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GOLIATH & FURFEATHER

It has often been said that the power of friendship can overcome any obstacle, that camaraderie and love are some of the most powerful forces in existence. This is, of course, a given when it comes to sapient beings; caring and kindness go an awfully long way to ease the ills of the world- but the same can be said for the world's simpler creatures, too, and in all the realms, there is no story that illustrates this better than the tale of Furfeather and Goliath. Named so by those that had seen the curious pair together, they could not have been more different; the first is a cute little tuxedo-patterned tressym, a winged cat with bright eyes and a cheerful little prance, but the latter? The latter is a massive, battle-scarred grey render, a creature that, despite all the violent proclivities of their kind, protects his little friend from all the dangers they face. To say such a pair is odd is no understatement, but odder still is how this unlikely duo came to be.

Once, when Goliath was a younger render, he was an apex among his kind, a powerful brute who controlled a massive amount of territory and protected it fiercely, from interloper and other grey render alike. For years he knew no equal, wanted for nothing, stood alone and proud; but someone who stands alone only stands as long as he is still able, and as age set in, he found it harder and harder to push back young upstarts looking to challenge him, until one finally drove him down from his heady perch, the younger render wounding him mortally and exiling him from the realm he once dominated. Whether instinct or intellect, Goliath likely knew he was doomed, his wounds too great to bear, so after fleeing as far as his failing legs would take him, the great beast finally could travel no further, and laid down to die.

It is difficult to say what such a creature expects as they wait for the end, but for Goliath, the answer was likely not an inquisitive, squeaky mewling. As the old render waited to die, he hadn't noticed the approach of a curious little tressym, the feline now circling his hulking form, squeaking and mewing as if to ask what he was, and why he was alone. Too injured to bat the little thing away, Goliath only shut his eyes, but to his surprise, he soon felt a warm little body pressed up to his, the tressym taking the opportunity to cuddle up for warmth, cleaning his wounds with a sandpapery tongue. Having lived only a life of battle and survival for so long, this was the first kindness Goliath had ever known, and despite himself, he found that the little creature showing him such care had melted his icy heart. It would have been a good way to die, all told, but now another second curiosity occured: whether it was the presence of some unknown magic surrounding the little creature, or the rekindling of Goliath's own will to live, the render soon rose back to his feet, pulled from the brink of death by nothing more than a simple act of kindness. It would be a kindness he would repay to Furfeather many times over, for it was from here the two became fast friends and lifelong companions.

The bond between Furfeather and Goliath is a deep one, and though it would appear one-sided at first, with the curious little tressym attracting trouble like a magnet- trouble her grey render bodyguard is quick to confront- she is kindhearted and endlessly affectionate, always there to lift her hulking friend's spirits. The two have been all over the world, surviving traps and tribulations both by virtue of Goliath's strength and Furfeather's inexplicable- if not exactly wise- luck, and it is hard to say where their adventures may lead them next. The only thing that's certain is that whatever they face, they'll face it together- for unlikely as this pair may be, they're friends til the end!

GOLIATH

Large Monstrosity, Chaotic Neutral

Armor Class 19 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	3 (-4)	10 (0)	8 (-1)

Proficiency +5
Saving Throws Str +9, Con +10, Wis +5
Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Challenge 14 (11,500 XP)

Bond of Friendship. As long as Goliath is within 20 ft. of Furfeather and can see her, he has advantage on Wisdom and Charisma saving throws. Additionally, Goliath can pick up and place Furfeather on his shoulder or back as an item interaction.

Legendary Resistance (3/Day). If Goliath fails a saving throw, he can choose to succeed instead.

Siege Monster. Goliath deals twice as much damage to objects and structures.

Sorrowful Rage. When Furfeather dies and Goliath sees her, or when Goliath finds Furfeather's dead body, Goliath will spend his action on his next turn howling in anguish if possible. At the end of his turn Goliath regains all uses of his Legendary Resistances, is no longer charmed, frightened, stunned, or paralyzed, and enters a rage.

