport up to 30 feet to an unoccupied space Oggle can see.

Lightning Bolt. Oggle can spend his inspiration to cast *lightning bolt* (DC 16).

Evard's Black Tentacles (1/Long Rest). If he is loyal, Oggle can cast *Evard's black tentacles* (DC 16).

Ol' Grayhorn

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Strikes ability if applicable, to deal maximum damage. He can do this even after you roll damage, before applying it.

Skilled Strikes (1/Turn). If Grayhorn is loyal, you can deal an additional 1d4 damage when you hit with a melee attack.

Wary. Grayhorn is a skilled warrior, ready to pounce at any time. You can take an additional reaction during each round, which can be used only to make an opportunity attack.

Crushing Blow. When you roll damage with a melee weapon attack, Grayhorn can spend his inspiration to cause the weapon's damage dice, and his Skilled

Strikes ability if applicable, to deal maximum damage. He can do this even after you roll damage, before applying it.

Skilled Strikes (1/Turn). If Grayhorn is loyal, you can deal an additional 1d4 damage when you hit with a melee attack.

Tsarra Krislen

Inspiration [] Loyal [] Injuries [][][]

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Trap (1/Short Rest). Tsarra sets a hunting trap (PHB p. 152) in a space adjacent to you.

Like A Book. When you make a Wisdom (Insight) check, after rolling but before determining the result, Tsarra can spend her inspiration to cause the result to be 25.

Sneak Attack (1/Encounter). If Tsarra is loyal, when you hit a creature within 30 feet of you with an attack, if the attack had advantage or there is an ally within 5 feet of the target and the attack did not have disadvantage, Tsarra can

cause the attack to deal 2d6 additional damage. This damage improves to 4d6 at 5th level, 6d6 at 11th level, and 8d6 at 17th level.

Sir Bearington

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Way With Animals. Sir Bearington grants you advantage on Wisdom (Animal Handling) checks.

Rend. When you hit with a melee attack, Sir Bearington can spend his inspiration to take the opportunity to tear into you foe. Your attack deals an additional 2d6 slashing damage. This damage improves to 4d6 at 5th level, 6d6 at 11th level, and 8d6 at 17th level.

Beastly Fury. If he is loyal, Sir Bearington's great strength and sharp claws aid you better in battle. When making a melee weapon attack, you

score a critical hit on a 19-20.

Vartan the Druid

Inspiration [] Loyal [] Injuries [][][]

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Animal Messenger (3/Long Rest).

Vartan casts *animal messenger*.

Druidcraft. Vartan can cast *druidcraft* at will.

Barkskin. Vartan can spend his inspiration to cast *barkskin* on you. His concentration cannot be broken.

Goodberry. Vartan can spend his inspiration to cast *goodberry*.

Speak With Animals. If he is loyal, you and Vartan can speak with animals as if they shared a language with you.

Urdok

Inspiration [] Loyal [] Injuries [][][][]

Art by Jeff Preston



Push Comes To Shove

(1/Encounter). When you hit a creature with a melee attack, if the target is Large or smaller, Urdok can push it 10 feet away from you. If he does, the target must make a DC 12 Strength saving throw or fall prone. The DC increases to 13 at 5th level, 14 at 11th level, and 15 at 17th level.

Shield Bearer. Urdok can spend his inspiration to force an enemy to reroll one attack against you or an

ally within 10 feet.

Guard (1/Encounter). If Urdok is loyal, he can interpose himself in front of an attack that would hit you, taking the hit instead. Urdok takes an injury for every 10 full points of damage the attack would have dealt you.

Talala the Alchemist

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Healing Salves (3/Long Rest). By tending to a creature within 10 feet of you, Talala heals that creature 1d4 hit points, plus additional hit points equal to the creature's maximum number of hit dice.

Invigorating Mist. By spending her inspiration, Talala can throw a flask of invigorating substance at the feet of you or an ally within 30 feet, granting them 2d8 temporary hit points that last for 1 minute.

Restoration (1/Short Rest). If she is loyal, Talala can produce an effect

identical to a *lesser restoration* spell, though it is nonmagical.

Zookeeper, The

Inspiration [] Loyal [] Injuries [][][]

Art by Jeff Preston



Net (1/Short Rest). The Zookeeper throws a net (see PHB, p. 148) with a +7 bonus to the attack roll. The attack does not suffer disadvantage due to long range or attacking in melee.

Critters. The Zookeeper can spend his inspiration to unleash distracting tiny animals on a creature within 15 feet. The creature suffers disadvantage on its next attack roll before the end of its next turn, and if it is concentrating, it must make a DC 17 Constitution saving throw or lose concentration.

Zoo Keeper. If he is loyal, The

Zookeeper's knowledge of dangerous beasts causes opportunity attacks against you to suffer disadvantage.

