

 CATILUS RPG 

CUTE CREATURES COMPENDIUM



Early Access

5E SUPPLEMENT

**An assortment of adorable critters
for the world's greatest roleplaying game**

CUTE CREATURES COMPENDIUM



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**SPECIAL THANKS TO ALL THE FRIENDS AND SUPPORTERS WHO MAKE ALL CATILUS CREATIONS,
INCLUDING THIS BOOK, POSSIBLE!**

On the cover, feyborn bard Mindora and several of her cute friends set out for adventure in Otherwood and beyond.

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INTRODUCTION

The unusual and often mysterious creatures that inhabit a fantasy world play a key role in storytelling. Not all monsters have to be terrifying, but not all cute creatures will be necessarily benevolent.

Gamemasters can use the cute creatures in this book to expand their worldbuilding and create exciting new adventure hooks in their games. This book also aims to help players create characters with interesting companions and open up new playing styles for many subclasses.

MAGIC FAMILIARS AND STEEDS

At the gamemaster's discretion, many of the cute creatures in this book can be summoned by magic to act as familiars or steeds. Player characters can cast the *find familiar* spell to summon any cute creature with a challenge rating of 0, and pact of the chain warlocks can summon cute creatures with a challenge rating of 1. Cute creatures with a challenge rating of $\frac{1}{2}$ can be summoned with the *find steed* spell, and cute creatures with a challenge rating of 2 can act as greater steeds.

You can see which cute creatures can be summoned as familiars, pact of the chain familiars, steeds, or greater steeds in each creature's description.

SIDEKICKS, PETS, AND COMPANIONS

In addition to summoning them through magic, player characters might be able to tame and befriend cute creatures out in the world. Some cute creatures will be suspicious of strangers, while others might approach player characters out of curiosity, depending on their character.

At the gamemaster's discretion, player characters can attempt to tame a cute creature that doesn't speak any language by succeeding on a Wisdom (Animal Handling) check with a DC equal to 10 + the cute creature's challenge rating. Similarly, player characters can attempt to directly befriend a cute creature that shares a language with them by succeeding on a Charisma (Persuasion) check with a DC equal to 10 + the cute creature's challenge rating. Additionally, several beasts and plants in this book are eligible targets for the *awaken* spell, which might help adventurers befriend them.

A tamed or befriended cute creature will be friendly towards the player character and their friends, and might decide to join them on their adventures, especially if they try to accommodate the creature's likes and avoid its dislikes.

OPTIONAL RULE: CHANGING CREATURE TYPES AND SUBTYPES

Gamemasters can change creature types and subtypes to adjust creatures to specific themes or to insert them in a particular biome in their world. For example, a gamemaster can make shroompies beasts instead of plants, and copyblobs ooze instead of monstrosities. Such changes do not affect a creature's challenge rating.



Oriel, Warlock of the Catilus

CATILI / CATILUSES

The term “Catilus” refers to an entire species of curious feline creatures that float through dimensions inside nautiloid (for them, catiloid) shells. There are catili of all ages, colors, and sizes, and the oldest and wisest of them is known as just ‘the Catilus’. All catili, as well as their friends, make up what they like to call the Catilus Family.

Catili are native to the rim between worlds some call the ethereal plane. There, they wield the magic of creation to paint the nothingness of the void with delightful colors and create quirky curiosities out of formless matter. Many catili travel across the cosmos seeking adventure and new friends, on which they may bestow rare and unusual magic powers!

All catili possess some form of whimsical, colorful magic, including short-range telepathy and their signature float-in-a-shell flying. Most adults can cast *minor illusion* at will and love to compete into finding the most whimsically creative ways to use that spell. Many of the more adventurous catili can also turn invisible, an ability they use to surprise friends and confound enemies.

CATILUS ADVENTURER

Likes: exploration, harmless pranks, adventures with friends

Dislikes: tyranny, laziness, people who put loot over friendship

A catilus adventurer spends most of its time traveling and, of course, adventuring. Eager to explore and discover new things, catilus adventurers seek out forgotten planar portals and merrily jump through to find out what lies on the other side. Many catilus adventurers travel across worlds on reconnaissance missions and return to report their findings to the Catilus. Others just travel for the sake of adventure and the excitement of discovery. Catilus adventurers value friendship more than physical treasure and for them an expedition is truly successful only if it leads to a new friendship.



In combat, a catilus adventurer is bold but not reckless. When facing a dangerous foe, it prefers to stay invisible and try to confuse and misdirect them with *minor illusion* tricks and telepathic taunts.

Pact of the Chain Familiar. At the gamemaster’s discretion, a warlock with a pact of the chain may choose the form of a catilus adventurer for their familiar. Catilus adventurers are delighted to serve as familiars for warlocks who have made pacts with the Catilus as their otherworldly patron, and they may rarely also act as familiars for other warlocks.

CATILUS ADVENTURER

Tiny fey (catilus), typically chaotic good

Armor Class 14 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	18 (+4)

Skills Perception +3, Performance +6, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, telepathy 30 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Magic Resistance. The catilus has advantage on saving throws against spells and other magical effects, and resistance against the damage of spells.

Actions

Coloring Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage, and the target is marked with magically glowing paint. As long as the target is marked, it can't benefit from being invisible. The paint lasts for 1 minute, or until a creature takes an action to scrape it off.

Minor Illusion. The catilus casts *minor illusion* (spell save DC 14) requiring no material components. In addition to images of objects, the catilus can also create images of catili with *minor illusion*, subject to the spell's limitations.

Invisibility. The catilus magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the catilus wears or carries is invisible with it.

Bonus Actions

Catiloid Defense. The catilus can use a bonus action to retreat into its shell, gaining resistance to all damage and three-quarters cover while its speed drops to 0. It can use another bonus action to come out of its shell.

CATILUS COLOR WIZARD

Tiny fey (catilus), typically chaotic good

Armor Class 14 (natural armor)

Hit Points 31 (9d4 + 9)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	13 (+1)	19 (+4)	14 (+2)	16 (+3)

Skills Arcana +7, Perception +5, Performance +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan, telepathy 30 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The catilus has advantage on saving throws against spells and other magical effects, and resistance against the damage of spells.

Chromatic Spells. When the catilus casts a spell that deals a damage type from the following list, it can change that damage to one of the other listed types: acid, cold, fire, lightning, poison, or thunder.

Spellcasting. The catilus is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The catilus has the following spells prepared:

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation*

1st level (4 slots): *color spray, faerie fire, silent image, shield*

2nd level (3 slots): *misty step, shatter* (chromatic)

3rd level (3 slots): *counterspell, dispel magic, fireball* (chromatic), *hypnotic pattern*

4th level (3 slots): *hallucinatory terrain, ice storm* (chromatic)

5th level (1 slot): *cloudkill* (chromatic)

Actions

Prismatic Burst. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 20 (3d10 + 4) acid, cold, fire, lightning, poison, or thunder damage.

Coloring Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage, and the target is marked with magically glowing paint. As long as the target is marked, it can't benefit from being invisible. The paint lasts for 1 minute, or until a creature takes an action to scrape it off.

Minor Illusion. The catilus casts *minor illusion* (spell save DC 14) requiring no material components. In addition to images of objects, the catilus can also create images of catili with *minor illusion*, subject to the spell's limitations.

Invisibility. The catilus magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the catilus wears or carries is invisible with it.

Bonus Actions

Catiloid Defense. The catilus can use a bonus action to retreat into its shell, gaining resistance to all damage and three-quarters cover while its speed drops to 0. It can use another bonus action to come out of its shell.

CATILUS COLOR WIZARD

Likes: painting, reading, counterspelling

Dislikes: spoiled food, antimagic fields, aggressive petting

For some catili, understanding the nature of magic represents the greatest adventure one can undertake. Catilus scholars who seek to explore the inner workings of magic in their own colorfully whimsical way become color wizards, sages of art and arcana both.

Though devoted to their arcanoartistic studies, catilus color wizards appreciate friendship and understand the value of powerful allies, especially those that can lead them to more magical knowledge.

Catilus color wizards base their study of the arcane on their own innate catilus magic and compile their findings in peculiar coloring spellbooks. Instead of "writing" spells, catilus color wizards create magically charged drawings in their coloring spellbook, which allows them to manipulate the nature of many spells in creative ways.

A catilus color wizard is too strong and too focused on its arcanoartistic projects to serve as a familiar, but it can be a powerful ally for good-aligned heroes, or a fearsome adversary against evil adventurers.

In combat, the more disciplined catilus color wizards will stay invisible and strategically use spells that don't require concentration, while the more spontaneous ones will blast enemies with prismatic bursts and the most powerful and colorful spells in their coloring spellbook.



CATILUS KITTEN

Tiny fey (catilus), typically chaotic good

Armor Class 12 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	7 (-2)	10 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan, telepathy 5 ft.

Challenge 0 (10 XP) **Proficiency Bonus** +2

Magic Resistance. The catilus has advantage on saving throws against spells and other magical effects, and resistance against the damage of spells.

Actions

Coloring Scratch. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage, and the target is marked with magically glowing paint. As long as the target is marked, it can't benefit from being invisible. The paint lasts for 1 minute, or until a creature takes an action to scrape it off.

Bonus Actions

Catiloid Defense. The catilus can use a bonus action to retreat into its shell, gaining resistance to all damage and three-quarters cover while its speed drops to 0. It can use another bonus action to come out of its shell.



CATILUS KITTEN

Likes: warm milk, chasing illusions, cuddles

Dislikes: loud sounds, getting wet, feeling lonely

Curious and playful, catilus kittens are in no hurry to grow up. Being innately magical, catilus kittens can control how fast they age, and indeed whether they will age at all, while they play and laze about on the rim between worlds. As long as a catilus kitten does not travel too far and for too long away from its native plane, it can choose to remain a kitten, until the lure of adventure or the passion to undertake some long-term creative project motivates it to grow up!

A catilus kitten will try to avoid scary situations, usually flying away to safety at the sight of danger. It loves to play with illusions (unless they are scary) and cuddle up to its friends for a nap when it gets tired.

