



ADVENTURE SIDEKICKS

DESCENT INTO AVERNUS



INTRODUCTION

Do you want to run or play *Baldur's Gate: Descent into Avernus* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your Avernus campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Descent into Avernus" is the first in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventure hardcovers. On your adventure, the DM might reveal that you've befriended an NPC, unique beast, or other creature who then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, using the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks, such as the nightmare, start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on Wisdom (Animal Handling), or the sidekick must succeed on a Wisdom (Insight) skill check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack only every other gnome"

CREDITS

PROJECT LEAD

BornToDoStuff | @BornToDoStuff

WRITERS

BornToDoStuff | @BornToDoStuff

Jane Adams | @OtherJaneAdams

Melissa Doucette | @MellieDM

ARTISTS

Roselysium | @Roselysium

Dana Braga | @danaxbraga

EDITOR AND LAYOUT ARTIST

Adam Hancock | @AdamDMsGuild

The cover art was funded by Jane and Marc Sanders, Angela Duncan, and Anna Papadopoulos. Thank you!

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Adam Hancock and published under the Community Content Agreement for Dungeon Masters Guild.

ABYSSAL CHICKEN

1st-level Tiny fiend (demon)

Armor Class 14 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 30 ft., fly 30 ft. (see Bad Flier below)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	9 (-1)	15 (+2)	5 (-3)

Saving Throws Dex +4
Damage Resistances fire
Condition Immunities poisoned
Skills Stealth +4, Perception +4, Intimidation -1
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14
Languages understands Abyssal but can't speak

Bad Flier. The abyssal chicken falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

Actions

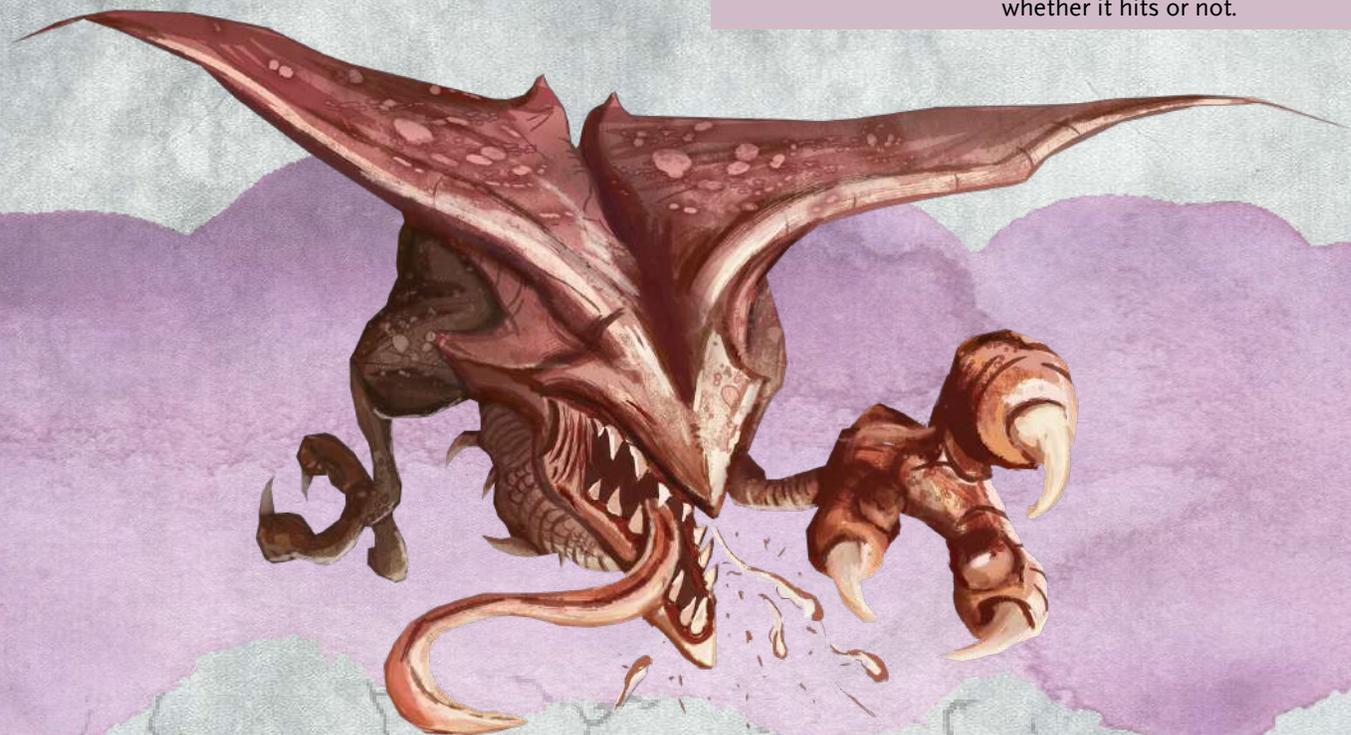
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Characters are introduced to abyssal chickens in chapter 3, "Path of Demons." Earwax is the named chicken the party could take from a bearded devil named Krikendolt, or an abyssal chicken could simply drop wetly from a spawning tree. An abyssal chicken can be recruited as an 8th-level sidekick or lower.