Basilisk

Age [][] Injuries [][][]



Poison (1/Encounter). When you hit a creature with a melee attack, you can deal an additional 1d6 poison damage. If at least one age box is checked, the damage is 2d6 instead.

Petrifying Gaze (1/Short Rest). If

at least one age box is checked, the basilisk can force a creature it can see, that can see it, to make a DC 9 Constitution saving throw. On a failed save, the creature is restrained, and must repeat the save at the end of its next turn, becoming petrified on a failed save, or ending the effect on a success. If two age boxes are checked, the DC is 12.

Wyrmling, Red

Age [][] Injuries [][][]



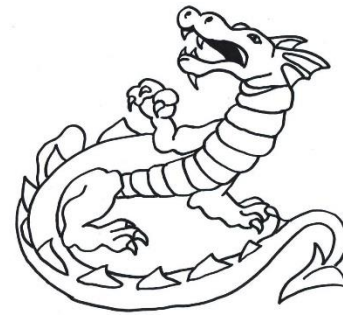
Bite (1/Encounter). When you hit a creature with a melee attack, you can deal an additional 1d6 piercing damage. If at least one age box is checked, you also deal an additional 1d6 fire damage.

Fire Breath (1/Encounter). If it has at least one age box checked, the wyrmling exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity

saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. If two age boxes are checked, the DC is 13 and the damage is 7d6.

Wyrmling, Silver

Age [][] Injuries [][][]



Constitution saving throw, taking 3d8 cold damage on a failed save, or half as much damage on a successful one.

If two age boxes are checked, the DC is 13 and the damage is 4d8, or the wyrmling can choose to instead exhale paralyzing gas. Each creature in that area must instead succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite (1/Encounter). When you hit a creature with a melee attack, you can deal an additional 1d6 piercing damage. If at least one age box is checked, you also deal an additional 1d6 cold damage.

Breath Weapon (1/Encounter). If it has at least one age box checked, the wyrmling exhales cold in a 15-foot cone. Each creature in that area must make a DC 12

Lotaena Deepfeet

Inspiration [] Injuries [][][]

Art by Jeff Preston



Scoutmaster. Your movement speed is increased by 5 feet.

Honed Reflexes. When you roll initiative, Lotaena can spend her inspiration to allow you to reroll, taking the better result. If she does and you are surprised, you are no longer surprised.

Longshot (1/Turn). When you hit with a ranged attack, you deal an additional 1d8 piercing damage.

Maestro

Inspiration [] Injuries [][][]

Art by Jeff Preston



Magic Missile. Maestro casts *magic missile*, firing only one missile.

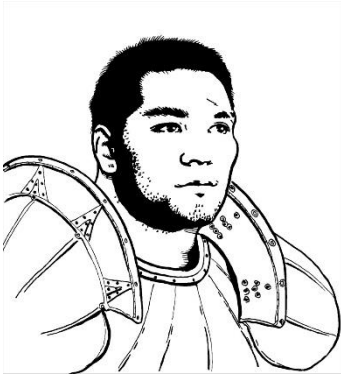
Time Stop (1/Long Rest). Maestro can spend his inspiration to cast *time stop*. You and your assigned companions can act during the spell.

Counterspell (1/Encounter). Maestro casts *counterspell* as a 5th level spell (+5 spellcasting ability bonus).

Ricket

Inspiration [] Injuries [][][][][]

Art by Jeff Preston



Knight's Blade (1/Turn). When you hit with a melee attack, you deal an additional 1d8 slashing damage.

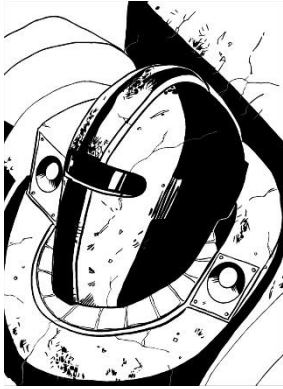
Knight's Shield. When you take damage from an attack, Ricket can spend his inspiration to take the hit instead. Ricket takes an injury for every full 10 points of damage the attack would have dealt you

Knight's Armor. Ricket provides you a +1 bonus to armor class.

Seloue the Quick

Inspiration [] Injuries [][][][][]

Art by Jeff Preston



Hammer of War. Seloue strikes in time with your attacks. You have +1 to melee attack and damage rolls.

Lay on Hands. Seloue can spend her inspiration to heal you or an ally within 10 feet by 40 hit points.

Aura of Protection. You have a +2 bonus to all saving throws.

Spymaster Nara

Inspiration [] Injuries [][][][]

Art by Jeff Preston



Spymaster. You have advantage on Dexterity (Stealth) and Charisma (Deception) checks.