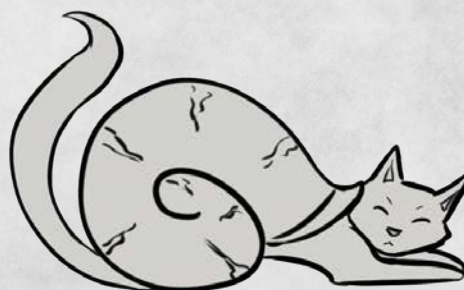
Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a catilus kitten for their familiar.



CATILI OR CATILUSES?

Call us catiluses, call us catili, call us snail-cats, call us extradimensional fur babies, call us your meows. It's all good. Just call us.

—Catili explaining the plural form of 'catilus' to Oriel the Waking Dreamer



THE CATILUS

Likes: making new friends, shaping the fabric of reality, long naps

Dislikes: entropy, unnamable horrors beyond the void, being grabbed by the tail

The creature known simply as the Catilus is a mystical feline being of creativity and whimsy that exists on the rim between worlds, where sheer will shapes the fabric of reality.

Mysterious and whimsical, nobody is quite sure what the Catilus' motives are. Some sages believe that the Catilus seeks to counter the slow, entropic decay of the cosmos by adding touches of whimsical complexity, while others believe it just loves doing art and uses the formless void as its infinite blank canvas.

Whatever its motives, the Catilus' urge to add shape, color, and meaning to the endless void and beyond is obvious and overwhelming. Across the ages, the Catilus has been reversing entropy through the power of art and creativity, creating colorful splotches of structure and meaning out of the formless void.

MASTERING MINOR ILLUSION

With a bit of whimsical creativity, *minor illusion* can be a truly powerful and versatile tool for any spellcaster! It allows you to create sounds and static images, it can be cast in silence as it only has somatic and material components, and it does not require concentration.

Here are some creative ways to use *minor illusion*!

- Create illusory objects and hide in them (poor person's invisibility).
- Hide traps within illusions.
- Overlay an item with its illusory duplicate so you can secretly interact with it (open doors, steal stuff, etc).
- Quickly display maps and building layouts.
- Send discreet messages (written or auditory) to friends or enemies.
- Create countless visual or auditory distractions.
- Impersonate any voice, mimic any sound, and create music with no musical proficiency.
- Project your voice when you are unable to speak.
- Sound illusory bells and alarms, and shout illusory orders to confuse enemies.
- Create farting sounds during the big speech of an evil antagonist!
- Make art!

THE CATILUS AS A WARLOCK PATRON

Discover more about the curious catili and embrace the power of the Catilus to become a whimsical warlock in the Catilus booklet:

[Otherworldly Patron: The Catilus](#)



THE CATILUS

Gargantuan fey (catilus), typically chaotic good

Armor Class 24 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	25 (+7)	30 (+10)	24 (+7)	30 (+10)	30 (+10)

Saving Throws Dex +16, Con + 19, Wis +19, Cha +19
Skills History +16, Insight +19, Perception +19, Performance +19, Persuasion +19, Stealth +16
Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, radiant, thunder
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, stunned
Senses truesight 120 ft., passive Perception 29
Languages all, telepathy 240 ft.
Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Legendary Resistance (5/Day). If the Catilus fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Catilus has advantage on saving throws against spells and other magical effects, and resistance against the damage of spells.

Chromatic Spells. When the Catilus casts a spell that deals a damage type from the following list, it can change that damage to one of the other listed types: acid, cold, fire, lightning, poison, or thunder.

Innate Spellcasting. The Catilus' spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). The Catilus can innately cast the following spells, requiring no material components:

At will: *arcane eye*, *color spray*, *creation*, *dancing lights*, *fabricate*, *faerie fire*, *invisibility* (6th-level version), *major image* (6th-level version), *mending*, *programmed illusion*, *prestidigitation*, *see invisibility*, *sending*, *scrying*, *telekinesis*

4/day each: *counterspell* (6th-level version), *dispel magic* (6th-level version), *fireball* (chromatic), *hypnotic pattern*, *shield*

3/day each: *cloudkill* (chromatic), *greater invisibility*, *hallucinatory terrain*, *ice storm* (chromatic), *plane shift*, *seeming*, *teleport*

2/day each: *fire storm* (chromatic), *irresistible dance*, *mirage arcane*, *prismatic spray*

1/day each: *conjure fey* (9th-level version), *gate*, *wish*, *prismatic wall*, *time stop*

Actions

Multiattack. The Catilus uses Spontaneous Art if available. It then makes three attacks. It can replace one attack with casting a spell with a casting time of 1 action.

Coloring Claws. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 29 (4d10 + 7) slashing damage,

and the target is marked with magically glowing paint. As long as the target is marked, any attack roll against it has advantage if the attacker can see it, and it can't benefit from being invisible. The paint lasts for 1 hour, or until a creature takes an action to scrape it off.

Prismatic Burst. Melee or Ranged Spell Attack: +19 to hit, reach 15 ft. or range 600 ft., one target. Hit: 36 (4d12 + 10) acid, cold, fire, lightning, poison, or thunder damage. If the Catilus rolls a 20 on the attack roll, it can make an additional Prismatic Burst attack against the same target.

Spontaneous Art (Recharge 5-6). The Catilus creates one of the following magical effects:

Antimagic Paint Remover. The Catilus throws a blob of antimagic paint remover to a point it can see within 60 feet of it. The antimagic paint remover dispels all illusions and removes magic paint from Coloring Claws attacks in a 30-foot-radius sphere centered on that point. Creatures within that sphere must succeed on a DC 27 Dexterity saving throw or be coated in antimagic paint remover. While coated in antimagic paint remover, a creature is under the effect of an *antimagic field* spell. The paint remover lasts for 1 hour, or until a creature takes an action to scrape it off.

Creative Frenzy. The Catilus casts three spells from the illusion and transmutation schools with a casting time of 1 action. The spells take effect one after the other.

Animated Portrait. The Catilus creates a perfect copy of another creature it can see within 120 feet of it. The copied creature appears next to the Catilus and is friendly to it. The copied creature takes its turn immediately after the Catilus, and then disappears. Once it creates a copy of a creature, the Catilus cannot copy that creature again until it finishes a long rest.

Bonus Actions

Indestructible Shell. The Catilus can use a bonus action to retreat into its shell, gaining immunity to all damage and conditions, and full cover while its speed drops to 0. It can use another bonus action to come out of its shell. While retreated in its shell, the Catilus can cast *gate*, *plane shift*, or *teleport* to escape to safety. When casting these spells this way, the Catilus leaves behind its shell. Without its shell, the Catilus loses its Indestructible Shell bonus action and its AC becomes 20. The Catilus creates a new shell after 1d4 long rests.

Legendary Actions

The Catilus can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Catilus regains spent legendary actions at the start of their turn.

Attack! The Catilus makes one Coloring Claws or one Prismatic Burst attack.

Teleport (Costs 2 Actions). The Catilus magically teleports up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The Catilus casts a spell with a casting time of 1 action.



COPYBLOBS



Copyblobs are intelligent shapeshifters with the ability to take on the form of inanimate objects. Though they are also known as “smart mimics”, copyblobs are only distantly related to their more predatory cousins, but they are often mistaken for mimics and attacked on sight by overeager adventurers. For that reason, many copyblobs are elusive, preferring to hide and socialize only with other copyblobs and the occasional friendly monster.

Yet a lot of copyblobs are either too bold or too curious to remain hidden. These more adventurous copyblobs seek out open-minded people to chat with, exchange gossip, and sometimes discuss the overly specific interests some copyblobs might develop over the years. A copyblob that feels safe among friends will often be very chatty and strive to be helpful, taking on the form of useful objects for its friends.

COPYBLOB ARTISAN

Likes: crafting and talking about its craft, being recognized by other artisans, rock candy

Dislikes: tight spaces, being called a monster, running out of raw materials

Staying in one shape for too long can be boring, so copyblobs explore many different shapes and activities throughout their lives. When a copyblob finds a craft it is absolutely passionate about, it strives to learn all it can about it and becomes a copyblob artisan, a true master of its craft.

Copyblob artisans can take the shape of and function as the artisan’s tools they are experts in, allowing them to practice their craft anytime and anywhere. Their social nature makes most copyblob artisans eager to meet and work with other experts in their field, and they love nothing more than talk about their craft and work together with other artisans on wonderful creations.

Pact of the Chain Familiar. At the gamemaster’s discretion, a warlock with a pact of the chain may choose the form of a copyblob artisan for their familiar.



COPYBLOB ARTISAN

Small monstrosity (shapechanger), typically neutral

Armor Class 12 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	11 (+0)	8 (-1)

Skills Stealth +3

Damage Immunities acid

Condition Immunities Prone

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Shapechanger. The copyblob can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The copyblob adheres to anything that touches it. A Large or smaller creature

adhered to the copyblob is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the copyblob remains motionless, it is indistinguishable from an ordinary object.

Grappler. The copyblob has advantage on attack rolls against any creature grappled by it.

Passionate Artisan. The copyblob is proficient with one type of artisan’s tools of its choice. It can use its Shapechanger trait to turn into a usable set of these artisan’s tools. The copyblob can work together with friendly creatures who are also proficient in the same type of artisan’s tools, granting them advantage on any ability check associated with using these artisan’s tools.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the copyblob is in object form, the target is subjected to its Adhesive trait.

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

COPYBLOB KID

Tiny monstrosity (shapechanger), typically neutral

Armor Class 12 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	10 (+0)	7 (-2)	8 (-1)

Skills Stealth +2
Damage Immunities acid
Condition Immunities Prone
Senses darkvision 60 ft., passive Perception 8
Languages Common
Challenge 0 (10 XP) **Proficiency Bonus** +2

Shapechanger. The copyblob can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The copyblob adheres to anything that touches it. A Small or smaller creature adhered to the copyblob is also grappled by it (escape DC 11). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the copyblob remains motionless, it is indistinguishable from an ordinary object.

Grappler. The copyblob has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod Slap. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage. If the copyblob is in object form, the target is subjected to its Adhesive trait.

Toothless Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage plus 2 (1d4) acid damage.

Eager to learn and be useful, copyblob kids love to find new objects to polymorph into, especially if they can be of use to their friends. However, they are often impatient, and they will start fidgeting and wiggling around if they try to keep the same form for long.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a copyblob kid for their familiar.



