

CARRIAGE CAT

Medium Beast, Unaligned

Armor Class 11 (Natural Armour)

Hit Points 16

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

Skills Perception +3, Stealth +4

Condition Immunities None

Senses darkvision 60 ft., passive Perception 10

Languages Carriage Cat, Goblin (cannot speak)

Challenge 1 (200 XP)

Keen Smell The Carriage Cat has advantage on perception checks that rely on scent

Sturdy For purposes of carrying, being ridden, or pulling, the Carriage Cat counts as one size larger.

Stalwart Companion Carriage Cats are bonded to a creature before they are named (Usually to a Burrows Goblin). While within 5 feet of their Companion, they have advantage on attacks, saving throws, and may expend a reaction to redirect an attack from their companion to themselves. If the Carriage Cat's companion dies within its sight, it has disadvantage on all actions, and all attacks count as critical hits.

Pounce If the Carriage Cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Carriage Cat can make one bite attack against it as a bonus action.

ACTIONS

Bite *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) Piercing Damage

Claw *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) Slashing Damage

CARRIAGE CAT (BEASTMASTER COMPANION)

Medium Beast, Unaligned

Armor Class 13 + Proficiency Bonus (Natural armor)

Hit Points 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 40 ft., climb 40 ft.

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

Condition Immunities None

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak, Carriage Cat

Challenge -

Charge If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Bond You can add your proficiency bonus to any ability check or saving throw that the beast makes.

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Sturdy For purposes of carrying, being ridden, or pulling, the Carriage Cat counts as one size larger.

Cultural Steed Carriage Cats are spiritually important to Goblins. In order to have one as your beast companion, the Ranger must be either a Goblin, or have a connection deep enough with a Goblin Tribe to have earned the right to raise one. Goblins take the wellbeing of Carriage Cats very seriously, and suspected abuse or kidnapping of one is dealt punishable by death.

ACTIONS

Maul *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB slashing damage.