

MILDLY DANGEROUS PETTING ZOO: A COMPENDIUM OF REALLY LOW CR

These cute critters may not be able to hold their own in battle, but there's no doubt about how delightful they are. Use them as familiars, companions, and friends, or sprinkle them in your world to add a little bit of charm.

PETTING ZOO BY CHALLENGE RATING

CHALLENGE 0 (10 XP)

- Baby seal
- Goose
- Impala

CHALLENGE 1/8 (25 XP)

- Giant crow
- Turkey

CHALLENGE 1/4 (50 XP)

- Bearhound
- Ember lizard
- Griffon hatchling
- Halberd sheep
- Juvenile bulette
- Sandstone scorpion
- Secretary bird
- War dog

CHALLENGE 1/2 (100 XP)

- Heck hound
- Rough ox

Most of the Challenge 1/4 creatures are designed to be used as Ranger animal companions, but they can also add interest to combat encounters. The Challenge 0 animals are intended to be used with the Find Familiar spell.

MILDLY DANGEROUS PET SHOP

Many of the animals in this document are common finds at marketplaces and shops. They can be purchased for the following prices:

ANIMALS

Item	Cost	Speed	Carrying Capacity
Bearhound	40 gp	40 ft.	150 lb.
Goose	3 cp	30 ft.	-
Halberd sheep	75 gp	30 ft.	250 lb.
Heck hound ¹	200 gp	40 ft.	-
Rough ox	100 gp	30 ft.	700 lb.
Turkey	5 cp	30 ft.	-
War dog ²	100 gp	40 ft.	125 lb.

¹ Heck hounds can only be found for sale from less scrupulous sources.

² Without its barding, a war dog costs 60 gp and has an AC of 12.

The other creatures in the document must come from a very special exotic animal vendor, or be captured in the wild.

THE PETTING ZOO

BABY SEAL

Small beast, unaligned

Armor Class 11 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 15 ft., swim 40 ft.

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

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Hold Breath. The seal can hold its breath for 15 minutes.

Actions

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

The **baby seal** might be adorable, and fuzzy, and clumsy, and floppy, and velvety, and chubby, but it won't hesitate to bite you if provoked.





EMBER LIZARD

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 30 ft., passive Perception 10

Challenge 1/4 (50 XP)

Spider Climb. The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) fire damage.

The **ember lizard** is a peculiar desert reptile with burning-hot scales. Despite this fearsome trait, ember lizards are usually solitary and timid rather than aggressive. Some eccentric collectors keep the lizards as pets.

BEARHOUND

Medium beast, unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 40 ft.

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

Saving Throws Wis +3

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Ursine Hunter. The bearhound has advantage on attacks made against bears.

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 12 Strength saving throw or be knocked prone.

Bearhounds are prized for their ferocity and loyalty as hunting dogs. They were specially bred to hunt bears and other enormous beasts, and thus know no fear.



GIANT CROW

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	4 (-3)	14 (+2)	6 (-2)

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Mimicry. The crow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shamans often have **giant crows** as familiars or companions, but cultures disagree about what the animal symbolizes. Some view the clever bird as a symbol of insight and cunning, while others see it as an omen of death.

GRIFFON HATCHLING

Small monstrosity, unaligned

Armor Class 11

Hit Points 9 (2d6 + 2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Sight and Smell. The griffon has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Small, cute, and only slightly deadly, **griffon hatchlings** are a prized commodity. Many exotic game hunters target griffons simply to be able to raid their nests.

GOOSE

Small beast, unaligned

Armor Class 10

Hit Points 3 (1d6)

Speed 30 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	11 (+0)	3 (-4)	12 (+1)	3 (-4)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Actions

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

Honk. The goose honks loudly at a target within 30 ft. If the target can hear the goose, the target is deafened and has advantage on attacks against the goose until the end of the goose's next turn.

The **goose** is an ornery waterfowl that likes to travel in flocks. It is perhaps most well-known for its loud and distinctive cry.



HALBERD SHEEP

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	3 (-4)	10 (+0)	4 (-3)

Damage Resistances cold

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

Trampling Charge. If the sheep moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

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

The **halberd sheep** is a cold-weather ovine with thick wool and six fearsome horns. Rams use their un-curved pair of horns as their weapon of choice, goring anyone so unfortunate as to provoke them.



HECK HOUND

Medium fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +3

Damage Immunities fire

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Pack Tactics. The heck hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

A product of an extremely unfortunate attempt at domestication, the **heck hound** is less destructive than its hell hound ancestors, but twice as mischievous. It's infamous for perfectly aggravating behaviours like incinerating the neighbor's cat and chewing holes through slippers and ankles. Anyone foolish enough to pick a heck hound as a pet probably deserves what's coming to them.



IMPALA

Medium beast, unaligned

Armor Class 13
Hit Points 4 (1d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Running Leap. With a 10-foot running start, the impala can long jump up to 30 feet and high jump up to 10 feet.

Actions

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

Impalas are graceful antelopes that are excellent at sprinting and jumping, but are slightly skittish. Halflings and other Small humanoids ride them as mounts.

JUVENILE BULETTE

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft., burrow 30 ft.

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

Skills Perception +2
Senses darkvision 30 ft., tremorsense 30 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bulettes, which make tigers and grizzlies look like tabby kittens and teddy bears, make for powerful and invaluable companions. Nonetheless, very few have managed to befriend one without being crushed or disemboweled. Those who have been successful claim you need to tame the beast from a very young age.