COPYBLOB KID

Likes: finding new objects to polymorph into, funny songs, candy floss

Dislikes: tight spaces, scary stories, tummy aches

Copyblob kids, also known as copyblobblings, are small but intelligent enough to keep good company to any adventurer who likes a talkative friend. Often the offspring of copyblobs who are already in contact with adventurers, copyblob kids may be born into an adventuring party and regard its members as family.

ADVENTURE HOOK: THE FORGETFUL COPYBLOB

Copyblobs who remain in the shape of one object for too long might forget they can revert back to their original form. At the gamemaster's discretion, player characters may find an item that has forgotten it's actually a copyblob! A forgetful copyblob might remember its nature if it finds itself in a dangerous situation, or if it's brought near a particularly gossipy copyblob.

DEEP OTTER

Small beast, typically unaligned

Armor Class 14 (natural armor)

Hit Points 22 (3d6 + 12)

Speed 20 ft. swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+3)	18 (+4)	3 (-4)	14 (+2)	4 (-3)

Skills Perception +4, Stealth +5

Damage Resistances cold

Senses blindsight 120 ft. (underwater only), passive Perception 14

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The deep otter can breathe air and water.

Underwater Echolocation. The deep otter can't use its blindsight while not underwater or while deafened.

Water Dependence. While not underwater, the deep otter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Deep Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 3) piercing damage.

Bonus Actions

Glowing Lure. The deep otter can use a bonus action to activate or deactivate its glowing lure. While the glowing lure is active, it sheds dim light in a 5-foot cone in front of the deep otter without illuminating the deep otter itself. Any attack of the deep otter that hits creatures in that dim light is a critical hit.

DEEP OTTER

Likes: darkness, holding hands while sleeping, using its glowing lure to catch food

Dislikes: remaining out of water for too long, blinding lights, being hungry

Evolved to thrive underwater but capable of breathing air as well, deep otters use a luminescent lure to hunt in the depths. In their natural habitat, these deep-sea critters possess outstanding echolocation to help them navigate in the dark, making them excellent allies for underwater adventures.

Adventurers who befriend deep otters often find them to be particularly affectionate and friendly, especially if they take steps to accommodate their likes.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a deep otter for their familiar.

Awakened Deep Otter. Deep otters are eligible targets for the *awaken* spell. Awakened deep otters typically have a weird and sometimes eerie sense of humor and might play scare pranks with their glowing lure in the dark.



ELEMANIMALS

Elemanimals, are elementals that resemble animals from the world of mortals. Being both elemental spirits and animal spirits, elemanimals share not only the appearance, but also many of the abilities and the habits of the animals they resemble.

Elemental Nature. An elemanimal doesn't require air, food, drink, or sleep, though it might engage in activities that could resemble breathing, eating, drinking, or sleeping if it wishes to.

AQUALOTL

Likes: swimming very fast, splashing water onto dry things, waterfalls

Dislikes: polluted water, being frozen, deserts

Native to aquatic dimensions and unspoiled bodies of water, aqualotls are friendly and energetic elemanimals with useful innate magic. These aqua critters are exceptional swimmers with the power to teleport while underwater.

When out of the water for too long, Aqualotls will often use their innate magic to create puddles of water and then use their aqua step to teleport between them and have fun.

In combat situations, an aqualotl will either seek refuge underwater, or hide behind its friends and use its water tail whip to assist in battle.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of an aqualotl for their familiar.



AQUALOTL

Tiny elemental (elemanimal), typically unaligned

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Aquan but cannot speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Freeze. If cold damage reduces the aqualotl to 0 hit points, the aqualotl freezes solid and is stable but

paralyzed, even after regaining hit points. The frozen aqualotl thaws itself and regains 1 hit point after 1d4 hours.

Regeneration. The aqualotl regains 1 hit point at the start of its turn if it has at least 1 hit point.

Innate Spellcasting. The aqualotl's spellcasting ability is Wisdom (spell save DC 9). It can innately cast the following spells, requiring no components:

3/day: *create or destroy water* (create water only)

Actions

Water Tail Whip. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Aqua Step. While the aqualotl is underwater, it can use an action to magically teleport up to 60 feet to an unoccupied space it can see that is also underwater.



CLOUDSHEEP

Small elemental (elemanimal), typically unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	15 (+2)	4 (-3)	7 (-2)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages understands Auran but cannot speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Fluffy Flyby. The cloudsheep doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The cloudsheep's spellcasting ability is Wisdom (spell save DC 8). It can innately cast the following spells, requiring no components:

3/day: *fog cloud*

Actions

Headbutt. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage. If the cloudsheep moved at least 20 ft. straight toward the target immediately before the hit, the target takes an extra 5 (2d4) bludgeoning damage and if the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Gusty Bleat. The cloudsheep lets out a loud bleat audible out to 300 feet, and creates a whirl of strong wind in a 15-foot-sphere centered on it. The wind disperses gas or vapor (including the cloudsheep's own *fog cloud*), and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

CLOUDSHEEP

Likes: frolicking, hiding among clouds, playful headbutts

Dislikes: flying predators, being underground, being alone

Native to aerial dimensions and flying islands, cloudsheep are affable elemanimals who love frolicking among the fluffiest of clouds. Curious and playful, cloudsheep will often fly down to the ground to socialize with terrestrial animals and the occasional adventurer.

Cloudsheep are particularly wary of flying predators. If it feels threatened, a cloudsheep will use its innage magic to create a fog cloud and fly through it to safety.

Though timid, a cloudsheep will aid its friends in combat either by creating fog clouds or bleating magically to scatter dangerous vapors. Its fluffy mistwool allows it to headbutt enemies and then quickly fly back to its friends without provoking attacks of opportunity.

Mistwool. A cloudsheep's fleece is made of mistwool, a weightless and delicate textile fiber used in the creation of magic garments. Shearing and scouring mistwool requires exceptional skill and specialized magic, as well as the full cooperation and trust of a cloudsheep.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a cloudsheep for their familiar.

FLAMEINGO

Small elemental (elemanimal), typically unaligned

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	13 (+1)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Ignan but cannot speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Fiery Feathers. A creature that touches the flameingo or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage.

Illumination. The flameingo sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Innate Spellcasting. The flameingo's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components:

3/day: *burning hands* (using its wings instead of hands)

Actions

Blazing Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage and 7 (3d4) fire damage.

Bonus Actions

One-Legged Focus. As a bonus action, the flameingo gives itself advantage on its next attack roll on the current turn. The flameingo can use this bonus action only if it hasn't moved during this turn, and after it uses the bonus action, its speed is 0 until the end of the current turn.

FLAMEINGO

Likes: courtship dancing, meticulous preening, standing on one leg in lava

Dislikes: aggressive dragons, hailstorms, being underwater

Native to fiery dimensions and searing pools of lava, flameingos are flamboyant flock elemanimals who form enduring friendships with other flameingos and creatures that can stand their flaming nature.

Flameingos perform elaborate courtship dances with each other and love to lounge in lava, standing on one leg to focus on their fiery surroundings.

Fiercely loyal to their friends, a flameingo will not hesitate to rush into battle if it thinks its allies are in danger. It will first try to fly over enemies and scorch them with its innate magic before assaulting them with its blazing beak.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a flameingo for their familiar.





ROCKSTER

Tiny elemental (elemanimal), typically unaligned

Armor Class 16 (natural armor)

Hit Points 16 (3d4 + 9)

Speed 25 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 30ft., passive Perception 10

Languages understands Terran but cannot speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Cheek Pouches. The rockster can store and carry tiny objects, such as gemstones, up to its carrying capacity in its cheek pouches.

Earth Glide. The rockster can burrow through nonmagical, unworked earth and stone. While doing so, the rockster doesn't disturb the material it moves through.

Gemstone Snack. The rockster regains all its hit points if it spends 1 minute eating gems worth at least 100 gp. The gems are destroyed in the process.

Siege Critter. The rockster deals double damage to objects and structures.

Actions

Diamond Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 11 (4d4 + 1) piercing damage. This attack scores a critical hit on a roll of 19 or 20, and if the rockster scores a critical hit, it rolls the damage dice three times, instead of twice.

ROCKSTER

Likes: hoarding gemstones, cutting through obstacles, hide in cozy places

Dislikes: swimming, being thrown, magic barriers

Native to terran dimensions and gemstone caverns, rocksters are tiny amiable elemanimals with a surprisingly powerful bite and a taste for glittering gems.

Rocksters are exceptional burrowers, and their innate magic allows them to burrow through stone without leaving any holes. However, if a rockster wishes to, it can wreak havoc to objects and structures with its diamond teeth that are strong enough to cut through any nonmagical material.

In combat situations, a rockster will try to burrow beneath its enemies and come up under their feet to deliver a diamond bite when least expected. If wounded, a rockster can restore its health by nibbling on a gem, and many rocksters hoard precious stones for that reason.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a rockster for their familiar.

FELIM, ANGEL CATS

Also known as angel cats, felim are to felines as angels are to humanoids. These winged celestial felines typically have a strong sense of justice and a passion for good deeds.

Native to the idyllic cat heaven known as Felidise, the felim steward the souls of felines who seek to spend their afterlives in this feline paradise. The felim are also tasked with guiding and protecting the occasional mortal or living feline that finds its way to Felidise.

Most felim are loyal, or at least indifferent towards, Elurus, an elusive cat deity that watches over feline creatures and cat allies across the planes. As he roams the dimensions, Elurus sometimes takes pity on “stray” mortals and rescues them from shelters, such as orphanages, leaving a magical charm in their place. It is up to the felim to look after and help raise these rescued mortals in Felidise, a task they conduct with the utmost responsibility and care.

A mortal raised by the felim might grow up to become a divine sorcerer or a celestial warlock in service of Elurus and take one of the felim that helped raise them as their familiar in their adventures.



FELIM AND CATILI: ELURUS AND CATILUS

Nobody is quite sure which came first, the felim or the catili, and the relationship between the two ancient feline beings; Elurus an Catilus, is as mysterious as the origins of both species. Some members of both species like to argue and debate about each species' superior approach to life and feline matters, but most felim and catili just get along great. Most felim treat the catili as their somewhat frivolous proteges, and catili consider felim to be somewhat odd members of the Catilus Family.

