

Drake Companion

Small dragon

Armor Class: 14 + PB (natural armor)

Hit Points: 5 + five times your ranger level (the drake has a number of hit dice [d10s] equal to your ranger level)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (−1)	14 (+2)	8 (−1)

Saving Throws: Dex +1 plus PB, Wis +2 plus PB

Damage Immunities: determined by the drake’s Draconic Essence trait

Senses: darkvision 60 ft., passive Perception 12

Languages: Draconic

Challenge: Proficiency Bonus (PB) equals your bonus

Draconic Essence. When you summon the drake, choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines the drake’s damage immunity and the damage of its Infused Strikes trait.

Actions

Bite. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. Hit: 1d6 plus PB piercing damage.

Reactions

Infused Strikes. When another creature within 30 feet of the drake that it can see hits a target with a weapon attack, the drake infuses the strike with its essence, causing the target to take an extra 1d6 damage of the type determined by its Draconic Essence.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13
Hit Points 10 (3d4+3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistance Cold; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Silvered
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 120 Ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 3) piercing damage plus (3d6)poison damage. The target must make a DC 11 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

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