FURFEATHER

Tiny Beast, Chaotic Neutral

Armor Class 13
Hit Points 10 (4d4)
Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (0)	8 (-1)	6 (-2)	16 (+3)

Proficiency +2
Saving Throws Str +0 Dex +7, Con +4, Int +4, Wis +2, Cha +7
Skills Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common but can't speak
Challenge 1/8 (25 XP)

Legendary Resistance (1/day). If Furfeather fails a saving throw, she can choose to succeed instead.

Detect Invisibility. Magical invisibility within 60 ft. of Furfeather fails to conceal anything from her sight.

Keen Smell. Furfeather has advantage on Wisdom (Perception) checks that rely on smell.

Poison Sense. Furfeather can detect whether a substance is poisonous by taste, touch, or smell.

Bond of Friendship. As long as Furfeather is within 20 ft. of Goliath and can see him, she has advantage on Wisdom and

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While raging, Goliath is immune to being charmed or frightened and can use his ***Rage*** Legendary Action without restriction targeting the nearest visible creature instead.

Goliath can't rest while raging and remains in this rage until slain.

ACTIONS

Multiattack. Goliath makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is large or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is prone, it takes an additional 7 (2d6) bludgeoning damage.

LEGENDARY ACTIONS

Goliath can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Goliath regains spent legendary actions at the start of his turn.

Detect. Goliath makes a Wisdom (Perception) check.
Move. Goliath moves up to half his movement speed.
Claws (2 Actions). Goliath attacks with his claws.
Rage (2 Actions). Goliath moves up to his speed towards a creature that dealt damage to Furfeather since the beginning of Goliath's turn and makes one attack with his bite and his claws targeting creatures that harmed Furfeather. To use this action, Goliath must have seen the creature deal damage to Furfeather.

Charisma saving throws. Additionally, as long as Furfeather is within 5 ft. of Goliath and he is not incapacitated, any attacks targeting Furfeather must target Goliath instead.

Lucky. If Furfeather is subjected to an effect that allows her to make a saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if it fails. Additionally Furfeather ignores disadvantage on any of her rolls.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) slashing damage.

LEGENDARY ACTIONS

Furfeather can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Furfeather regains spent legendary actions at the start of her turn.

Big Cute Eyes. Any creature within 30 ft. of Furfeather that can see her must succeed a DC 15 Wisdom saving throw or can't target Furfeather with attacks or spells that deal damage until the end of Furfeather's next turn. A creature immune to being charmed succeeds automatically.
Day Dream. Furfeather regains one use of her Legendary Resistance, to a maximum of 1.
Meow. Furfeather meows audibly. If Goliath is within 120 ft. of Furfeather and can hear her, he moves up to his speed towards her.
Wander. Furfeather moves up to her speed without provoking opportunity attacks.

GOLIATH & FURFEATHER TACTICS

Neither Goliath or Furfeather are interested in engaging in battle if it can be avoided, choosing to flee if engaged, or rather Goliath picking up the tressym before she can develop curiosity towards their attackers.

Though, either if cornered, or if Furfeather is endangered, Goliath will not hesitate to defend himself and more importantly Furfeather to the best of his ability. In combat Goliath will always prioritize Furfeather's safety, meaning that he will attack any creature he perceives as a threat to Furfeather (prioritizing his Rage action over any other Legendary actions), or will go to great lengths to keep Furfeather out of harm's way. But once Furfeather dies, Goliath will enter his rage and attack any creature he sees until slain or dying of exhaustion.

Furfeather on the other hand will be oblivious to the dangers of combat, being fascinated by the action or spells on display. While Furfeather prefers Goliath's company, her curiosity will lead her to wander off from Goliath. If separated Furfeather will meow to alert Goliath to her location and Goliath will take the quickest way towards Furfeather possible (even through walls if necessary). When isolated and threatened, Furfeather will resort to keep herself safe by using her legendary actions and make use of her claws only if being manhandled or otherwise harmed.

INFORMATION GATHERING

Investigating the sightings of Goliath and Furfeather will take the players down different stages of investigation in which their perception of the situation may change dramatically. Upon hearing first of the wandering grey render, they might assume it is a wayward monster on its way to cause destruction. Things are bound to change for the players as soon as they learn of the tressym Furfeather and her bond with Goliath. Let your players roll Intelligence (Investigation), Intelligence (Nature), Charisma (Persuasion), or other skills that you deem appropriate to learn more about Goliath and Furfeather. Different skills used for gathering information may yield different pieces of information being accessed.