FELIM

Likes: honesty, children, fresh milk

Dislikes: being lied to, bad smells, embarrassing situations

Typical felim resemble playful, winged, and sometimes glowing cats. Most felim have a strong sense of fairness, and while they love to spend their eternities among celestial clouds, they won't hesitate to help a mortal in need.

When facing an enemy, a felim will often try to reason with them, and will generally fight only to protect those in need, or in self-defense.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a felim for their familiar.

FELIM

Tiny celestial, typically neutral good

Armor Class 12 (natural armor)

Hit Points 5 (2d4)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +5

Damage Resistances necrotic, radiant

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common

Challenge 0 (10 XP)

Proficiency Bonus +2

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

Actions

Angelic Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage and 1 radiant damage.

Healing Paws. (1/day) The felim lays its paws on a creature. That creature regains 1 hit point.

Bonus Actions

Celestial Glow. The felim can use a bonus action to glow, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as the felim likes. While glowing, the felim has disadvantage on Dexterity (Stealth) checks and can't benefit from being invisible. The felim can use another bonus action to end this effect.

FELIM SERAPH

Tiny celestial, typically neutral good

Armor Class 14 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	17 (+3)

Skills Perception +3, Stealth +5

Damage Resistances necrotic, radiant

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Angelic Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage and 2 (1d4) radiant damage.

Radiant Stare. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 7 (1d8 + 3) radiant damage.

Healing Paws. (3/day) The felim lays its paws on a creature. That creature regains 1d4 hit points.

Bonus Actions

Celestial Glow. The felim can use a bonus action to glow, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as the felim likes. While glowing, the felim has disadvantage on Dexterity (Stealth) checks and can't benefit from being invisible. The felim can use another bonus action to end this effect.



FELIM SERAPH

Likes: acts of kindness, sunlight, choir singing

Dislikes: unfairness, greed, being wet

Felim seraphs are celestial custodians responsible for the safety of Felidise and all who reside within. As Elurus' most trusted agents, they are sometimes tasked with aiding select mortals in benevolent quests away from Felidise.

Though they generally strive to avoid violence, felim seraphs detest unfairness and won't hesitate to get into dangerous situations to protect victims of injustice.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a felim seraph for their familiar.

OPTIONAL RULE: BLESSING OF ELURUS

Elurus might grant the following additional action to felim who must keep their celestial identity hidden while traveling to the world of mortals.

Blessing of Elurus. The felim can use an action to magically polymorph into an ordinary cat, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the felim's choice). In its new form, the felim retains all of its statistics except its flying speed.



FIENDISH FERRET

Tiny fiend, typically chaotic neutral

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Skills Deception +6, Insight +3, Perception +3, Persuasion +6, Sleight of Hand +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Infernal, Common, Thieves' Cant
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Magic Resistance. The fiendish ferret has advantage on saving throws against spells and other magical effects.

Actions

Fiendish Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage, and the target must make on a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Cunning Ally. The fiendish ferret can take the Dash, Disengage, Help, Hide, or Use an Object action as a bonus action.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a fiendish ferret for their familiar.

Pranks and Shenanigans. When not bound by a pact with a warlock, or when their warlock is not strict, fiendish ferrets will get into all sorts of mischief. You may roll on the table below to determine what a fiendish ferret might be up to.

FIENDISH FERRET PRANKS AND SHENANIGANS d12 Prank or Shenanigan

- 1 The fiendish ferret sneaks into a confessional box and urges people who come to confess to perform silly pranks in order to be absolved.
- 2 The fiendish ferret challenges a powerful creature to a duel of wits on a remote mountaintop and doesn't show up.
- 3 The fiendish ferret delivers a coded spell to several mages, but the spell's text is random nonsense.
- 4 The fiendish ferret hides two items but says it hid three.
- 5 The fiendish ferret enters a cooking competition and secretly eats the ingredients of all competitors.
- 6 The fiendish ferret replaces a blade with an indecent drawing attached to the blade's hilt.
- 7 The fiendish ferret puts sugar in saltshakers and swaps hard-boiled eggs with raw eggs.
- 8 The fiendish ferret swaps the dark grimoire of a necromancer with a children's coloring book.
- 9 The fiendish ferret offers to teach someone a language they don't know, but replaces words like "thanks" and "hello" with insults.
- 10 The fiendish ferret pours sovereign glue on the throne of a tyrant.
- 11 The fiendish ferret steals the weapons of two rival paladins and formally gifts each paladin the weapon of the other.
- 12 The Fiendish ferret makes a list of pranks and shenanigans but the last item on the list is a self-referential joke.

FIENDISH FERRET

Likes: getting away with causing mischief, eavesdropping, pilfering

Dislikes: being outsmarted, being scolded, fruits and vegetables

Sly and dexterous, fiendish ferrets can be cunning helpers to their friends and a terrible nuisance to their enemies. Native to hells and demonic planes, these crafty critters have sneaked into many other dimensions (including several they weren't supposed to go) to have rebellious fun and cause mischief.

Fiendish ferrets love to slink about and pilfer things, and when they get caught, they can rely on their silver tongue to weasel out of trouble.



FLOROFAUNA & FUNGOFAUNA

The term florofauna refer to unusual creatures that are not quite plants or animals, but a peculiar combination of both. Similarly, the term fungofauna refers to creatures that combine features of fungi and animals.

Members of both florofauna and fungofauna are hardy and adaptable, relying on their dual nature to survive and even thrive in hostile environments.

The combination of animal abilities with features of plants or fungi bestows these curious creatures with a range of unusual and often unexpected powers. Many adventurers seek to tame or befriend these cute critters for their unusual abilities, while others seek them out just for their distinctive cuteness. However, handling these creatures, especially those with poisonous fur, can be dangerous for those who do so without taking proper measures.

FLOSTER

Tiny plant (florofauna), typically unaligned

Armor Class 11 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 25 ft., burrow 5 ft.

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

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Cheek Pouches. The floster can store and carry tiny objects, such as seeds, up to its carrying capacity in its cheek pouches.

Flower Camouflage. The floster has advantage on Dexterity (Stealth) checks made to hide among flowers.

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

Actions

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

Create Flower (5/day). The floster causes a flower of its choice to sprout from a patch of earth or soil it touches, or directly on its back. The flower is harmless and nonmagical, and it grows or withers as a normal flower would.

FLOSTER

Likes: stuffing its cheek pouches, playing with bees, pretending to be a flower

Dislikes: being indoors, loud sounds, predators

An adorable and unlikely fusion between a hamster and a flower, flosfers are tiny critters that delight to play among flowers. Their benign magic allows flosfers to create flowers on the ground and directly on their backs, and they love to see and smell each other's flowers.

Calm and docile, a floster will run away and either burrow on the ground or hide among flowers at the sight of danger. If it's scared, a floster can pretend to be a flower for hours at a time.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a floster for their familiar.

Awakened Flosfers. Flosfers are eligible targets for the *awaken* spell. Awakened flosfers might seek to study botany or become floral designers. When awakened, flosfers are typically very gentle and polite, and have remarkably high-pitched voices.



MOSSBEARS

Fast, powerful, and poisonous to the touch, mossbears may seem intimidating at first sight, but these imposing creatures can be loyal companions to anyone who ventures to tame them.

As their name implies, mossbears represent a unique combination of bears and tiny plants. Like conventional bears, mossbears have excellent memories and care deeply about those they consider family. Unlike conventional bears, they are covered in poisonous fur and their bite delivers a paralyzing poison as well. This makes mossbears particularly difficult to tame and even more challenging to train, but almost all those who manage to get a mossbear as their sidekick agree that it was totally worth the effort.

Unusual Reproduction. There is an ongoing academic debate surrounding the exact mechanism of mossbear reproduction. An adult mossbear will seemingly just frolic in moss alone and then give birth to one to three mossbear cubs after a couple hundred days. This allows a single mossbear to effectively populate large areas of land as long as they have access to moss.



MOSSBEAR CUB

Likes: food, rough play, its mama

Dislikes: loud noises, hunger, being alone

Cute, playful, and surprisingly strong for their size, mossbear cubs love to follow their mamas and their friends around and try to be helpful. Despite their inexperience and occasional clumsiness, mossbear cubs can be trained to become useful companions with love and some patience.

Mossbear cubs fear loneliness. They always seek to be with someone they trust, and they will cry and groan for weeks if forcefully separated from their mama.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a mossbear cub for their familiar.

Awakened Mossbear Cubs. Mossbear cubs are eligible targets for the *awaken* spell. Awakened mossbear cubs love children's songs and playground games, though they need guidance to make sure they don't accidentally poison their playmates. They are generally cheerful and eager to grow up.

MOSSBEAR CUB

Small plant (florofauna), typically unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	2 (-4)	9 (-1)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

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

Mossy Fur. Any creature that grapples the mossbear or otherwise comes into direct contact with the mossbear's fur must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the mossbear can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Plant Camouflage. The mossbear has advantage on Dexterity (Stealth) checks made to hide in terrain with ample obscuring vegetation.

Actions

Paralyzing Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

MOSSBEAR MAMA

Large plant (florofauna), typically unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

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

Mossy Fur. Any creature that grapples the mossbear or otherwise comes into direct contact with the mossbear's fur must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the mossbear can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Plant Camouflage. The mossbear has advantage on Dexterity (Stealth) checks made to hide in terrain with ample obscuring vegetation.

Actions

Multiattack. The mossbear makes two attacks: one with its poisonous bite and one with its claws.

Paralyzing Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

MOSSBEAR MAMA

Likes: keeping its cubs safe, food, frolicking in moss

Dislikes: any threat to its cubs' safety, bear traps, hunger

Mossbear mamas represent almost all adult mossbears, as every adult of the species can give birth to cubs without the involvement of another mossbear and apparently there are no mossbear "papas" to be found.

Adult mossbears are powerful and fiercely protective of their cubs and those they consider family. Their exceptional strength and endurance make them fearsome steeds for adventurers who can withstand the poison of their mossy fur. In addition to their strength and hardiness, adult mossbears are also remarkably loyal and they will readily risk their life to save cubs or friends from danger.

Greater Steed. At the gamemaster's discretion, a player character who can obtain a greater steed through magic may choose the form of a mossbear mama for their greater steed.