ABYSSAL CHICKENS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d4 + 3)	Multiattack. Each time it uses the Attack action, the abyssal chicken makes two attacks: one with its bite and one with its claws.
3rd	14 (4d4 + 4)	Clever Bird. On the abyssal chicken's turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.
4th	17 (5d4 + 5)	Ability Score Improvement. The abyssal chicken's Dexterity score increases by 2. This raises its Dexterity modifier, Armor Class, Stealth bonus, and attack and damage bonuses of its attacks by 1.
5th	21 (6d4 + 6)	Proficiency Bonus. The abyssal chicken's proficiency bonus increases by 1. This raises its saving throw bonus, skill bonuses, passive Perception, and attack bonus for both attacks by 1. Eyes of the Abyss. The abyssal chicken's blindsight radius increases to 60 feet.
6th	24 (7d4 + 7)	Featherless Defense. The abyssal chicken's AC increases to 15, and it gains resistance to poison and lightning damage. Ankle Biter. When the abyssal chicken makes an attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.



ABYSSAL CHICKEN

7th-level Tiny fiend (demon)

Armor Class 15 (natural armor)
Hit Points 28 (8d4 + 8)
Speed 30 ft., fly 30 ft. (see Bad Flier below)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	9 (-1)	15 (+2)	5 (-3)

Saving Throws Dex +6
Damage Resistances fire, lightning, poison
Condition Immunities poisoned
Skills Stealth +6, Perception +5, Intimidation +0
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages understands Abyssal but can't speak

Ankle Biter. When the abyssal chicken makes an attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Bad Flier. The abyssal chicken falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

Clever Bird. On the abyssal chicken's turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.

Evasion. If the abyssal chicken is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the chicken instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. Whenever it takes the attack action on its turn, the abyssal chicken can attack twice: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

ABYSSAL CHICKENS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	31 (9d4 + 9)	Blinding Fury. Once per short rest as an action, the abyssal chicken can create a roiling cloud of darkness that fills a 15-foot sphere around it. This darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. This darkness follows the chicken for the next minute.
9th	35 (10d4 + 10)	Ability Score Improvement. The abyssal chicken's Dexterity score increases by 2. This raises its Dexterity modifier, Armor Class, Stealth bonus, and attack and damage bonuses of its attacks by 1. Unholy Talons. The chicken's bite and claw attacks deal magical damage for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.
10th	38 (11d4 + 11)	Proficiency Bonus. The abyssal chicken's proficiency bonus increases by 1. This raises its skill bonuses, passive Perception, and attack bonus for both attacks by 1. Eyes of the Abyss. The abyssal chicken's blindsight radius increases to 120 feet.
11th	42 (12d4 + 12)	Fiendish Stamina. The abyssal chicken's speed and flying speed increases to 45 feet.
12th	45 (13d4 + 13)	Improved Multiattack. Each time it uses the Attack action, the abyssal chicken makes four attacks: two with its bite and two with its claws.
13th	49 (14d4 + 14)	Improved Blinding Fury. When the abyssal chicken uses Blinding Fury, it can attack any creature within the cloud of darkness as if it was within reach. Additionally, if this darkness overlaps with an area of light created by a spell of 4th level or lower, the spell that created the light is dispelled.