Easy: DC 10 – Rumors spread about a wandering grey render whose sudden appearance caused concern within the local community.

Intermediate: DC 13 – Apparently the grey render is not alone. Some people claimed that a winged cat has also been sighted wherever the grey render appeared.

Intermediate: DC 13 (Nature) – Usually Grey Renders are territorial creatures who fiercely protect their land. To see one wander around is peculiar.

Hard: DC 15 (Investigation or Persuasion) – The players learn that the grey render and the tressym have been sighted wandering together for a few years across the land. Their sightings were memorable enough to earn them nicknames: "Goliath" and "Furfeather".

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Hard: DC 15 (Nature) – While grey renders are never found in groups of their kind, they can occasionally be found in company of other creatures. Despite their aggressive disposition, they 'adopt' these creatures and become highly protective of their charges.

Impossible: DC 20 (Investigation or Persuasion) – Either through their own research, or through meeting the right person, the players learn that Goliath used to be a mighty apex creature in his prime, holding his territory for several decades before he was driven out by a younger rival. He has been accompanying the small tressym Furfeather ever since.

TREASURE

As both Goliath and Furfeather are wild creatures, they have no use for material belongings. As such, they do not carry any noteworthy treasure. As an alternative reward, depending on the circumstances of why the players are investigating the appearance of these two creatures, have either the leader of the local community that feels threatened by Goliath, or a commune of hunters, offer the group monetary compensation for settling the issue.

Alternatively, in case the group deals with Goliath and Furfeather with lethal means, they can repurpose Goliath's battle hardened hide to create a unique +1 leather, studded leather, or hide armor. Furfeather's paws can be repurposed into 4 lucky charms that function identical to *Stones of Good Luck* (... except that these magic items appear heavier than they are, weighted down by the crushing guilt of harming such a precious creature).

If captured alive, Furfeather can be sold either to a magic user with interest in turning Furfeather into a familiar, or an exotic beast collector (or similar) for 2,000 to 6,000 gold pieces.
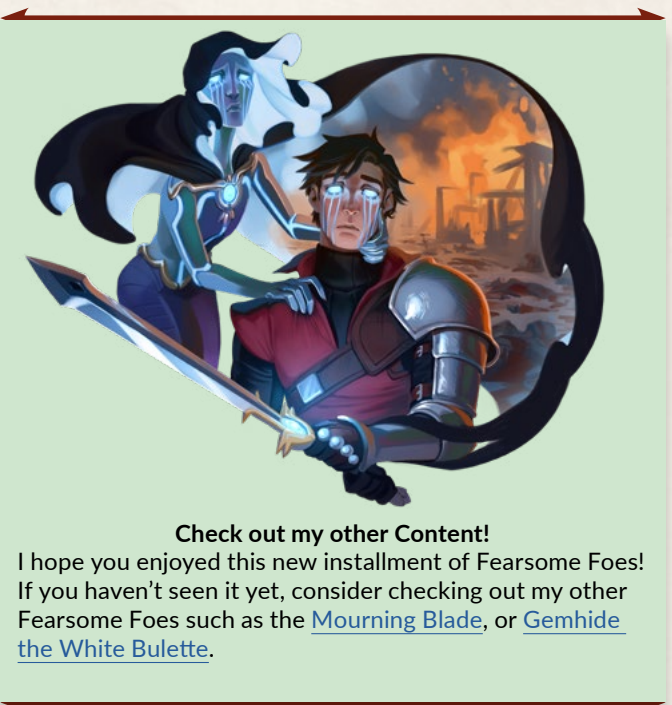
Check out my other Content!
I hope you enjoyed this new installment of Fearsome Foes! If you haven't seen it yet, consider checking out my other Fearsome Foes such as the Mourning Blade, or Gemhide the White Bulette.