Awakened Mossbear Mamas. Mossbear mamas are eligible targets for the *awaken* spell. Awakened mossbear mamas typically love to offer helpful advice to their friends and family and share parenting tips with other parents.

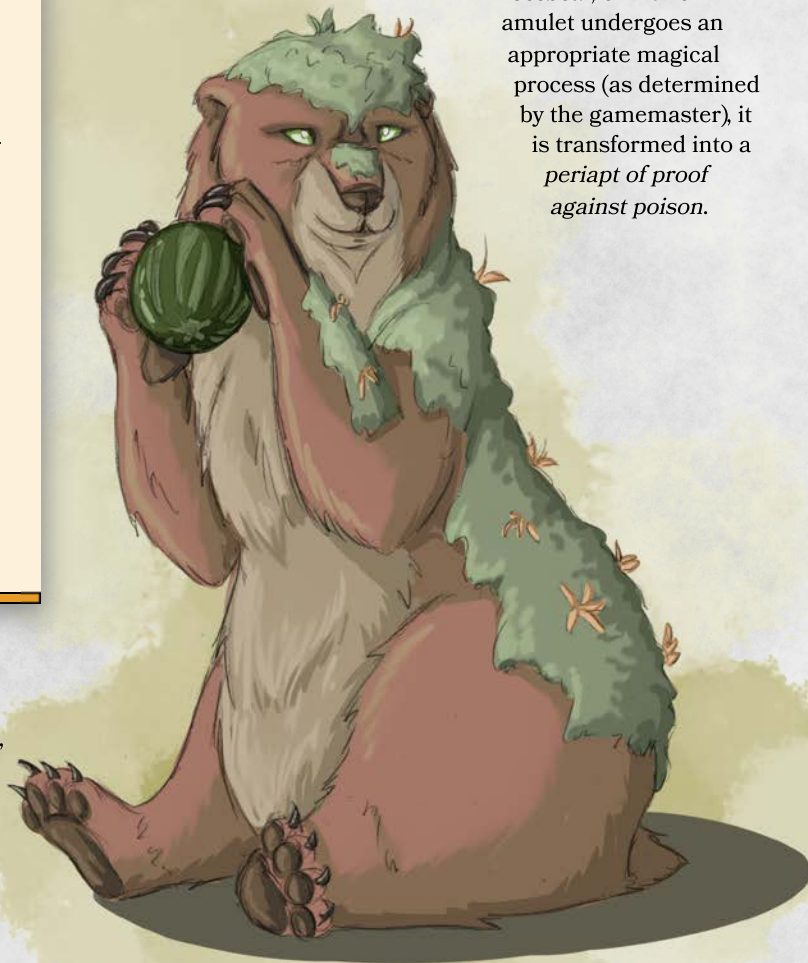
Amulet of the Mossbearer. At the gamemaster's discretion, player characters who seek to tame a mossbear may be able to obtain the following upgradable item that grants them immunity to the poison from their mossy fur.

AMULET OF THE MOSSBEARER

Wondrous Item, Uncommon

This tiny object is in fact a piece of petrified moss from the fur of an ancient mossbear fashioned into a modest piece of jewelry. While wearing it, you have resistance to poison damage, and you are immune to the poison from any mossbear's mossy fur.

If you wear this amulet throughout the process of truly bonding with a mossbear, or if this amulet undergoes an appropriate magical process (as determined by the gamemaster), it is transformed into a *peripart of proof against poison*.



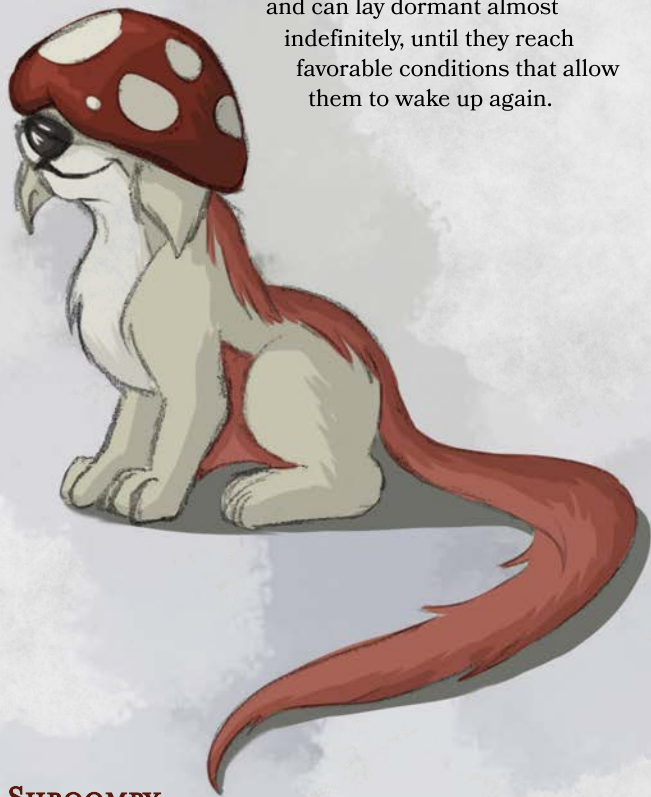
SHROOMPIES & SHROOMOGS

Hardy and highly intelligent, shroompies, also known as mushroom puppies, are a curious combination between fungi and dogs. Their remarkable toughness and versatility have allowed shroompies to spread across many worlds. Wherever they find themselves, shroompies are instantly recognizable from their distinctive mushroom cap and the special skin membranes that allow them to glide.

The Shroompy Cycle. Being beasts and fungi both, shroompies have an unusual life cycle that fascinates sages. Shroompies are born from spores that grow on the back of shroomogs. Shroomogs, also known as mushroom dogs, are shroompies that become enlarged and develop morphological features that allow them to grow more shroompies on their backs. Most shroompies can live indefinitely in their puppy form, and only a few shroompies will undergo the transformation into a shroomog.

A Taste for Poison. Shroompies and shroomogs find the taste and smell of most poisonous substances irresistible. They will eagerly seek out and devour poisoned food, and even gulp down poison straight from the bottle if given the chance. This makes shroompies and shroomogs excellent for detecting poison, but not ideal companions for adventurers who deal in poisons themselves.

Sporal Hibernation. When faced with extreme conditions such as freezing cold or the vacuum of the void, shroompies and shroomogs are able to enter a state of near-zero metabolic activity known as sporal hibernation. When transformed in this way, they become remarkably durable and can lay dormant almost indefinitely, until they reach favorable conditions that allow them to wake up again.



SHROOMPY

Likes: eating poison, playing fetch, the color orange

Dislikes: being bored, being kept on a leash, firecrackers

The typical shroompy is curious, friendly, and remarkably eager to help, which has led shroompies to become best pals with numerous adventurers across the dimensions.

Their ability to sniff out poison (if only to consume it), coupled with their fantastic reflexes when asked to fetch, makes shroompies invaluable allies, in addition to fun-loving buddies.

Shroompies remember the orange color of their shroomog parent and instinctively like anything that's orange as a result.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a shroompy for their familiar.

SHROOMPY

Tiny plant (fungofauna), typically chaotic good

Armor Class 12 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages understands Common but can't speak, can communicate with plant creatures

Challenge 0 (10 XP)

Proficiency Bonus +2

Glide. The shroompy has special skin membranes that allow it to glide. When the shroompy falls and isn't incapacitated, it subtracts up to 100 feet from the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

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

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

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 1 poison damage on a failed save.

Reactions

Fetch! When asked by an ally, the shroompy can use its reaction to move up to its speed towards an object and pick it up as a free action, or move towards the ally if it has already picked up the object. The shroompy can't use its bite action while carrying an object in this way.

SHROOMPY SIGMA

Tiny plant (fungofauna), typically chaotic good

Armor Class 15 (natural armor)

Hit Points 19 (3d4 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	18 (+4)	15 (+2)	13 (+1)	10 (+0)

Saving Throws Dex +4, Con +6

Skills Acrobatics +4, Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages understands Common but can't speak, can communicate with plant creatures

Challenge 1 (200 XP) **Proficiency Bonus** +2

Glide. The shroompy has special skin membranes that allow it to glide. When the shroompy falls and isn't incapacitated, it subtracts up to 100 feet from the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Slumber Spores (Recharge 5-6). The shroompy ejects spores from its cap at one creature it can see within 10 feet of it. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Fetch! When asked by an ally, the shroompy can use its reaction to move up to its speed towards an object and pick it up as a free action, or move towards the ally if it has already picked up the object. The shroompy can't use its bite action while carrying an object in this way.

SHROOMPY SIGMA

Likes: independence, protecting its pack, running wild

Dislikes: losing, sneaky enemies, being yelled at

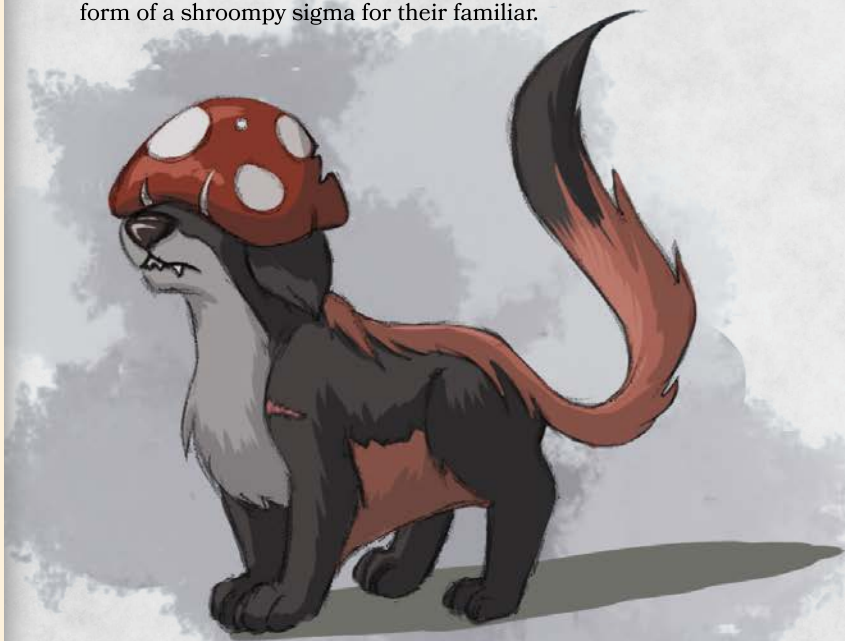
The most daring and independent shroompies, and those who repeatedly take risks to protect their pack from a young age, might undergo a transformation to become shroompy sigmas.

