

FAMILIARS

By tradition, familiars take the forms of beasts, but we have decided to break away from that to offer some stat blocks based on non-beast creature types. At the end of the day, a familiar is an extraplanar spirit in the *shape of a beast*, so why not let them take the shapes of constructs, undead or fey?

Under the Sea. Those of you who follow us on Patreon may have noticed that the High Seas Update has opened up a strong lead in the October poll. The race is not over yet, but the mere thought that we might be writing a nautical setting book has inspired me to stat up a collection of aquatic familiars. The perfect complement for one of our merfolk!

AWAKENED KELP

Tiny plant, unaligned

Armor Class 11

Hit Points 3 (1d4 + 1)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Amphibious. The awakened kelp can breathe in both air and water.

ACTIONS

Strangle. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage and the target is grappled if it is Small or Tiny (escape DC 9).

MAN O' WAR

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10

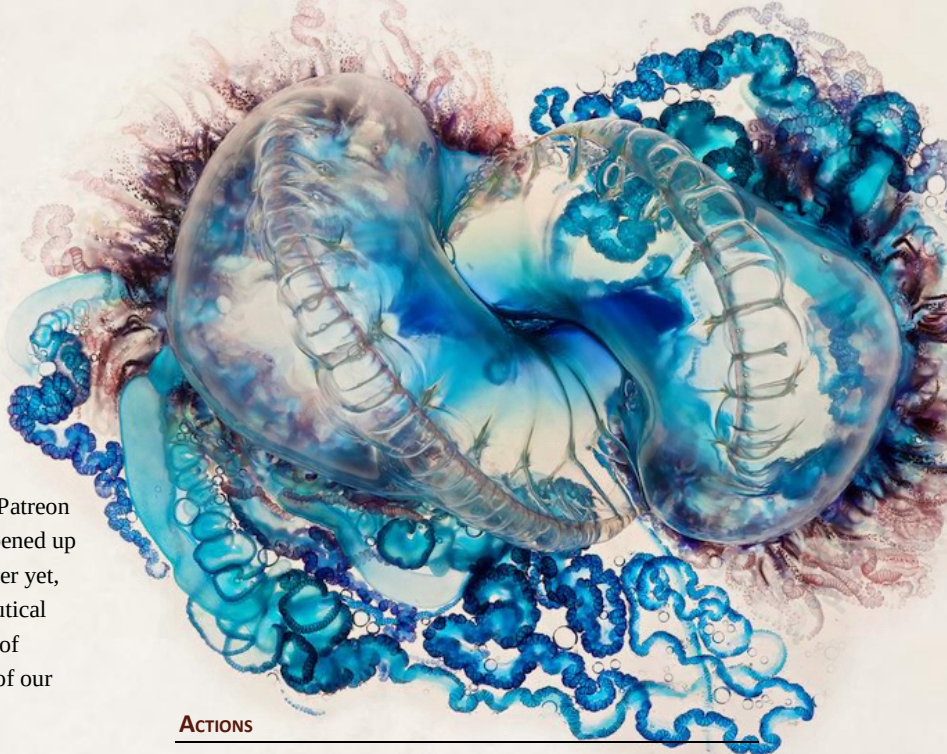
Languages —

Challenge 1/4 (50 XP)

Water Breathing. The man o' war can only breathe in water.

Natural Buoyancy. The man o' war floats, even if it is unconscious, paralyzed, stunned or dead.

Persistent Stinger. After the man o' war dies, its stingers remain potent for 1d4 days. Any creature that touches it during that period is subject to its Sting attack.



ACTIONS

Sting. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) poison damage.

MOON JELLY

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Water Breathing. The moon jelly can only breathe underwater.

Bioluminescence. The moon jelly sheds dim light in a 10-foot radius.

PORCUPINE FISH

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 0 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Water Breathing. The porcupine fish can breathe only underwater.

ACTIONS

Toxic Spines. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.

STARFISH

Tiny beast, unaligned

Armor Class 7

Hit Points 3 (1d4 + 1)

Speed 20 ft., climb 20 ft., swim 20 ft.

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

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Water Breathing. The starfish can only breathe in water, but can hold its breath in air for up to 10 minutes.

Regeneration. The starfish regenerates 1 hit point at the start of its turn. If it takes acid or necrotic damage, this trait doesn't function at the start of the starfish's next turn. The starfish only dies if it starts its turn with 0 HP and doesn't regenerate.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the starfish's space. *Hit:* 1 slashing damage.

TERRAPIN

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	6 (-2)	11 (+0)	3 (-4)	13 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Amphibious. The terrapin can breathe in both air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the starfish's space. *Hit:* 1 slashing damage.

THUNDER EEL

Tiny beast, unaligned

Armor Class 11

Hit Points 3 (1d4 + 1)

Speed 10 ft., swim 40 ft.

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

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Water Breathing. The eel can only breathe in water.

ACTIONS

Shock. *Melee Magic Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 lightning damage.

URCHIN

Tiny beast, unaligned

Armor Class 10 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	5 (-3)	14 (+2)	1 (-5)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 0 (10 XP)

Amphibious. The urchin can breathe in both air and water.

Spiny Defense. Any creature within 5 feet of the urchin that hits it with a melee attack takes 1 piercing damage.

ACTIONS

Spines. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