LITTLE ONE

1st-level Large giant

Armor Class 11 (hide armor)

Hit Points 17 (2d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	19 (+4)	7 (-2)	7 (-2)

Saving Throws Intelligence +6, Wisdom +0

Skills Arcana +6, History +6, Investigation +6, Medicine +0, Religion +6

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant, plus any three languages

Pacifist. Little One does not carry any weapons on principle.

Powerful Build. Little One counts as one size larger when determining his carrying capacity (855 pounds) and the weight he can push, drag, or lift. Little One also has very broad shoulders; a Medium humanoid or smaller can easily sit on each shoulder, as long as their own weight plus that of their equipment does not exceed Little One's carrying capacity.

Memorized Healing. Little One is a 1st-level spellcaster. His spellcasting ability is Intelligence. He regains his expended spell slots when he finishes a short or long rest. He knows the following spells:

1st level (1 1st-level slot): *cure wounds*, *goodberry*, *healing word*, *heroism*

Actions

Combat Narration. Little One describes the location, actions, and trajectory of an enemy he can see to one of his allies. If the ally can hear Little One's narration, they gain advantage on their next attack against the enemy. Alternatively, the ally can choose to gain advantage on a saving throw against one of the enemy's attacks, spells, or magical effects.

Reactions

Protective Punch. When a creature within 10 feet of Little One that he can see makes an attack against an ally, Little One can deliver a punch to the creature that deals 5 bludgeoning damage.

Um, Actually. Little One may use his reaction to correct the pronunciation of a verbal component or posture of a somatic component of a spell cast within a range of 60 feet. The spellcaster must make a DC 10 Constitution saving throw or the spell fails and has no effect.

Characters can be introduced to Little One in chapter 1, "Candlekeep." He is easily convinced to help the party so he can atone for his past misdeeds. Little One can be recruited as a 4th-level sidekick.

LITTLE ONE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	25 (3d10 + 9)	Wild Senses. Little One has advantage on Dexterity saving throws against effects that he can see, smell, or hear. Quick Reader. It takes Little One half the given amount of time to gain knowledge (or other effects) by reading. Memorized Healing. Little One gains one 1st-level spell slot.
3rd	34 (4d10 + 12)	Improved Protective Punch. Little One is proficient in unarmed strikes. His Protective Punch deals 6 (1d4 + 4) bludgeoning damage. Memorized Healing. All of Little One's spell slots are 2nd level.
4th	42 (5d10 + 15)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Medicine skill bonus, and passive Perception by 1.
5th	51 (6d10 + 18)	Hypnotic Lecture. Little One draws upon his wealth of knowledge to give a hypnotic lecture to up to three creatures. This lecture lasts for up to 10 minutes. At the beginning of this lecture, each of the targeted creatures must make a DC 15 Wisdom saving throw. On a failure, the target is charmed and incapacitated until Little One stops lecturing or the target takes damage. Proficiency Bonus Increase. Little One's proficiency bonus increases by 1. This raises the saving throw bonus and skill bonuses by 1. Memorized Healing. All of Little One's spell slots are 3rd level.
6th	59 (7d10 + 21)	Stunning Punch. When Little One uses his Protective Punch feature, the target must succeed on a DC 14 Constitution saving throw or be stunned until the beginning of Little One's next turn. If so, Little One can't use this feature again until he finishes a short or long rest.

LITTLE ONE

7th-level Large giant

Armor Class 11 (hide armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	19 (+4)	9 (-1)	7 (-2)

Saving Throws Intelligence +7, Wisdom +2

Skills Arcana +7, History +7, Investigation +7, Medicine +2, Religion +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant, plus any three languages

Hypnotic Lecture. Little One draws upon his wealth of knowledge to give a hypnotic lecture to up to three creatures. This lecture lasts for up to 10 minutes. At the beginning of this lecture, each of the targeted creatures must make a DC 15 Wisdom saving throw. On a failure, the target is charmed and incapacitated until Little One stops lecturing or the target takes damage.