Though they are pack creatures, shroompies have no strict hierarchy. Everyone in a shroompy pack (sometimes known as a shroompy colony) does their part, from the tiniest shroompy that just jumped off its parent's orange back, to the most ancient shroomog.

Shroompy sigmas are rugged and adventurous shroompies that often return home bruised and battered from some brawl. Though they might appear loners, sigmas care deeply about their pack and will get into all sorts of trouble to keep danger away from those they seek to protect.

Shroompy sigmas are more likely to further transform into shroomogs than the average shroompy. This is reflected in their ability to eject slumber spores that can render enemies unconscious long enough for other shroompies to escape to safety.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a shroompy sigma for their familiar.



OPTIONAL RULE: TALKING SHROOMPIES AND SHROOMOGS

Typical shroompies and shroomogs can't speak in a way humans understand, but they are exceptionally intelligent and capable of communicating complex concepts between them.

At the gamemaster's discretion, player characters may encounter talking shroompies, or they may find ways to allow their shroompy friends to speak. Such methods might include adding a new function to the *awaken* spell, which could allow the caster to bestow speech to already intelligent targets.



SHROOMOG

Likes: carrying shroompies on its back, barking loudly, head pats

Dislikes: seeing shroompies in danger, saddles, explosions

Exceptionally tough and loyal, a shroomog's stamina is only matched by its urge to protect its friends and the shroompies under its care.

A typical shroomog usually carries several developing shroompies on its back, which look like mushroom caps peeking out of the shroomog's orange fur. When faced with danger, a shroomog won't hesitate to use its slumber spores on any aggressor.

Greater Steed. At the gamemaster's discretion, a player character who can obtain a greater steed through magic may choose the form of a shroomog for their greater steed.

SHROOMOG

Large plant (fungofauna), typically chaotic good

Armor Class 18 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	21 (+5)	16 (+3)	15 (+2)	13 (+1)

Saving Throws Dex +1, Con +7

Skills Intimidation +3, Perception +4, Stealth +1

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages understands Common but can't speak, can communicate with plant creatures

Challenge 2 (450 XP)

Proficiency Bonus +2

Fungal Fur. The shroomog's fur provides full cover to any Tiny creature that use its action to hide in it. Tiny creatures are blinded and restrained while hiding in the shroomog's fur and can use another action to climb out of it. The shroomog's fur can hold up to 20 Tiny creatures at a time.

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

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

Shroompy Sense. The shroomog can pinpoint by scent the location of shroompies within 120 feet of it and know if they are in distress.

Shroomog Stamina. If damage reduces the shroomog to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the shroomog drops to 1 hit point instead.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Slumber Spores (Recharge 5-6). The shroomog ejects spores from its cap at one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Protective Instinct. When a creature the shroomog can see hits a target within 5 feet of it with an attack, the shroomog can use its reaction to shield the ally from harm, becoming the target of the attack instead.

SHROOMOG MOSSBACK

Likes: contemplating the meaning of life, random acts of kindness, children

Dislikes: being told it's too old, wanton destruction, seeing its friends sad

Towering over playful shroompies and young shroomogs, mossbacks are ancient shroomogs that have lived full lives and created countless shroompies.

Covered in poisonous moss and boasting terrifying strength, a shroomog mossback might seem intimidating at first, but these gentle giants are benevolent and wise, and still springy shroompies at heart.

A shroomog mossback will often ponder the meaning of life and reminisce its vast past staying virtually unmoving as young shroompies climb on its mossy back and use its dried cap as a platform for gliding.

If threatened, a shroomog mossback will first try to put enemies to sleep with its potent torpor spores and avoid violence, but it will charge into combat with its full might if its friends are in danger.

Shroompy Reborn. A shroomog mossback has stopped producing shroompy spores long ago, yet one last spore remains on its back. When the mossback's body finally gives in to old age, the ancient creature will be reborn through that final spore, which will grow into a new shroompy with the mossback's memories and jump off to play with the other younglings.

A reborn shroomog mossback will often guide its pack and will have a higher chance of becoming a shroompy sigma as it ages. In time, such a shroompy may eventually grow up to become a shroomog mossback again, continuing the cycle.

SHROOMOG MOSSBACK

Huge plant (fungofauna), typically chaotic good

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	25 (+7)	16 (+3)	17 (+3)	13 (+1)

Saving Throws Str +10, Dex +2, Con +11, Wis +7

Skills Intimidation +5, Perception +7, Stealth +2

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

Languages understands Common but can't speak, can communicate with plant creatures

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

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

Mossy Fur. Any creature that grapples the shroomog or otherwise comes into direct contact with the shroomog's fur must succeed on a DC 19 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the shroomog can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Shroompy Sense. The shroomog can pinpoint by scent the location of shroompies within 120 feet of it and know if they are in distress.

Shroomog Stamina. If damage reduces the shroomog to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the shroomog drops to 1 hit point instead.

The Circle of Life. When the shroomog dies, it is reborn as a shroompy from the last spore on its body. The reborn shroomog has the statistics of a **shroompy** (CR 0) but retains its alignment and memories.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. If the shroomog moved at least 20 feet straight toward a creature immediately before the hit, the creature must succeed on a DC 18 Strength saving throw or be knocked prone. If the creature is prone, the shroomog can make one stomp attack against it as a bonus action.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (4d12 + 6) bludgeoning damage.

Torpor Spores (Recharge 5-6). The shroomog ejects spores from its cap at one creature it can see within 60 feet of it. The target must succeed on a DC 19 Constitution saving throw or be poisoned for 1 hour. Until this poison ends, the target is unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Protective Instinct. When a creature the shroomog can see hits a target within 5 feet of it with an attack, the shroomog can use its reaction to shield the ally from harm, becoming the target of the attack instead.



FUZZY BAT

Tiny beast, typically unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	3 (-4)	12 (+1)	4 (-3)

Senses blindsight 90 ft, passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Echolocation. The bat can't use its blindsight while deafened.

Flyby. The bat provokes no opportunity attacks when it flies out of an enemy's reach.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Sunlight Sensitivity. While in sunlight, the bat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

FUZZY BAT

Likes: hanging upside down, snuggling, fresh fruit

Dislikes: being deafened, sunlight, getting stuck in spider webs

Fluffy and surprisingly docile, fuzzy bats represent a unique bat species that underwent the same process that transformed sun elves into dark elves during their descend into the Sunken World. The magic that changed the fugitive elves that sought refuge underground affected the creatures around them, granting them new powers.

These fuzzy flying critters possess exceptional echolocation and can navigate lightless caverns with almost unparalleled efficiency. However, this transformation left them sensitive to sunlight, much like the dark elves they followed.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a fuzzy bat for their familiar.

Awakened Fuzzy Bats. Fuzzy bats are eligible targets for the *awaken* spell. Awakened fuzzy bats usually get to live in harmony with the other species in the Sunken World. Some of them might study magic or art alongside dark elves, and a few might seek to become spies for shady organizations.



MERFOX

Tiny beast, typically unaligned

Armor Class 12 (natural armor)

Hit Points 5 (2d4)

Speed 30 ft. swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Amphibious. The merfox can breathe air and water.

Underwater Senses. The merfox has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell, while it is underwater.

Actions

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

MERFOX

Likes: diving, being with pack members, shellfish and sea urchins

Dislikes: being hunted, loneliness, deserts

Native to coral reefs and the ruins of sunken cities, merfoxes are versatile amphibious beasts with the features of a fox and a fish both.

Sea elves and merfolk often seek merfoxes as their animal companions, valuing both their keen senses and their swift speed. Though faster and more perceptive underwater, merfoxes are perfectly capable of walking and functioning on land, making them all-round useful for oceanborn explorers that seek to explore the dry lands beyond the sea.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a merfox for their familiar.

Awakened Merfoxes. Merfoxes are eligible targets for the *awaken* spell. Awakened merfoxes often develop an interest in meeting other awakened animals to share experiences and stories from faraway places. A pack of awakened merfoxes might seek to restore a sunken city in its former glory and live there alongside their friends.



MINIATURE CAMEL

Tiny beast, typically unaligned

Armor Class 11

Hit Points 9 (2d4 +4)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

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

Desert Adaptation. The camel can go without water for 10 days and without food for 180 days before suffering exhaustion by lack of food or water.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

MINIATURE CAMEL

Likes: drinking fresh water, resting in shade, bellowing cutely

Dislikes: being used as a footstool, being overburdened, being hungry and thirsty enough for its hump to diminish

Docile and friendly, miniature camels are prized for their undeniable cuteness but also for their usefulness that often surprises new adventurers. These beasts are remarkably fast, strong, and tough for their tiny size, which also makes them hard to spot from a distance, even in the vast, open deserts where they often roam.

Able to outrun predators and survive for long periods of time without food and water, miniature camels are adapted to tough conditions, making them excellent companions to wandering heroes. A small herd of miniature camels can carry more than a single large beast of burden while consuming less resources and keeping a lower profile.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a miniature camel for their familiar.

Awakened Miniature Camels. Miniature camels are eligible targets for the *awaken* spell. Many awakened miniature camels develop a refined taste for gourmet food and some of them become chefs and mixologists. These culinary inclined awakened miniature camels will often prepare delicious bento boxes and home-packed meals for their friends.



PIXIG

Likes: making new friends, playing with pixies and other tiny fey, sniffing out unusual magic

Dislikes: violence, being captured, items made of iron

Pixigs, also known as pixie pigs, are among the rarest and most elusive fey creatures. Curious and playful, they love to explore and observe the world of mortals, relying on their powerful innate magic to remain unnoticed.

Dryads, fairies, sprites, and pixies in particular treat pixigs with respect and often seek their counsel for tricky magical problems. As pixigs can innately smell magic, they are often able to sniff out peaceful resolutions to disputes of magical nature.

Like their pixie friends, pixigs dislike violence and combat. If threatened, a pixig will usually try to disorient enemies and put them to sleep long enough for its friends to make their escape.