Uncanny Dodge. When you are hit by an attack, Nara can spend her inspiration to cause you to take only half damage.

Sneak Attack (1/Turn). When you hit a creature within 30 feet of you with an attack, if the attack had advantage or there is an ally within 5 feet of the target and the attack did not have disadvantage, Nara

can cause the attack to deal 2d6 additional damage.

Velatha Thetris

Inspiration [] Injuries [][][][]

Art by Jeff Preston



hit.

Evasion. If you are subjected to an effect that allows you to make a Dexterity save to take half damage, you take no damage on a successful save, and half damage on a failure.

Vanish. Velatha can spend her inspiration to cause you to turn invisible until the end of your next turn, or until you attack or cast a spell.

Assassinate (1/Encounter). When you hit a creature within 30 feet of you with an attack, Velatha can cause the attack to become a critical

Allied Warriors

Injuries [][][][][]



Multiple Assignment. The allied warriors are assigned to the whole party at once. They take injuries only from their Protection ability.

Protection (1/Round). When a party member would be hit by an attack, the allied warriors can protect them, taking the hit instead. If they do, they take an injury.

Loss of Soldiers. The warriors cannot recover from injuries.

Artillery Support



Multiple Assignment. The artillery support is assigned to the whole party at once.

Artillery. When you hit with an attack, you deal an additional 2 points of damage.

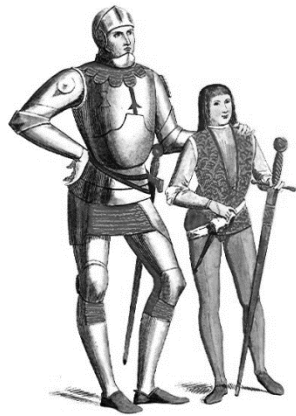
Friendly Forces



Assistance (1/Long Rest). The friendly forces help you out, allowing you to reroll one attack roll or saving throw.

Guards

Injuries [][][]



Support. When you hit with an attack, you deal an additional 2 points of damage. This bonus is reduced to 1 if the guards have two injuries.

Block (1/Encounter). The guards can interpose themselves in front of an attack that would hit you, taking the hit instead. If the attack deals 10 or more damage, the guards take an injury.

Loss of Soldiers. The guards cannot recover from injuries.

Scouts

Injuries [][][]



Spotters. You have advantage on Wisdom (Perception) checks, which grants you +5 to your passive Perception.

Fire At Will (1/Encounter). When you hit with an attack, you deal an additional 2d8 piercing damage. This bonus damage is reduced to 1d8 if the scouts have two injuries.

Loss of Soldiers. The scouts cannot recover from injuries.

Spies

Injuries [][][]



injuries.

Loss of Soldiers. The spies cannot recover from injuries.

Veteran Squad

Injuries [][][][]



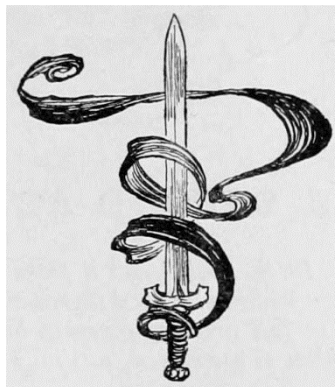
Assault. When you hit with an attack, you deal an additional 3 points of damage. This bonus is reduced to 2 if the squad has two or more injuries.

Phalanx (1/Encounter). The veterans form a defensive perimeter. Attacks against you have disadvantage until the start of your next turn.

Loss of Soldiers. The squad cannot recover from injuries.

Songblade

Inspiration [] Loyal []



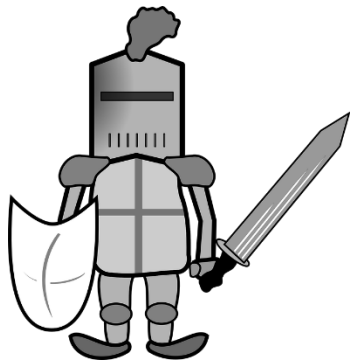
Magic Item. Songblade is an intelligent +2 longsword and can be used as such. It can only be assigned to whoever is attuned to it.

Quickstrike. Songblade can spend its inspiration to allow its wielder to make an attack with it as a bonus action.

Shriek (1/Short Rest). If it is loyal, Songblade can cast the *shatter* spell, with a save DC of 16.

Shield Guardian

Injuries [][][][][][]



Amulet. The shield guardian can only be assigned to a creature attuned to its amulet.

Shield (1/Round). When you are attacked, after the roll but before the effects are applied, the shield guardian can grant you a +2 bonus to AC against that attack, possibly causing it to miss.

Bound (1/Encounter). When you take damage, the shield guardian can cause you to take half of that

damage instead. The shield guardian takes an injury for every full 10 points of damage the attack would have dealt you.