



## CONJURING A COMPANION

When a wizard - or any spellcaster, for that matter - forms a magical bond with another creature it is a powerful thing. Be it an ancestral spirit, a baleful imp, or a curiously aloof cat, the conjuring and keeping of a familiar is not something to be taken lightly, and each and every familiar holds their own quirks and qualities to make them unique.

There are countless wizards, warlocks, and sorcerers who claim to have mastered the conjuring of a familiar spirit, usually by means of a simple ritual or spell. But while these small motes of coalesced magical energy do indeed take the form of small and loyal companions, they are far more akin to magical pets than any true familiar.

A true Arcane Familiar is as much a part of the spellcaster who summoned it as their own soul, even if they do not always act as such. And creating such a bond is no trivial task. While a simple spell or ritual might be a fair place to start, calling forth and properly bonding oneself with a true Arcane Familiar is an ordeal that most practitioners of the arcane arts are not prepared to undertake. And once the task is complete, a bonded caster is gifted with a companion that will remain with them through their entire life.

This bonding ordeal ties Spellcaster and Familiar together more closely than any simple summoned spirit, and in doing so, the familiar spirit gains new traits and abilities, as well as more definite limits on the ways it may interact with the world around it. For this reason, some spirits may make additional requests of their bonded spellcaster, or refuse to accept the bond unless first persuaded. In rare cases, a familiar spirit may be forced or tricked into this bond - but such spirits are rarely amenable to their masters, and while bound to obey, will often go out of their way to make the caster's life miserable in any way they can.

The Powerful bond between a Caster and their Arcane Familiar as is Represented by the Arcane Familiar Feat. This feat may be taken more than once, gaining an additional familiar each time.

## ARCANE FAMILIAR

*Prerequisite:* The ability to cast at least one spell, Access to the spell *Find Familiar*.

- You gain the service of an Arcane Familiar, Which takes a form Chosen by yourself or your DM. By default, your Arcane Familiar Has the Following Traits
  - It's size category is tiny
  - It has hit points equal to your spellcasting modifier
  - It uses your AC, and shares your Saving throw and Skill Bonuses
  - It uses your Spellcasting modifier and Spell save DC for any spells it can cast.
  - It is immune to your attacks and spells unless you choose to ignore this immunity
  - It cannot attack, flank, or pick up and manipulate objects unless otherwise noted.
  - It acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn.
  - Your Arcane Familiar gains additional traits, senses and abilities based on it's form, as chosen from the list at the end of this chapter.
- Your Arcane Familiar Has the following two states, Which it can switch between as a bonus action on it's turn:
  - **Passive:** In it's passive state, your Arcane Familiar enters and shares your space, perching on your shoulder, hiding in your pocket, or taking the form of a seemingly mundane object on your person. While in this state, your Arcane Familiar cannot be Targeted or Damaged
  - **Active:** In it's active state, your Arcane Familiar moves freely and may be targeted and take damage as normal. However it cannot willingly move more than 30 ft from you, and if forced to do so, it reappears in your space in it's passive state.
- You and your Arcane Familiar are permanently bonded, giving you the following bonded features.
  - You and your Arcane Familiar can communicate telepathically.
  - As an action, you can see through your Arcane Familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.
  - When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.
  - Your Arcane familiar cannot die unless you die. If it is Reduced to 0 hit points, or fewer, it's physical form is destroyed, and you may restore it during a short or long rest by expending a hit dice. You may only have one arcane familiar at a time



## FAMILIAR FEATS

As a Mage and Familiar share experiences - be they harrowing adventures, or quiet hours of study - the bond between them grows stronger and more potent. The following Feats represent the result of long hours strengthening the bond between a familiar and it's Master, to expanding their collective abilities.

When taking these feats, choose only one familiar to gain their benefits. All other familiars are unaffected.

### AGGRESSIVE FAMILIAR

*Prerequisite:* The Arcane Familiar Feat

- Your familiar can take the attack action on it's turn and gains the following natural weapon attack:
  - Familiar Strike: 1d6 bludgeoning, piercing, or slashing damage (chosen when you take this feat)
- Your familiar uses your proficiency bonus for it's attack rolls, and uses your spellcasting ability in place of strength or dexterity when making attack and damage rolls.

### ALERT FAMILIAR

*Prerequisite:* The Arcane Familiar Feat.

- Your familiar cannot be surprised.
- While your familiar is in its passive state, you may cast the Alarm spell without expending a spell slot or any material components.

