

INSTANT MINION!

Roll all 7 D&D dice, then use the tables below.

(All Minions start with +0 to all mods and a walking speed of 30)

D100	TYPE	D10	DESCRIPTION
10	Human (+2 to Ability Modifier of Choice)	1	Oddly slimy
20	Bullywug (Leap 10ft, Jump 20ft)	2	Flamboyantly dressed
30	Imp (Invisibility, 1/Day)	3	Pathetically horny
40	Goblin (Nimble Escape, Bonus Action Disengage or Hide)	4	Slightly glowing
50	Skeleton (Reform, At 0 HP, Roll a d20. On a 4 or lower, reassemble w/ that much HP)	5	Covered in strange tattoos
60	Aarakocra (Fly Speed 15)	6	Wearing cute little glasses
70	Robot (AC +1)	7	Uncomfortably muscular
80	Talking Ape (Weapon Upgrade, 1d8 Bludgeoning Damage)	8	Dressed in dark leathers and chains
90	Awakened Mushroom (1d4 Poison Spore Damage on hit)	9	Blessed with perfect teeth
00	Living Puppet (Curse, On a hit, inflicts Bane until end of next turn)	0	Clearly on the brink of financial ruin

D20	(+10) = Hit Points
-----	---------------------------

D12	MAIN ABILITY	SPECIAL SKILL
1	DEX	Parry, Subtract 1d4 from attacks
2	DEX	Evasion, Take 0 damage on successful DEX saves
3	STR	Extra Attack
4	STR	Improved Critical (19 & 20)
5	CON	Reckless Attack, Advantage on attacks, but hits on you also get Advantage
6	CON	Tough (HP+6)
7	WIS	Thorn Whip Cantrip
8	WIS	Thunderclap Cantrip
9	INT	Minor Illusion Cantrip
10	INT	Firebolt Cantrip
11	CHA	Vicious Mockery Cantrip
12	CHA	1d6 Smite Dmg (Recharge 5, 6)

D8	Main Modifier. Use this for Attacks, Spells and your Main Ability. For Spell Save DC , add 10.
D6	(+10) = Armor Class
D4	Damage Modifier. All Minions use a d6 for damage unless otherwise noted. Flaw. Pick an Ability other than your Main one. Your Modifier for that Ability is the negative version of this dice roll.