Pacifist. Little One does not carry any weapons on principle.

Powerful Build. Little One counts as one size larger when determining his carrying capacity (855 pounds) and the weight he can push, drag, or lift. Little One also has very broad shoulders; a Medium humanoid or smaller can easily sit on each shoulder, as long as their own weight plus that of their equipment does not exceed Little One's carrying capacity.

Power of Deduction. If Little One spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities. Little One can learn any one of the creature's stats compared to his own (inferior, equal, or superior to his own) or whether the creature is proficient with a specific tool.

Quick Reader. It takes Little One half the given amount of time to gain knowledge (or other effects) by reading.

Stunning Punch. When Little One uses his Protective Punch feature, the target must succeed on a DC 14 Constitution saving throw or be stunned until the beginning of Little One's next turn. He can't use this feature again until he finishes a short or long rest.

Wild Senses. Little One has advantage on Dexterity saving throws against effects that he can see, smell, or hear.

Memorized Healing. Little One is a 1st-level spellcaster. His spellcasting ability is Intelligence. He regains his expended spell slots when he finishes a short or long rest. He knows the following spells:

1st level (2 4th-level slots): *cure wounds*, *goodberry*, *healing word*, *heroism*

Actions

Combat Narration. Little One describes the location, actions, and trajectory of an enemy he can see to one of his allies. If the ally can hear Little One's narration, they gain advantage on their next attack against the enemy. Alternatively, the ally can choose to gain advantage on a saving throw against one of the enemy's attacks, spells, or magical effects.

Reactions

Protective Punch. When a creature within 10 feet of Little One that he can see makes an attack against an ally, Little One can deliver a punch to the creature that deals 6 (1d4 + 4) bludgeoning damage.

Um, Actually. Little One may use his reaction to correct the pronunciation of a verbal component or posture of a somatic component of a spell cast within a range of 60 feet. The spellcaster must make a DC 10 Constitution saving throw or the spell fails and has no effect.



LITTLE ONE BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	76 (9d10 + 27)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, passive Perception, and Medicine skill bonus by 1.
9th	85 (10d10 + 30)	Improved Protective Punch. Little One's Protective Punch now deals 9 (2d4 + 4) bludgeoning damage on a hit. Memorized Healing. All of Little One's spell slots are now 5th level.
10th	93 (11d10 + 33)	Studied. Little One recalls information he's read about certain objects, effectively casting the <i>identify</i> spell, which extends to nonmagical artifacts that would have information about them housed in Candlekeep (DM's discretion), as well as magic items or other magic-imbued objects. Once he does this, Little One can't use this feature again until he finishes a short or long rest.
11th	102 (12d10 + 36)	Proficiency Bonus Increase. Little One's proficiency bonus increases by 1. This raises the saving throw bonus, skills bonuses, and attack bonus by 1. Memorized Healing. Little One gains one 5th-level spell slot.
12th	110 (13d10 + 39)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Medicine bonus, and passive Perception by 1.
13th	119 (14d10 + 42)	Improved Protective Punch. Little One's Protective Punch now deals 11 (3d4 + 4) bludgeoning damage on a hit.



MORTLOCK VANTHAMPUR

1st-level Medium humanoid (human)

Armor Class 12
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 17 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 13 (+1)

Skills Athletics +5, Intimidation +5
Senses passive Perception 11
Languages Common

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

MORTLOCK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Spiteful Strike. If Mortlock has taken any damage since his last turn, he may choose to double the number of damage dice of a successful melee weapon attack roll. If he does so, he can't use this feature again until he finishes a long rest.
3rd	30 (4d8 + 12)	Unarmored Defense. While not wearing armor or wielding a shield, Mortlock has an AC of 15.
4th	37 (5d8 + 15)	Ability Score Improvement. Mortlock's Strength score increases by 2. This raises his Strength modifier, Athletics bonus, and the bonuses to attack and damage for his greatclub by 1.
5th	45 (6d8 + 18)	Indomitable. Mortlock can reroll a saving throw that he fails and must use the new roll. If he does so, he can't use this feature again until he finishes a long rest.
6th	52 (7d8 + 21)	Extra Attack. Mortlock can attack twice, instead of once, whenever he takes the Attack action on his turn.