PLOT HOOKS

Due to the nature of Goliath and Furfeather as non-malign creatures, they can be featured in a diverse array of narratives. This allows them to be used in adventures or encounters of all difficulties, since combat with Goliath and Furfeather is not guaranteed. The following plot hooks serve as an example of the variety of possible scenarios in which Goliath and Furfeather can be featured in:

Goliath needs help! (low level difficulty)
While the group rests during their journey through the wilderness, the players are alerted by the meows of a winged cat. Furfeather approaches the group but appears in distress and urges the players to follow her. She leads the group to Goliath who is resting, heavily wounded. The players see Furfeather nuzzling the wounded render to comfort him, and then turns upon the group with a pleading meow. Will the group help Goliath? How did Goliath get wounded so badly?

Like a render in a china shop (low to medium level difficulty)
The players arrive at a devastated village. They soon learn that this was a wild grey render's doing that suddenly appeared in their village and began rampaging. Fortunately no one was seriously injured, but many buildings, carts, and goods were destroyed. The villagers are worried about the render's return and ask the group for protection or to hunt the monster. What the villagers did not see though was that the small tressym Furfeather made her way into the village. Goliath, diligent as ever, accompanied her ... and then the scene descended into chaos as the villagers panicked. Will the group hunt Goliath? Will they investigate and learn that the creature was simply following his friend? How will they ensure that Goliath and Furfeather will not cause further trouble?

A hunted feline (medium level difficulty)
During the group's travel, their group is approached by a friendly tressym. The affectionate feline makes fast friends with the group. Unbeknownst to the group, Furfeather wandered off without Goliath noticing. Now the render is in a panic that his little friend might have been abducted or worse. Soon the group finds itself stalked by the venerable grey render who assumes the worst of them, and wants to free Furfeather from the groups 'clutches'. How will the group react to this powerful predator coming after them? Will they flee or fight? When will they figure out this misunderstanding and how will they make Goliath understand?

Estate under siege (medium to high level difficulty)
A local noble finds his woodland estate under siege just as he and his family arrived for a retreat. Day after day a monstrous beast attacks the walls, not being intimidated by neither crossbow bolts nor fire. Unable

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to leave due to the prowling monster outside, he fears for the safety of his wife and daughter, therefore he sends an urgent call for help. Anyone that saves his family from the monster will be richly rewarded. Unbeknownst to the noble man, his daughter found Furfeather in the woods outside and was immediately smitten with the kitten. The daughter took the tressym into the estate where she can keep and spoil her, all while poor Goliath outside tries nothing more than to desperately reunite with his friend inside. Will the group immediately attempt to trap and slay the attacking monster? Will they find the connection between the attacking render and new tressym pet of the nobleman's daughter?

The obsessed collector (high level difficulty)
A collector of high social standing set sight on the peculiar duo, Goliath and Furfeather. He is aware that Furfeather is blessed with supernatural luck and has been scheming to capture said tressym. Any tamers and hunters he sent after the two were quickly deterred by Goliath and refused further service. Thus the collector fabricated rumors of a wandering grey render that laid waste to local homesteads - to add cadence to his narrative the collector hired lesser sell swords to devastate a few of the area's minor homesteads. He will approach capable adventurers with a plea for them to deal with this raging monstrosity, while he will lay in wait for the tressym's guardian to be distracted ... How will the group react once they find a tressym in company of this supposed monster? Will they see through the collector's charade? What will they do once they fall for his deception?

Goliath's dilemma (high level difficulty)
A hunting community finds itself unable to enter their usual hunting grounds, as it has been taken over by a grey render. Without them being able to hunt, the local town they provide for will be soon without food. They call out for anyone capable of slaying a grey render, lest the town will starve. While Goliath is indeed staying within the community's hunting ground, he does not do so by choice. While Goliath and Furfeather were traveling, Furfeather's luck failed her and she stepped into one of the many hunter's traps. Furfeather is badly wounded, and worse yet, her wound has been infected. Goliath finds himself stuck to protect Furfeather whose condition grows worse every day, all the while hunters are closing in from all sides. Will the players be able to understand Goliath's predicament before they are forced to slay him? What will they do once they find Furfeather? Can the group avert this tragedy?

Naturally, these plot hooks are suggestions for how you can feature Goliath and Furfeather in your game. At your discretion, you can choose and pick elements from each hook to create a narrative of your choice with as little or as much combat as you see fit.

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