ROUGH OX

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 25 (3d10 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	4 (-3)

Senses passive Perception 11
Damage Resistances cold
Languages —
Challenge 1/2 (100 XP)

Beast of Burden. The ox is considered to be a Huge animal for the purpose of determining its carrying capacity.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

The **rough ox** is a massive, sturdy bovid that thrives in colder climates. Its incredible stamina and docile nature makes it an ideal pack animal, but many cultures also use them as terrifying mounts in war.



SANDSTONE SCORPION

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Actions

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

The **sandstone scorpion** is a dust-colored arachnid with tough skin and a long, fearsome stinger. It rarely hunts humanoids for food, but it is fiercely defensive of its territory and will attack if it feels threatened.

SECRETARY BIRD

Medium beast, unaligned

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	4 (-3)	14 (+2)	6 (-2)

Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Keen Sight. The secretary bird has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

The **secretary bird** is a tall, black and white raptor with a distinctive crest of long feathers. Unlike other birds of prey, it prefers to hunt on the ground, using its fearsome talons instead of its beak.

TURKEY

Medium beast, unaligned

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft., fly 20 ft.

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

Senses passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Keen Sight. The turkey has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

Turkeys are an incredibly delicious fowl, and are most often served roasted or fried. They are usually paired with a savory brown sauce or a selection of tart fruits. Turkeys are versatile and nearly universally loved, as they offer copious amounts of nutritious white meat and succulent dark meat.



WAR DOG

Medium beast, unaligned

Armor Class 13 (leather barding)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

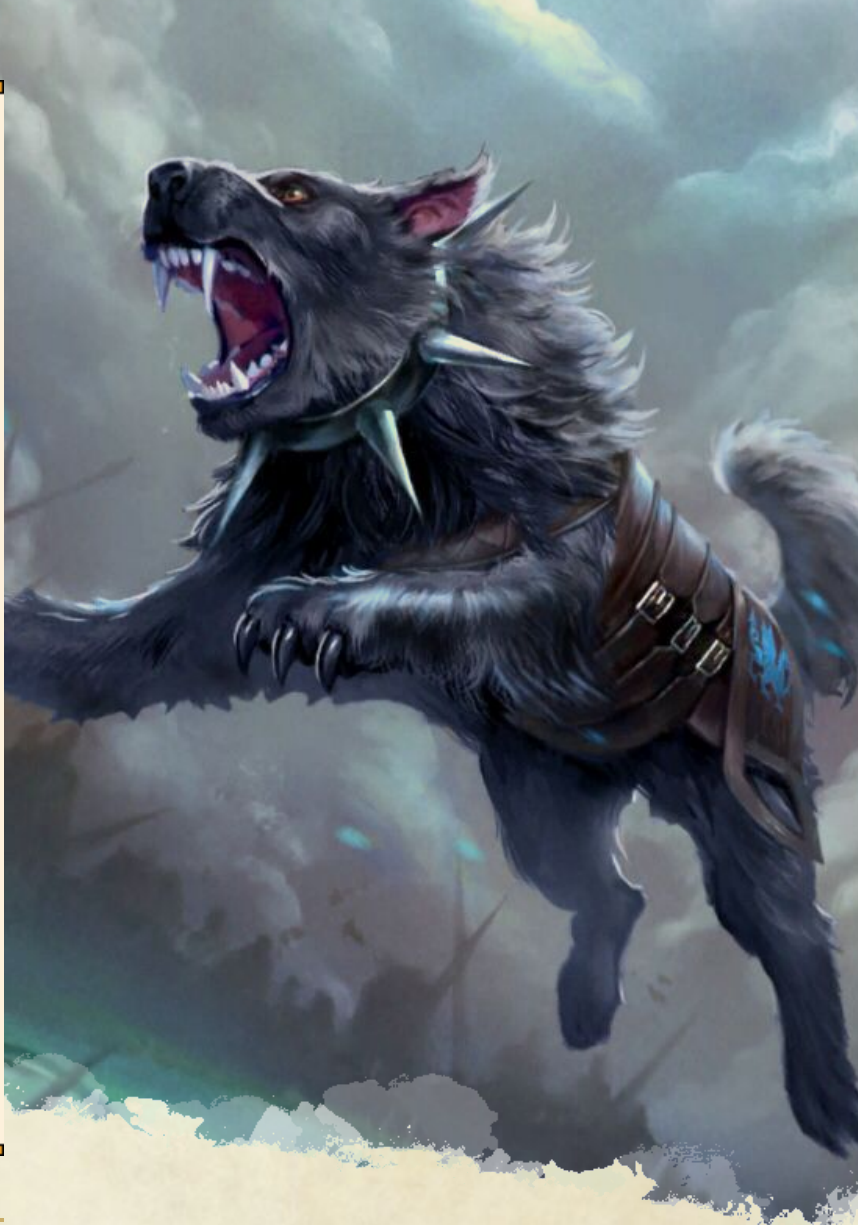
Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Brave. The dog has advantage on saving throws against being frightened.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12). If the target is a humanoid, it loses the use of one of its arms until the grapple ends.

War dogs are meticulously trained by expert breeders and typically fitted with leather barding. A good war dog is fiercely loyal to its handler, and will not hesitate to destroy anyone who attacks them.



CREDITS

All images found on Deviantart unless otherwise specified

- Page 1: *Baby Harp Seal* by Mellodee
- Page 2: *Lizard Study Fin* by Tsabo6, *My homeland* by WolfRoad
- Page 3: *Small Griffin* by sandara
- Page 4: *Sheepshoop* by Autumnbirds, *My Puppy !!* by NariiKemono
- Page 5: *Snow mountain of big yak* by ZERG118
- Page 6: *Secretary bird* by Faezza
- Page 7: War hound from Heroes of Camelot game

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