Pixig Dust. Even rarer than pixie dust, the glittering dust from a pixig's wings is a potent magical reagent. Pixigs can use it to empower their innate magic and grant their friends the power of flight. Direct contact with the sparkling dust can cause confusion or even send those careless enough to provoke the pixig into a deep slumber.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a pixig for their familiar.

PIXIG

Small fey, typically chaotic good

Armor Class 14

Hit Points 12 (3d6 + 3)

Speed 30 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	13 (+1)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages Sylvan

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Magical Smell. The pixig has advantage on Wisdom (Perception) checks that rely on smell. Additionally, the pixig can pinpoint, by scent, the location of magic within 60 feet of it.

Magic Resistance. The pixig has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The pixig's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *dancing lights*, *druidcraft*

3/day: *fly*, *sleep*

Actions

Confusing Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 12 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

Invisibility. The pixig magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the pixig wears or carries is invisible with it.



RAMHORSES

Fast as horses, agile as goats, and fluffy as sheep, ramhorses represent a unique breed of hooved animals that have been adapted to running on rough terrain. Also known as bockperde in some dialects, ramhorses are cooperative and curious, making them relatively easy to domesticate and train.

Hardy mountain tribes and dwarven clans who left the safety of the mountain to live under the sky often favor ramhorses for their sheer versatility. Domesticated ramhorses can serve as excellent steeds or raised for their wool and their milk that can produce rich yogurts and delicious cheeses.

RAMHORSE

Likes: running, grooming, fresh fruit

Dislikes: confinement, boredom, explosions

Adult ramhorses are as robust and fast-footed as any warhorse. Many adventurers and knight-errants favor the ramhorse as their steed of choice for its superior balance and sometimes for its supple fleece as well.

Ramhorses are strongly social and will bleat loudly to communicate with each other over long distances, or to beckon ramhorse foals to follow them.

Steed. At the gamemaster's discretion, a player character who can cast *find steed* may choose the form of a ramhorse for their steed.

Awakened Ramhorse. Ramhorses are eligible targets for the *awaken* spell. Awakened ramhorses love to sing loudly as they travel in the open and many of them develop remarkable yodeling skills to sing to each other across rugged mountain trails. Some awakened ramhorses might also pick up poetry and write long, epic poems about their riders and their adventures together.

RAMHORSE

Large beast, typically unaligned

Armor Class 11

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

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

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. If the ramhorse moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) bludgeoning damage and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Loud Bleat. The ramhorse lets out a loud bleat audible out to 300 feet. When a ramhorse foal hears the loud bleat, it can use its reaction to move up to half its speed towards the source of the loud bleat, even if it can't see the ramhorse.

RAMHORSE FOAL

Small beast, typically unaligned

Armor Class 10
Hit Points 7 (2d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	2 (-4)	8 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

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

Actions

Clumsy Kick. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Reactions

Follow the Bleat. When the ramhorse foal hears the loud bleat of an adult ramhorse, it can use its reaction to move up to half its speed towards the source of the loud bleat, even if it can't see the ramhorse that bleated.

ADVENTURE HOOK: THE PLATINUM FLEECE

Legends speak of a mythically rare and elusive platinum-wooled, flying ramhorse named **Leucochrysos** that eternally gallops across the skies. Sages believe that Leucochrysos' platinum fleece could be fashioned into a magic artifact of exceptional power but warn that harming the timeless beast will invoke the wrath of powerful uncorrupt celestial beings.

At the gamemaster's discretion, player characters might be able to find Leucochrysos and attempt to obtain its fleece. Leucochrysos might be persuaded to let someone who trusts with its life shear its fleece, while ruthless adventurers might try to slay it and obtain the fleece by force.

Leucochrysos is an adult ramhorse that has a flying speed of 150 feet, does not age, understands Celestial but can't speak, and is celestial instead of beast. Its platinum fleece radiates with celestial magic and is worth 25,000 golden pieces.

RAMHORSE FOAL

Likes: frolicking, napping, warm milk

Dislikes: getting stuck, loud noises, being alone

Ramhorse foals are amiable and curious, and love nothing more than playing, jumping around, and following their friends to see what they are up to. Fast and sure-footed from the moment they are born, these fluffy foals are eager to explore their surroundings but can be easily distracted.

Ramhorse foals rely on adult ramhorses to guide them with their bleats and can become very sad when they are alone. An orphan ramhorse foal will quickly bond with any kind-hearted humanoid that seeks to adopt it and will follow them around anywhere they go.

Familiar. At the gamemaster's discretion, a player character who can cast *find familiar* may choose the form of a ramhorse foal for their familiar.

Awakened Ramhorse Foals. Ramhorse foals are eligible targets for the *awaken* spell. Awakened ramhorse typically love to sing children's songs and most of them are eager to learn how to read and write. Two or more awakened ramhorse foals together might play board games or arrange a friendly spelling competition.



ROBOBEASTS

In his quest to unlock the secrets of creating artificial life, the technognome demigod of invention Sporkus crafted several mechanical animals and imbued them with arcane energies. After ages of tinkering, Sporkus and his countless lab assistants managed to bestow a spark of sentience upon these robobeasts. Elated, Sporkus quickly shared the secrets of their creation with other artificers, but soon after the robobeasts began multiplying and evolving on their own, surprising the demigod of invention. Since then, several types of robobeasts have emerged, many of them slipping away from the influence of technognomes.

Today, robobeasts are created by other robobeasts, or by master artificers who have either copied the form and function of live robobeasts or have studied and improved upon the original designs by Sporkus.

Assisted Evolution. Each robobeast has the schematics of its own design, and sometimes the schematics of other robobeasts, in its arcanomechanical brain. Given enough time and resources, a robobeast can create a new robobeast, often adding tiny changes, which drive the evolution of these unusual creatures. These changes represent small upgrades or malfunctions that make each robobeast unique.

Crafting Robobeasts. At the gamemaster's discretion, player characters might be able to find or create schematics that allow them to craft robobeasts. One way to obtain such schematics is for player characters to access them from a robobeast's brain, either by befriending the robobeast or by force. Each robobeast's description includes crafting time and cost equivalents using the rules for creating magic items.

Constructed Critters. A robobeast doesn't require air, food, drink, or sleep. If the *mending* spell is cast on a robobeast, it regains 2d6 hit points.



ROBOTURTLE

Likes: lounging in the sun, impressing with its carrying capacity, occasionally being carried

Dislikes: being kicked, being called slow, creatures climbing on its back uninvited

Originally conceived as obedient haulers, roboturtles have strong armor, an outstanding carrying capacity, and a powerful bite. Most roboturtles love carrying heavy loads around, but they will only do so if they feel like it, as they don't take well to commands from people they don't trust.

Rarely, a roboturtle will appreciate being carried by someone it trusts, if not to briefly recalibrate its systems and feel loved.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a roboturtle for their familiar.

Crafting Roboturtles. At the gamemaster's discretion, player characters who are proficient in the Arcana skills or with Smith's Tools or Tinker's Tools and have obtained the roboturtle schematic can create a roboturtle by spending time and materials comparable to creating an uncommon magic item.

ROBOTURTLE

Tiny construct (robobeast), typically unaligned

Armor Class 15 (natural armor)

Hit Points 34 (4d4 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	23 (+6)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands one language of its creator but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Exceptional Carrying Capacity. The roboturtle can carry up to 500 pounds on its back without being encumbered. If more weight is placed on its back, the roboturtle falls prone and its speed drops to 0.

Magic Resistance. The roboturtle has advantage on saving throws against spells and other magical effects.

Actions

Metal Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Bonus Actions

Defensive Transformation. The roboturtle can use a bonus action to retreat into its shell, gaining resistance to all damage and three-quarters cover while its speed drops to 0. It can use another bonus action to come out of its shell.

ROBOT

Medium construct (robobeast), typically unaligned

Armor Class 14 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands one language of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Magic Resistance. The roobot has advantage on saving throws against spells and other magical effects.

Marsupium of Holding. The roobot's pouch functions as a *bag of holding*.

Standing Leap. The roobot's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The roobot makes one metal kick and one metal punch attack.

Metal Kick. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Metal Punch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

ROBOT

Likes: jumping around, carrying friends in its marsupium of holding, getting its surface polished

Dislikes: low ceilings, staying motionless, loneliness

Also known as kangarobots and roboroos, robots were originally designed to be mobile toolboxes that can follow technognome artificers wherever they go. However, most robots quickly became too independent to just do what they're told, and their eagerness to keep moving made them even less suitable for their original purpose.

Robots often travel in groups of ten or more. Such a group is known as a mob of robots. Curious robots might leave their mob after a while and seek out new friends, especially those who look like they might go on interesting adventures. A lone robot might try to befriend adventurers either by impressing them with its jumping prowess or by being generally helpful.

A friendly robot will gladly use its marsupium of holding to carry around equipment or even its friends if they can survive without breathing. Daring and confident, a robot will not hesitate to get into a fight with an enemy it thinks it can defeat, but it will swiftly jump away to safety if the enemy appears to be too strong.

Marsupium of Holding Contents. At the gamemaster's discretion, a robot could be carrying something interesting in its marsupium of holding when player characters find it. Some possible contents include a few trinkets, a common magic item, random potions, a cask of finely aged wine, digging tools and a treasure map, or a tiny robot baby and the parts needed to build it into an adult robot.

Crafting Robots. At the gamemaster's discretion, player characters who are proficient in the Arcana skills or with Smith's Tools or Tinker's Tools and have obtained the robot schematic can create a robot by spending time and materials comparable to creating a rare magic item.





SPIKEY

Tiny construct (robobeast), typically unaligned

Armor Class 11 (16 in spiky ball form) (natural armor)
Hit Points 22 (4d4 + 12)
Speed 20 ft. (40 ft. in spiky ball form), burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

Skills Acrobatics +5, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands one language of its creator but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Magic Resistance. Spikey has advantage on saving throws against spells and other magical effects.

Spiky Defense (Spiky Ball Form Only). A creature that touches Spikey or hits it with a melee attack takes 7 (2d6) piercing damage.