MORTLOCK VANTHAMPUR

7th-level Medium humanoid (human)

Armor Class 15

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +7, Intimidation +7

Senses passive Perception 11

Languages Common

Indomitable. Mortlock can reroll a saving throw that he fails and must use the new roll. If he does so, he can't use this feature again until he finishes a long rest.

Spiteful Strike. If Mortlock has taken any damage since his last turn, he may choose to double the number of damage dice of a successful melee weapon attack roll. If he does so, he can't use this feature again until he finishes a long rest.

Actions

Extra Attack. Mortlock makes two attacks whenever he takes the Attack action on his turn.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Characters can be introduced to Mortlock in chapter 1, "The Dungeon of the Dead Three." After completing this dungeon, the characters may convince Mortlock to continue with them. Mortlock can be recruited as a 3rd-level sidekick.

MORTLOCK BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Brute Grip. Mortlock has advantage on attack rolls made against creatures he is grappling. When he hits a grappled target, that creature has disadvantage on ability checks made to escape the grapple until the start of his next turn.
9th	75 (10d8 + 30)	Unfavored Son. When a creature within 5 feet of Mortlock makes an attack against a target other than him, Mortlock can force the creature to make himself the target of the attack instead.
10th	82 (11d8 + 33)	Indomitable. Mortlock may use his Indomitable feature twice. He regains expended uses when he finishes a long rest.
11th	90 (12d8 + 36)	Proficiency Bonus. Mortlock's proficiency bonus increases by 1. This raises the Intimidation bonus by 2 and the Athletics bonus and the bonuses to hit of the weapon attacks by 1.
12th	97 (13d8 + 39)	Ability Score Improvement. Mortlock's Strength score increases by 2, raising the modifier by 1. This raises his Athletics bonus by 1 and the bonuses to hit and damage of his melee weapon attack by 1.
13th	105 (14d8 + 42)	Malformed Visage. When Mortlock reduces an enemy to 0 hit points, each enemy within 30 feet of him must succeed on a DC 17 Wisdom saving throw or be frightened of him for 1 minute. If a frightened enemy ends its turn more than 30 feet away from Mortlock, the enemy can repeat the saving throw, ending the effect on itself on a success.

VANTHAMPUR VILLA



NIGHTMARE

1st-level Medium fiend

Armor Class 13 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Dex +4

Damage Resistances fire

Senses passive Perception 12

Languages Common and Infernal but can't speak

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

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

Characters can be introduced to nightmares starting in chapter 3. One nightmare is mentioned in “Haruman’s Hill.” After defeating Haruman, you may allow your party to attempt to befriend Haruman’s old steed. If they succeed, they may be able to recruit a nightmare sidekick of 7th level or lower.

NIGHTMARES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Bond of the Rider. The nightmare can grant resistance to fire damage to anyone riding it. While a creature is riding the nightmare, it may communicate with that creature telepathically. In addition, the nightmare is immune to fire damage.
3rd	30 (4d8 + 12)	Brimstone Hooves. The nightmare deals an additional 3 (1d6) fire damage when it hits with its hooves attack. In addition, the nightmare’s Strength score increases by 2. This raises the Strength modifier and bonuses of the hit and damage of the nightmare’s weapon attacks by 1.
4th	42 (5d10 + 15)	Growth Spurt. The nightmare’s size increases to Large. Increase the nightmare’s speed by 10 feet. Increase the damage of the nightmare’s hooves attack by 1d8 bludgeoning and 1d6 fire. In addition, the nightmare’s Strength score increases by 2. This raises the Strength modifier and bonuses of the hit and damage of the nightmare’s weapon attacks by 1.
5th	51 (6d10 + 18)	Magical Strike. The nightmare’s weapon attacks are magical. Extra Attack. The nightmare can make two attacks whenever it takes the Attack action on its turn.
6th	59 (7d10 + 21)	Proficiency Bonus. The nightmare’s proficiency bonus increases by 1. This raises the bonuses to the saving throw and to hit of the weapon attacks by 1.