### ARCANE PORTER

*Prerequisite:* The Arcane Familiar Feat

- Your familiar can carry and manipulate items weighing 5 lbs or less. If your familiar can already interact with items in this way, the weight of items it can carry and manipulate increases by 5 lbs.
- Retrieving or stowing an item carried by your familiar is a free action.

### DISTANT MESSENGER

*Prerequisite:* The Distant Familiar Feat

- You may use the bonded features of your familiar over any distance.
- You may use your familiar's senses in place of your own as a bonus action instead of an action.
- When using your familiar's senses in place of your own, you may choose to speak through your familiar in your own voice.

### DISTANT FAMILIAR

*Prerequisite:* The Arcane Familiar Feat

- The distance your familiar can move away from you increases to 1 mile
- You cannot make use of any of your familiar's bonded features while it is more than 120 ft away from you.

If your familiar dies while more than 120 ft from you, you may re-summon it using an 8 hour ritual



### EVASIVE FAMILIAR

*Prerequisite:* The Arcane Familiar Feat

- Your familiar may take the dash, dodge, and disengage actions as bonus action.
- When your familiar is subjected to an Effect that allows it to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### FAMILIAR MOUNT

*Prerequisite:* The Arcane Familiar Feat

- Your familiar gains the following additional state, in addition to it's passive and active states
  - **Mount:** In it's mount state, your Arcane familiar's size category changes to large, it's base movement speed increases to 60 ft, and it gains hit points equal to twice your level. While in this state, your familiar is considered a mount, and uses your spellcasting modifier to calculate it's base carrying capacity, although it still cannot pick up or manipulate objects on it's own unless otherwise noted.
- While riding your familiar in this state, you have advantage on any checks to remain mounted, and automatically succeed on any checks to control your mount.

### FLANKING FAMILIAR

*Prerequisite:* The Arcane Familiar Feat

- While your familiar is in it's active state, you and your allies have advantage on attack rolls against enemies within 5 ft of it.
- While your familiar is in it's passive state, Creatures within 5 ft of your allies have disadvantage on saving throws against your spells.

## **FLICKERING SPIRIT**

*Prerequisite: The Arcane Familiar Feat*

- When your familiar switches states as a bonus action, it may teleport up to 10 ft as a free action
- Attacks against your familiar are made at disadvantage
- When an attack or spell targets your familiar and misses, it may teleport 5ft as a reaction

## **INTELLIGENT FAMILIAR**

*Prerequisite: The Arcane Familiar Feat*

- Your familiar can read and write one language of your choice.
- While your familiar is in its passive state, you have advantage on knowledge checks in which you are proficient

## **MOBILE FAMILIAR**

*Prerequisite: The Arcane Familiar Feat*

- Your familiar's base movement speed increases by 10
- When you take the move action on your turn, your familiar may use its reaction to move up to your speed
- When a creature targets your familiar with a spell or attack and misses, your familiar may use its reaction to move 10 ft

## **PERSISTANT SPIRIT**

*Prerequisite: The Arcane Familiar Feat*

- Your familiar has advantage on your choice of Intelligence, Wisdom, or Charisma saving throws.
- When your familiar would be reduced to 0 hit points and destroyed, you may expend a spell slot to restore a number of hit points of your familiar equal to the level of the spell slot expended.

## **REACTIVE FAMILIAR**

*Prerequisite: The Aggressive Familiar and Flanking Familiar Feats*

- Your familiar gains an additional reaction each round which can only be used to make opportunity attacks.
- While your familiar is in its passive state, it may change states as a reaction when a Hostile creature that you can see moves out of your reach.
- While your familiar is in its active state, it may use its reaction to make an opportunity attack against any creature within 5 ft of it that attacks an ally.

## **SHIELDING FAMILIAR**

*Prerequisite: The Arcane Familiar Feat*

- When your familiar is in its passive state, you may cast the *Shield* spell without expending a spell slot or any material components.
- When your familiar is in active state, and an ally within 5 ft of it would take damage from an attack or spell attack, your familiar may use its reaction to take the damage instead

## **SPELLKEEPER**

*Prerequisite: The Arcane Familiar Feat*

- When you cast a spell with a range of touch or self, you may choose to apply the benefits of the spell to your familiar in addition to the spell's target.
- While your familiar is in passive mode, you may maintain concentration on up to two spells at one time.
- While your familiar is in active mode and within 120 ft of you, you may use it to deliver any spell as if it were the caster. Your familiar must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

## **VITAL SPIRIT**

*Prerequisite: The Arcane Familiar Feat*

- Your familiar gains additional hit points equal to your constitution score times your level
- Your familiar has advantage on your choice of Strength, Dexterity, or Constitution saving throws.





