

Adriks Animals

Version 1.00 (October 2022)

<https://www.dndbeyond.com/magic-items/5716811-adriks-animals>

Weapon (dagger), unknown rarity (requires attunement by a If a History with these Animals is previously established then Attunement can be immediate; otherwise 24 hours with the animals is required for Attunement.)

Bear The Wolf

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8 + 2)

Speed Walking (40ft)

Skills: Perception (WIS) +3, Stealth (DEX) +4

Senses: Passive Perception 13

Proficiency Bonus: +2

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

Actions:

- **Bite** | *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked **prone**.

Abilities:

- **Keen Hearing and Smell** | The wolf has advantage on Wisdom (**Perception**) checks that rely on hearing or smell.
 - **Pack Tactics** | The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't **incapacitated**.
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Bertha The Giant Frog

Medium Beast, Unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed Walking (30ft) Swim (30ft)

Skills: Perception (WIS) +2, Stealth (DEX) +3

Senses: Passive Perception 12, Darkvision 30ft

Proficiency Bonus: +2

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Actions:

- **Bite** | *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is **grappled** (escape DC 11). Until this grapple ends, the target is **restrained**, and the frog can't bite another target.
- **Swallow** | The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is **blinded** and **restrained**, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer **restrained** by it and can escape from the corpse using 5 feet of movement, exiting **prone**.

Abilities:

- **Amphibious** | The frog can breathe air and water.
 - **Standing Leap** | The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.
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Floop The Pteranodon

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 13 (3d8)

Speed Walking (10ft) Fly (60ft)

Skills: Perception (WIS) +1

Senses: Passive Perception 11

Proficiency Bonus: +2

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

Actions:

- **Bite** | *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Abilities:

- **Flyby** | The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Proficiency with a dagger allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: If a History with these Animals is previously established then Attunement can be immediate; otherwise 24 hours with the animals is required for Attunement., Finesse, Light, Thrown