NIGHTMARE

7th-level Large fiend

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Dex +5

Damage Immunities fire

Senses passive Perception 12

Languages Common and Infernal but can't speak

Bond of the Rider. The nightmare can grant resistance to fire damage to anyone riding it. While a creature is riding the nightmare, it may communicate with that creature telepathically.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Magical Strike. The nightmare's weapon attacks are magical.

Actions

Extra Attack. The nightmare makes two attacks whenever it takes the Attack action on its turn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa. If it does so, it can't use this feature again until it finishes a long rest.

NIGHTMARES BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	76 (9d10 + 27)	Innate Spellcasting. The nightmare's innate spellcasting ability is Charisma (spell save DC 14). The nightmare can innately cast the following spells, requiring no components: At will: <i>darkvision</i> , <i>detect evil and good</i> , <i>produce flame</i> 1/day each: <i>darkness</i> , <i>dispel evil and good</i> , <i>fog cloud</i>
9th	85 (10d10 + 30)	Fire Shield. The nightmare creates a burning, magical field around itself or another creature it can see within 60 feet of it until the end of its next turn. When a creature within 5 feet of the target hits it with a melee attack, the shield erupts with flame and the attacker takes 9 (2d8) fire damage. The nightmare can use this feature three times. It regains expended uses when it finishes a long rest.
10th	93 (11d10 + 33)	Heal Self. The nightmare magically regains 2d8 + 2 hit points. If it does so, it can't use this feature again until it finishes a long rest.
11th	102 (12d10 + 36)	Galloping Strike. If the nightmare successfully hits a creature with a melee weapon attack, that creature can't make opportunity attacks against it for the rest of the nightmare's turn.
12th	110 (13d10 + 39)	Proficiency Bonus. The nightmare's proficiency bonus increases by 1. This raises the Dexterity saving throw, the bonuses to hit of the weapon attacks, and the save DC of the nightmare's innate spellcasting trait by 1.
13th	119 (14d10 + 42)	Planar Whinny. As an action, the nightmare lets out a plane-shaking whinny. All enemy creatures within 30 feet that can hear the nightmare must succeed on a DC 14 Wisdom saving throw or become frightened. A fiend makes this save with advantage. A creature may repeat this saving throw at the end of each of its turns, ending this effect on a success.



REYA MANTLEMORN

1st-level Medium humanoid (human)

Armor Class 17 (splint)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR 15 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 17 (+3)

Saving Throws Cha +5
Skills Insight +4, Medicine +4, Persuasion +5
Senses passive Perception 12
Languages Common

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



REYA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Blessing of Etlurel. As an action, Reya can touch a creature and restore 1d8 + 3 hit points to that creature. If she does so, she can't use this feature again until she takes a long rest.
3rd	26 (4d8 + 8)	Hellrider's Smite. When Reya hits a creature with her longsword or crossbow, she can deal an additional 9 (2d8) radiant damage. This damage increases by 1d8 if the target is an undead or fiend. After using this feature, Reya can't use it again until she takes a short or long rest.
4th	32 (5d8 + 10)	Ability Score Improvement. Reya's Strength and Dexterity scores increase by 1. This raises her Strength and Dexterity modifiers and attack and damage bonuses for both of her weapons by 1. Hellrider's Endurance. Reya is immune to disease.
5th	39 (6d8 + 12)	Improved Blessing of Etlurel. Reya can use her Blessing of Etlurel feature up to three times. Proficiency Bonus. Reya's proficiency bonus increases by 1. This raises her saving throw bonus, skill bonuses, and the attack bonus for both of her weapons by 1.
6th	45 (7d8 + 14)	Extra Attack. Reya can attack twice, instead of once, whenever she takes the Attack action on her turn.

Characters can be introduced to the hellrider Reya Mantlemorn in chapter 1, "Low Lantern." So long as the party members aren't working for the Flaming Fist, she offers to join them. Reya can be recruited as a 3rd-level sidekick.

REYA MANTLEMORN

7th-level Medium humanoid (human)

Armor Class 17 (splint)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Cha +6
Skills Insight +5, Medicine +5, Persuasion +6
Senses passive Perception 12
Languages Common

Aura of Strength. Reya and her allies within 10 feet cannot be shoved or moved magically and have advantage on Strength saving throws.

