

Bearthazar's



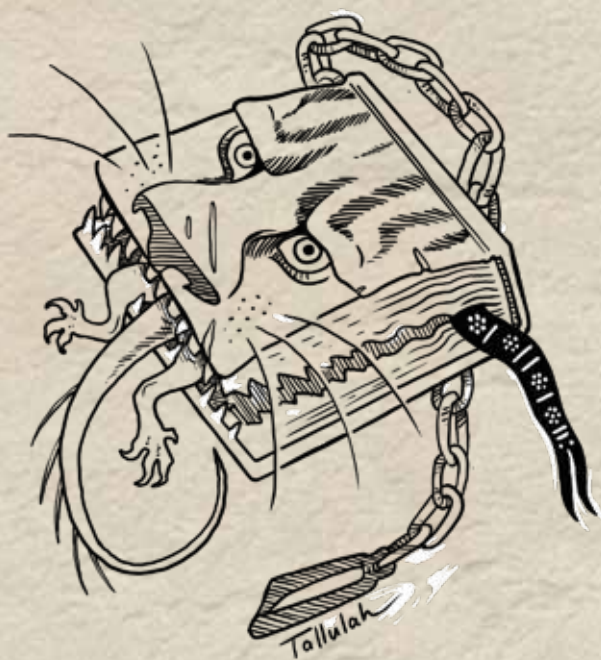
House of Familiars



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



Bearthazar's
HOUSE OF FAMILIARS



*Welcome, welcome one and all to
Bearethazar'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
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DUNGEON MASTER'S GUILD, 2019

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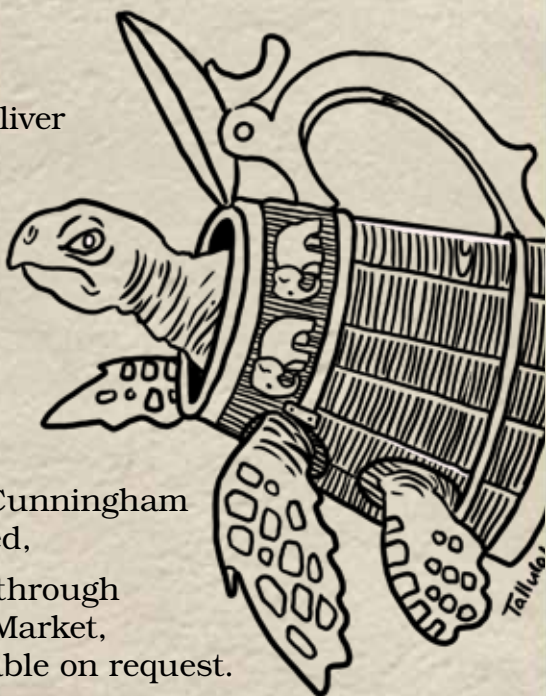
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EVERY WITCH OR WIZARD WORTH
THEIR ENCHANTED SALT NEEDS A
FAMILIAR TO HELP THEM IN THEIR WORK.

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 con-
tract is forfeit, and the summoning rituals bought here will cease to work for you.*

SIGNED

RIGHT. 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

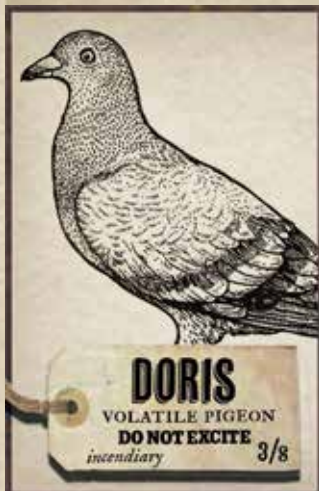
Challenge 0 (10 XP)

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 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*

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.



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

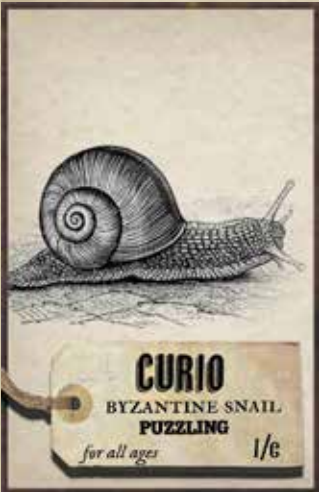
Tiny beast, lawful good

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 Pepperidge'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

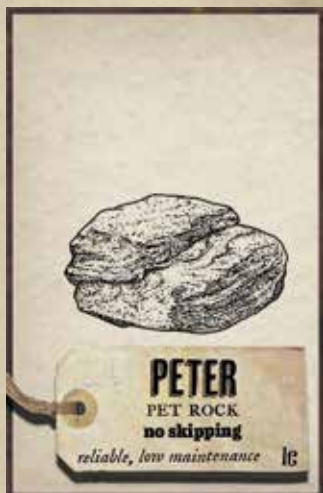
UPGRADES

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.

>PZ=0Y2Z
 J4LX

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

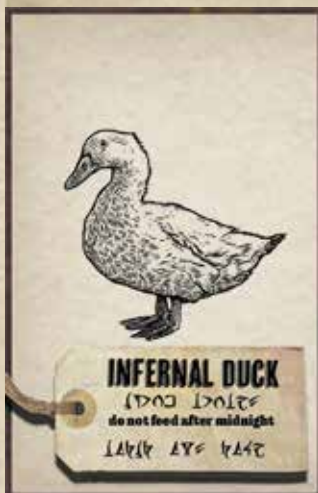
Damage Immunities Fire, Poison

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 POSITED 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.

