



These creatures are undoubtedly the fiercest defenders of the Realms.

CORGI RIDER

Tiny fey, any alignment

Armor Class 14 (studded leather)

Hit Points 45 (10d4 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Sylvan

Challenge 1 (200 XP)

Cavalry Training. When the Corgi Rider hits a target with a melee attack while mounted on a creature, the mount can make a melee attack against the same target as a reaction.

Actions

Multiattack. The Corgi Rider makes two attacks with its spear

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

CORGI

Small beast, unaligned

Armor Class 10

Hit Points 13 (3d6 + 3)

Speed 40 ft.

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

Senses passive Perception 10

Languages understands Sylvan

Challenge 1/2 (100 XP)

Puppy Eyes. The Corgi has eyes capable of softening the hardest of souls. Any creature who targets the Corgi with an attack or a harmful spell must first make a DC 11 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This ability doesn't protect the Corgi from area of effects, such as the explosion of a fireball.

Actions

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

I'll be honest with you, I don't have any particular lore around these creatures. I just have the rights to the art. It looks adorable AF, so now it's a DnD Monster. Enjoy!

Art by Indi Martin