Hellrider's Endurance. Reya is immune to disease.

Hellrider's Smite. When Reya hits a creature with her longsword or crossbow, she can deal an additional 9 (2d8) radiant damage. This damage increases by 1d8 if the target is an undead or fiend. After using this feature, Reya can't use it again until she takes a short or long rest.

Unfaltering Pathfinder. Reya instinctively knows in which direction the city of Elturel is at all times, as long as she is on the same plane as it.

Actions

Extra Attack. Reya makes two attacks whenever she takes the Attack action on her turn.

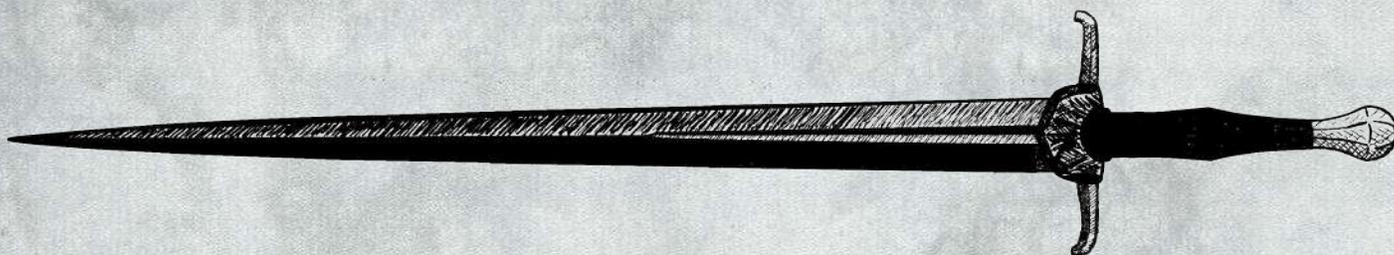
Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Blessing of Elturel. Reya can touch a creature and restore 1d8 + 3 hit points to that creature. She can use this feature three times. She regains expended uses when she finishes a long rest.

REYA BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	Improved Blessing of Elturel. Reya's Blessing of Elturel feature restores 2d8 + 3 hit points. Sacred Weapon. Reya's weapon attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.
9th	65 (10d8 + 20)	Ability Score Improvement. Reya's Strength score increases by 2. This raises her Strength modifier and attack and damage bonuses for her longsword by 1.
10th	71 (11d8 + 22)	Proficiency Bonus. Reya's proficiency bonus increases by 1. This raises her saving throw bonus, skill bonuses, and the attack bonus for both of her weapons by 1.
11th	78 (12d8 + 24)	Elturel's Blessed Defense. As an action, Reya can choose up to six creatures within 30 feet. Each target creature gains 3d8 + 3 temporary hit points that last for 10 minutes. After using this feature, Reya can't use it again until she takes a short or long rest.
12th	84 (13d8 + 26)	Hellrider's Wrath. Reya deals an additional 1d8 radiant damage on all attacks.
13th	91 (14d8 + 28)	Aura of Courage. Reya and friendly creatures within 10 feet can't be frightened while she is conscious. Improved Blessing of Elturel. Reya's Blessing of Elturel feature restores 3d8 + 3 hit points.



SLOBBERCHOPS

1st-level Tiny beast

Armor Class 12

Hit Points 5 (2d4)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Detect Invisibility. Slobberchops can see invisible creatures within 60 feet.

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

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

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

Safe and Cozy. Slobberchops can use the Hide action to crawl underneath a Small or larger creature's armor it is wearing. While there, Slobberchops gains the AC granted by that armor.

Actions

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

Characters are introduced to Slobberchops in chapter 1, "Vanthampur Villa." After defeating Thurstwell, the tressym willingly follows the party if they've been kind. Slobberchops joins the party as a 3rd-level sidekick or lower.