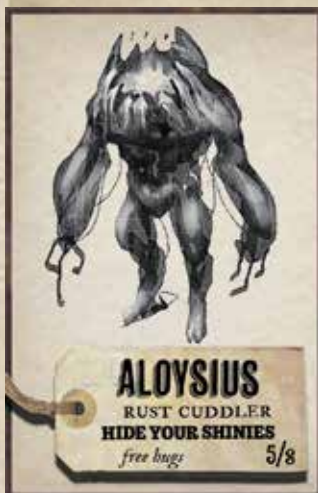
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

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.

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*.



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*



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 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*



Paddington

BEARBEBARIAN

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.

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.

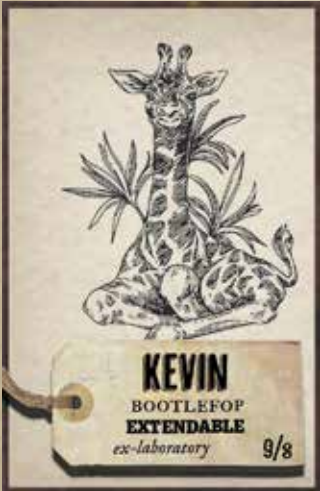
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	13 (+1)	2 (-4)	10 (0)	5 (-3)

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

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.



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*



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



INVISIBEARS 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

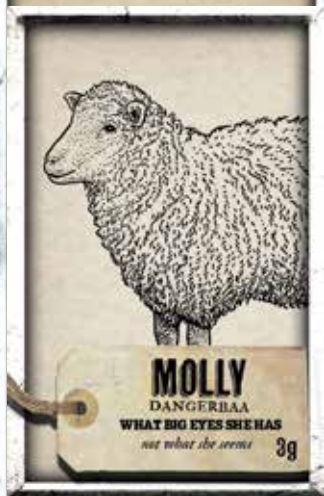
Senses passive perception 13

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*





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 0ft., 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

DUPLICITIOUS 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 pur-
chased 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 pro-
jects a magical illusion that makes it appear
to be standing near its actual location,
causing attack rolls against it to have disad-
vantage. 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 earworm 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.

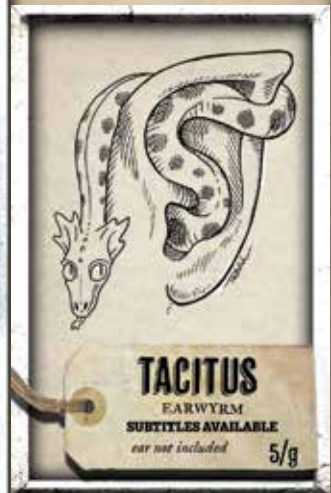
STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	14 (+2)	8 (-1)	20 (+5)	10 (0)

Senses Blindsight 10 ft., passive perception 15
Languages understands all but can't speak

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

Babeldragon. The earworm can crawl inside the ear of a humanoid creature. Whilst inside, that humanoid gains the earworm'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 earworm 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 familiarsbut 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
MAGICAL HAT
FULL OF SURPRISES
do not climb inside 300/g

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*





UPGRADES

Summoning Components



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.

Armor Class ?

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

**Senses -
Languages -
Challenge -**

[illegible]

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 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

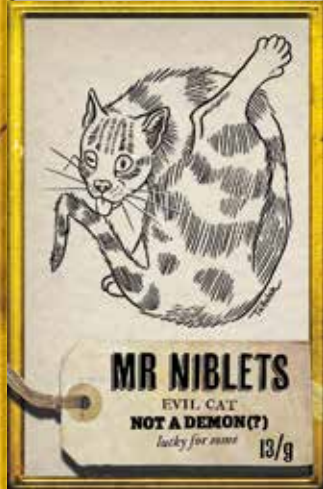
UPGRADES

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*



ALL 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.jessicamarcumwrites.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

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.



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BERTHA

GITHIYAKI

KEEPS YOUR HOUSE
free of mind flayers

40/g



BUBBLES

SINKABLE RAINBOW
FISH

*do not remove from water
paint away from face*



COLOPHON

BOOKWORM
ILLUMINATED

calligraphic manuscript

88



CONSTANCE

IMMOVABLE RAT
DO NOT SNIFF EXCRETIONS

adhesive

3/8



FRITZ

DISPLACER CUB
TWO FOR ONE DEAL

patent flick-o-motion



GARFUNKEL

FOWLBEAR
fowl tempered

cluck cluck claw

9/c



GRAND

SPEL

CARN

first edition



HARRY

MAGE

FULL OF

do not slice



INFANT

TYRANNOF

MICRO

TINY BUT

phlogisthen 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 DRAGON

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

HUMMINGBIRD
high speed chewer
sharp teeth



OSSEA

DENTALOTH
SMILE!
open wide

75/g



PALEOG

PAPER
OPHIDION



REY

LOVE
WINTER
Keeps your new



TACIT

EARWY
SUBTILES AND
ear not included



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