

VALENAR ANIMALS

The elves of Valenar say that when their ancestors fought the giants of Xen'drik, elf druids took the forms of animals on the battlefield. The cruel and mighty Emperor Cul'sir of the giants laid a curse upon the druids and trapped them in the forms of animals. Just as the ancestors of the Valenar guide their warriors in battle, the spirits of these druids can awaken power in an animal to create a companion worthy of a champion.

Valenar animals are awakened to advanced intelligence and power by the touch of an ancestral spirit. Traditionally, Valenar animals choose Valenar elves as companions, reflecting a bond between the ancestors of elf and animal. To be chosen by a Valenar animal is a great honor, and any such elf is treated with respect and reverence. Still, on the rare occasions when a Valenar animal chooses an adventurer of a different ancestry as a companion, it is universally accepted.

The Valenar animals presented here—hawk, hound, and steed—are but examples, for the ancestral spirits can take on many animal forms.



VALENAR HAWK

Tiny fey, neutral

Armor Class 14

Hit Points 10 (4d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	9 (-1)	16 (+3)	11 (+0)

Skills Perception +5

Senses passive Perception 15

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 1/8 (25 XP)

Bonding. The hawk can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the hawk bonds with a different creature or until the bonded creature dies. While bonded, the hawk and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

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

ACTIONS

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

VALENAR HOUND

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 1/2 (100 XP)

Bonding. The hound can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the hound bonds with a different creature or until the bonded creature dies. While bonded, the hound and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.