SLOBBERCHOPS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	7 (3d4)	Feline Reflexes. Slobberchops can use its bonus action to Dash, Disengage, or Hide.
3rd	10 (4d4)	Sharpened Claws. Slobberchops deals 2 (1d4) slashing damage with its claw attack. Thieves' Tools Proficiency. Slobberchops can use its claws as thieves' tools and has proficiency when making checks with them.
4th	12 (5d4)	Ability Score Improvement. Slobberchops's Wisdom score increases by 2. This raises the Wisdom modifier, Perception bonus, and passive Perception by 1. Allergy Attack. As an action, Slobberchops exudes a 20-foot-radius dander cloud centered on itself. Each creature within the cloud at the start of its turn and breathing must make a DC 12 Constitution saving throw. On a failure, the creature takes 1d6 poison damage and falls prone. The cloud lasts for 1 minute or until a moderate wind (at least 10 miles per hour) disperses it.
5th	15 (6d4)	Proficiency Bonus. Slobberchops's proficiency bonus increases by 1. This raises its Perception bonus, passive Perception, and attack roll by 2, and its Stealth bonus and the DC of its Allergy Attack feature by 1. Sharpened Claws. Slobberchops deals 5 (2d4) slashing damage with its claw attack.
6th	17 (7d4)	Charming Belly. As an action, Slobberchops falls prone and exposes its fluffy belly. It targets up to three creatures within 60 feet of it. If the target can see Slobberchops, the target must succeed on a DC 12 Wisdom saving throw or be charmed. The charmed target is compelled to pet the belly. On its turn, the charmed target must move toward Slobberchops and use its action to pet it. If Slobberchops attacks a charmed target, the charmed target is still charmed. The effect lasts 24 hours, or until Slobberchops finds it tedious.



SLOBBERCHOPS

7th-level Tiny beast

Armor Class 12

Hit Points 20 (8d4)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +8, Stealth +5

Senses darkvision 60 ft., passive Perception 18

Languages understands Common but can't speak

Detect Invisibility. Slobberchops can see invisible creatures within 60 feet.

Feline Reflexes. Slobberchops can use its bonus action to Dash, Disengage, or Hide.

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

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

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

Safe and Cozy. Slobberchops can use the Hide action to crawl underneath a Small or larger creature's armor it is wearing. While there, Slobberchops gains the AC granted by that armor.

Thieves' Tools Proficiency. Slobberchops can use its claws as thieves' tools and has proficiency when making checks with thieves' tools.

Actions

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 7 (3d4) slashing damage.

Allergy Attack. Slobberchops exudes a 20-foot-radius dander cloud centered on itself. Each creature within the cloud at the start of its turn and breathing must make a DC 12 Constitution saving throw. On a failure, the creature takes 1d6 poison damage and falls prone. The cloud lasts for 1 minute or until a moderate wind (at least 10 miles per hour) disperses it.

Charming Belly. Slobberchops falls prone and exposes its fluffy belly. It targets up to three creatures within 60 feet of it. If the target can see Slobberchops, the target must succeed on a DC 12 Wisdom saving throw or be charmed. The charmed target is compelled to pet the belly. On its turn, the charmed target must move toward Slobberchops and use its action to pet it. If Slobberchops attacks a charmed target, the charmed target is still charmed. The effect lasts 24 hours, or until Slobberchops finds it tedious.

SLOBBERCHOPS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	22 (9d4)	Ability Score Improvement. Slobberchops's Wisdom score increases by 2. This raises the Wisdom modifier, Perception bonus, and passive Perception by 1. Extra Attack. Slobberchops can make two attacks whenever it takes the Attack action on its turn.
9th	25 (10d4)	Sharpened Claws. Slobberchops deals 10 (4d4) slashing damage with its claw attack.
10th	27 (11d4)	Proficiency Bonus. Slobberchops's proficiency bonus increases by 1. This raises its Perception bonus, passive Perception, and attack roll by 2, and its Stealth bonus and the DC of its Allergy Attack and Charming Belly features by 1.
11th	30 (12d4)	Sharpened Claws. Slobberchops deals 12 (5d4) slashing damage with its claw attack.
12th	32 (13d4)	Ability Score Improvement. Slobberchops's Wisdom score increases by 2. This raises the Wisdom modifier, Perception bonus, and passive Perception by 1.
13th	35 (14d4)	Sharpened Claws. Slobberchops deals 15 (6d4) slashing damage with its claw attack.