## AN MYRIAD OF CHOICES

The variety to be found among the familiars of wizards and other spellcasters is nothing short of breathtaking. Everything from feline companions (with or without lashing tentacles), to miniature dragons, fey sprites, and unknowable abominations that make your brain itch just looking at them for too long - even small clockwork companions or alchemical golems are not unheard of in the right circles. To put it simply, if it flies, crawls, slithers, walks or swims, and it fits inside a bread box, you can probably find someone who has it as a familiar.

So with such an infinite list of possibilities, how is an aspiring keeper supposed to choose? Well, the fact of the matter is that in most cases, it isn't the master that chooses their familiar so much as the familiar that chooses its master. Weather called by ancient rite, granted by magical patron, or discovered like a founding in some lost and forgotten place, small magical creatures seem to have an innate sense of where they are meant to be, and a way of finding just the right spellcaster with which to form a bond.

Even if the two of them don't always get along, a spellcaster and their familiar are bonded in soul, and that is not a bond that can be formed with just any creature. Sometimes the familiar that finds a keeper will be a distinct outward representation of their magical presence. Other times a familiar manifests as the arcane counterbalance to its keeper's personality. Some familiars are given to their casters as gifts or even a pair of watchful eyes to spy for a greater master, but even in cases where a crafty alchemist or artificer manages to craft their own familiar from scratch, there is always an element of unpredictability and purpose to the personality of an arcane familiar.

Below is an exhaustive (although no where near complete) list of familiars that might find home with a seeking mage. Some familiars are creatures of particular arcane power, and will refuse to bond with mages before they meet a prerequisite level or before the mage has completed a specific task, but it is not uncommon for lesser familiars to slowly metamorphose into these more powerful forms as their bonded mage becomes more powerful. You must meet all the prerequisites of a familiar in order to bond with it as an Arcane Familiar. If you are having trouble choosing, Roll a dice, or consult with your DM to help determine what familiar might be right for you.

## AETHERIC SHARD

*Prerequisite:* A gemstone worth 100 gp (consumed)

Tiny construct, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	4 (-3)	6 (-4)	16 (+3)	14 (+2)	10 (+0)

**Condition Immunities** charmed, exhaustion, poisoned  
**Damage Immunities** poison, psychic  
**Senses** darkvision 60 ft, passive Perception 12  
**Languages** -

**Antimagic susceptibility.** The shard is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the shard must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

### PASSIVE BENEFIT

**Arcane Storage.** *Once between long rests, while your familiar is in its passive state, you may regain one spell slot up to 5th level.*

### ACTIVE BENEFIT

**Arcane Catalyst.** *Once between long rests, when you use your familiar to deliver a spell that you cast, you may choose to apply one metamagic effect with a spell point cost equal to half your proficiency bonus or less.*

## ALCHEMIST'S OOZE

*Prerequisite:* Proficiency with Alchemist's Supplies

Tiny ooze, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 10 ft, climb 10 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	13 (+1)	16 (+3)	6 (-2)	4 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing  
**Condition Immunities** blinded, deafened, prone, poisoned  
**Damage Immunities** poison  
**Senses** blindsight 60 ft (blind beyond this point), passive Perception 8  
**Languages** -

**Amorphous.** The ooze can move through spaces as narrow as 1 inch wide without squeezing.

### PASSIVE BENEFIT

**Reproduce Potion.** *Once between long rests, while your familiar is in its passive state, you may gain the benefits of a common potion you carry without consuming the potion*

### ACTIVE BENEFIT

**Absorb Poison.** *While in its active state, your familiar may use an action on its turn to end the poisoned condition on one ally within 5 ft.*

## PARTICULAR BEASTS

Some creatures, like Alehouse Drakes, are only willing to form an arcane bond with a caster that has earned its respect or particularly impressed them in some way

This can mean anything from caring for and taming your familiar over several weeks, to going on specific quests or completing odd and extravagant requests. But don't be put off by the extra work, as these familiars are often the most unique and enjoyable of arcane companions.

Alehouse Drakes, for example, will only form a Bond with a caster who can out-drink them or their previous owner in a competition - which is a tricky task to accomplish, considering that the Drake never actually feels the negative effects of alcohol, and is capable of sharing this limited invulnerability with its owner.