Actions

Metal Bite (Hedgehog Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Spiky Charge (Spiky Ball Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If Spikey moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 14 (4d6) piercing damage and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Bonus Actions

Transform. Spikey transforms into its spiky ball form or back into its hedgehog form. its statistics, other than its speed and AC, are the same in each form. Spikey reverts to its hedgehog form if it dies.

SPIKEY

Likes: being thrown at enemies, surprising others by bursting out of the ground, playing with other Spikeys

Dislikes: swimming, sneaky enemies, being compared negatively to other Spikeys

Originally crafted as a pet for Sporkus' children, the first Spikey was tossed aside and forgotten when the demigod's children received a batch of shiny new toys.

Saddened, the first Spikey set out on its own, determined to make new friends, a feat it achieved in the literal sense when it built another Spikey, which built another Spikey.

The process continued for a while, and now there are numerous Spikeys rolling around and having fun with their friends.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a spikey for their familiar.

Crafting Spikeys. At the gamemaster's discretion, player characters who are proficient in the Arcana skills or with Smith's Tools or Tinker's Tools and have obtained the Spikey schematic can create a Spikey by spending time and materials comparable to creating an uncommon magic item.



SPHINXES

ENBYSPIX

Likes: clever riddles, polite and witty mortals, preparing impressive heroes' feasts

Dislikes: discrimination, rudeness, lies

Mysterious, charming, and sharp-tongued, enbysphinxes exist outside the strict binary distinction between androsphinxes and gynosphinxes. Like their binary counterparts, enbysphinxes guard mythical treasures, protect magical gateways, and serve as custodians of truths that have slipped past mortalkind.

Mythical Guardians. Though generally not chaotic, enbysphinxes are usually more free-spirited and spontaneous than their strictly male and female counterparts. Instead of guarding ancient temples and vaults, an enbysphinx might travel the world, posing ancient riddles to test the worth of mortals, and sharing knowledge and spells powerful enough to shape the course of history.

Magic Riddles. Enbysphinxes spend eternities creating challenges and devising riddles that test the wisdom, the cunning, and the resolve of mortals. These riddles are laced with potent magic that amplifies their effects.

Some enbysphinxes may add a humorous spin to their challenges to surprise mortals, or use their sharp wit to scandalize, distract, and confuse those who do not respect their challenges.

Sphinx Sympathy. Mortals who treat an enbysphinx with respect and manage to solve their riddles may not only access the secrets the sphinx might be protecting, but also find themselves friends with a mighty enbysphinx. A friendly enbysphinx may reward mortals with a *heroes' feast* in their *magnificent mansion* or treat them to an evening of witty sphinx poetry!

ENBYSPHINX

Large monstrosity, typically neutral

Armor Class 17 (natural armor)

Hit Points 207 (18d10 + 108)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	18 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +10, Con +12, Int +10, Wis +10

Skills Arcana +16, History +16, Perception +10,

Performance +13, Religion +16

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages Common, Elvish, Sphinx

Preferred Pronouns They/Them

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Inscrutable. The sphinx is immune to any effect that would sense their emotions or read their thoughts, as well as any divination spell that they refuse. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 14th level spellcaster. Their spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). They require no material components to cast their spells. The sphinx has the following spells prepared:

Cantrips (at will): *dancing lights, mage hand, mending, minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *detect evil and good, detect magic, faerie fire, hideous laughter*

2nd level (3 slots): *detect thoughts, lesser restoration, zone of truth*

3rd level (3 slots): *counterspell, dispel magic, hypnotic pattern, tongues*

4th level (3 slots): *banishment, freedom of movement, greater invisibility*

5th level (2 slots): *dream, greater restoration, legend lore, scrying*

6th level (1 slot): *heroes' feast, irresistible dance*

7th level (1 slot): *magnificent mansion (can be the enbysphinx's lair), plane shift*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Riddle (3/Day). The sphinx tells a magical riddle. Each time they tell a riddle before finishing a long rest, the riddle is harder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the riddle must make a saving throw.

Hilarious Riddle. Each creature that fails a DC 15 Wisdom saving throw becomes incapacitated from uncontrollable laughter. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Terrifying Riddle. Each creature that fails a DC 20 Wisdom saving throw is frightened. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind-Boggling Riddle. Each creature makes a DC 25 Intelligence saving throw. On a failed save, a creature takes 55 (10d10) psychic damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Reactions

Throw Shade. When a creature that the sphinx can see within 60 feet of them makes an attack roll, an ability check, or a damage roll, the sphinx can use their reaction to subtract 1d10 from the creature's roll. The creature is immune if it can't hear the sphinx or if it's immune to being charmed.

Legendary Actions

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from their list of spells, using a spell slot as normal.



AN ENBYSPIX'S LAIR

An enbysphinx may protect an ancient temple or a vault filled with knowledge and treasure that has been sealed away for ages. Alternatively, some enbysphinxes travel the world and use their *magnificent mansion* as their own personal and portable lair in which they test the worth of mortals.

An enbysphinx's lair may be riddled with traps that are designed to challenge instead of harm those who seek the sphinx's treasures. Any who fail those challenges may be granted second chances, but those who offend or attempt to harm the sphinx may be magically banished to a remote and possibly dangerous location.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sphinx can take a lair action to cause one of the following magical effects; the sphinx can't use an effect again until they finish a short or long rest:

- The sphinx manifests a lair-wide *zone of truth* that lasts for 1 hour or until they dismiss it as a bonus action. While this effect lasts, all creatures of the sphinx's choice within their lair are under the effect of a *zone of truth* spell as if it was cast by the sphinx.
- Scintillating colors fill the lair, revealing all invisible creatures and dispelling all magical effects created by a spell of 5th level or lower. The sphinx can choose not to dispel their own magic.
- The sphinx casts *banishment* (no concentration required) on any number of creatures they can see within 120 feet of them. If a banished target is native to the plane of existence the lair is on, it reappears just outside the lair after the spell ends.
- The sphinx shifts themselves and up to seven other creatures they can see within 120 feet to their *magnificent mansion* or another plane of existence. The sphinx can use a bonus action to return to where they left, even when outside their lair, taking up to seven creatures with it.

WHAT DOES "ENBY" MEAN?

Enby is the pronunciation spelling of "NB", which is short for non-binary. A non-binary person (also known as genderqueer) has a gender identity that is neither male nor female.

Non-binary people may identify as having more than one gender, as a mix of male and female genders, as a separate third gender, as completely agender, or as having a fluid gender identity (genderfluid). Some non-binary people reject the idea of gender identity altogether.

Traditionally, sphinxes have been depicted as either male (in ancient Egypt) or female (in ancient Greece) mythical guardians. The enbysphinx, the non-binary sphinx, aims to add a new dimension of possibilities for fantasy storytelling without invalidating the existing mythologies of these fantastic creatures.

GAMEMASTER TIP: DECOUPLING ABILITIES FROM GENDERS

The enbysphinx stat block is only a suggestion of what abilities such a mythical guardian might have. Gamemasters can just as easily represent an enbysphinx with a stat block of any other sphinx or use the proposed enbysphinx stat block for a binary androsphinx or gynosphinx.

In the end, the reality of different gender identities can be used to create exciting storytelling opportunities without restricting specific abilities to specific genders.



SPHINX KITTEN

Tiny monstrosity, typically neutral

Armor Class 14 (natural armor)

Hit Points 16 (3d4 + 9)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	17 (+3)

Skills Arcana +3, Perception +4

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 60 ft., passive Perception 14

Languages Common, Sphinx

Challenge 1 (200 XP) **Proficiency Bonus** +2

Mostly Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage. This trait does not work against adult sphinxes.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

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

Prestidigitation. The sphinx casts *prestidigitation*.

Joke (3/Day). The sphinx tells a magical joke. Each time it tells a joke before finishing a long rest, the joke is funnier and the effect is harder to resist, as detailed below. Each creature within 120 feet of the sphinx and able to hear the joke must make a saving throw.

Bad Joke. Each creature that fails a DC 10 Wisdom saving throw cringes and has disadvantage on the next attack roll it makes before the end of its next turn.

Confusing Joke. Each creature that fails a DC 12 Wisdom saving throw can't take reactions until the end of its next turn. On its turn, the creature can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the creature can't attack, it does nothing on its turn.

Hilarious Joke. Each creature that fails a DC 14 Wisdom saving throw becomes incapacitated from uncontrollable laughter. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



SPHINX KITTEN

Likes: learning new jokes and riddles, being helpful, playing

Dislikes: being scolded, being told to grow up, thieves

Mysterious, elusive, and deeply magical, sphinx kittens are such a rare sight that many scholars doubt their existence. Despite the arcane nature, sphinx kittens are still kittens and love to play and share funny stories with their friends.

Sphinx kittens require magic and nurture both to grow into adult sphinxes, a complex process that can take centuries. An orphan sphinx kitten will remain a kitten until it has received the magic and the guidance it needs to develop. Long-lived sages and elven nobles sometimes adopt and raise orphan sphinxes, which grow up to become powerful and loyal guardians.

Arcane Humor. As part of their training and growing up, sphinx kittens will charge their jokes with the same magic that will eventually empower their spells, their riddles, or their roars when they grow up. This makes even a bad joke potentially dangerous when a sphinx kitten tells it.

Pact of the Chain Familiar. At the gamemaster's discretion, a warlock with a pact of the chain may choose the form of a sphinx kitten for their familiar.

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APPENDIX A: CUTE CREATURES BY CR

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Mossbear Cub	23
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Catilus Adventurer	5
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CHALLENGE 1/2

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CHALLENGE 2

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CHALLENGE 3

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CHALLENGE 6

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APPENDIX B: CUTE CREATURES BY TYPE

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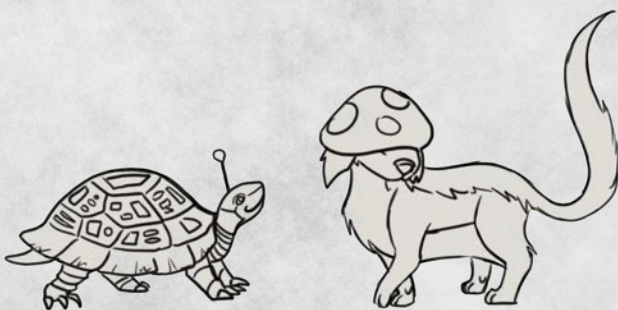
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