Your best bet for winning such a competition is to cleverly distract the Drake with music, dancing, or some other pleasant activity while its owner downs tankard after tankard of golden cheer. With its attention elsewhere, the Drake may just forget to keep its owner sober through the entire competition, giving you a chance to win the plump little lizard's affection for yourself.

Of course, taking a few moments before you enter the tavern to cast *Protection from Poison* certainly doesn't hurt your odds either



### ALEHOUSE DRAKE

**Prerequisite:** Defeat the drake's previous owner in a drinking contest.

Tiny dragon, unaligned

**Armor Class** +0

**Hit points** +4

**Speed** 10 ft, Fly 30 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	18 (+4)	10 (+0)	6 (-2)	16 (+3)

**Condition Immunities** paralyzed, poisoned, unconscious,

**Damage Immunities** poison

**Senses** darkvision 60 ft, passive perception 8

**Languages** Draconic

#### PASSIVE BENEFIT

**Un-Intoxicated.** While your familiar is in its passive state, you are immune to the poisoned condition and cannot become drunk or otherwise intoxicated.

#### ACTIVE BENEFIT

**Forgetful Spellcasting.** When you use your familiar to deliver a spell that you cast, the target must succeed on a DC 15 wisdom saving throw or forget the source of the spell

### AL-MI'RAJ

**Prerequisite:** none

Tiny fey, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 50 ft, burrow 30 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	6 (-4)	2 (-4)	14 (+2)	10 (+0)

**Condition Immunities** frightened

**Damage Immunities** none

**Senses** darkvision 30 ft, passive Perception 14

**Languages** -

**Keen Senses.** The almiraj has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### PASSIVE BENEFIT

**Fearless.** While your familiar is in its passive state, you are considered immune to the frightened condition, and may use your reaction to make an opportunity attack against any creature that attempts to frighten you through magical or mundane means.

#### ACTIVE BENEFIT

**Charge.** While your familiar is in its active state, it may move up to its speed as part of the reaction used to deliver a spell that you cast

## ANIMATED EQUIPMENT

Many spellcasters - and wizards in particular - find that one of the most ideal sorts of familiars are the kind that helps to make up for the more martial skills they themselves might be lacking.

The benefit of keeping something like an animated sword or a magic cloak as your arcane familiar is that they excel at keeping you safe or warding off danger in a way that other familiars often don't. For adventuring spellcasters, this extra offensive or defensive capability can be the difference between losing the fight to a hoard of angry goblins, and getting out alive with the king's stolen treasure.

Just about any type of weapon or armor can be enchanted to serve as a familiar, but most spellcasters find it easier to install the magic into equipment they themselves are proficient with. After all, it is particularly hard to teach a sword how to fight effectively on its own when you haven't the foggiest idea how to wield the weapon yourself.

Such enchanted items use their own innate properties for determining things like armor bonuses and damage dice. And transferring the familiar spirit from one item to the next as you uncover better gear is not outside the range of possibility



All  
Kub

### ANIMATED CLOAK

*Prerequisite:* A cloak worth at least 50 gp

Tiny construct, unaligned

**Armor Class** +4  
**Hit points** +0  
**Speed** 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (0)	6 (-2)	12 (+1)	10 (+0)	1 (-5)

**Damage Resistances** bludgeoning  
**Condition Immunities** charmed, exhausted, poisoned  
**Damage Immunities** poison, psychic  
**Damage Vulnerabilities** fire  
**Senses** darkvision 60 ft, passive Perception 16  
**Languages** –

**Hidden Watchman.** While it remains motionless, the cloak is indistinguishable from its mundane counterpart.  
**Antimagic susceptibility.** The cloak is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the cloak must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

#### PASSIVE BENEFIT

**Defensive Guard.** While your familiar is in its passive state, you gain a +2 bonus to AC

#### ACTIVE BENEFIT

**Grappling Snare.** While in its active state, the cloak may use its action to attempt to grapple a creature within 5 ft of it. It uses your spellcasting ability score in place of Strength when grappling a target.

### ANIMATED WEAPON

*Prerequisite:* A weapon worth at least 50 gp

Tiny construct, unaligned

**Armor Class** +4  
**Hit points** +0  
**Speed** 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (0)	10 (0)	6 (-2)	2 (-4)	1 (-5)

**Damage Resistances** bludgeoning, piercing, and slashing  
**Condition Immunities** charmed, exhausted, poisoned  
**Damage Immunities** cold, fire, poison, psychic  
**Damage Vulnerabilities** acid, lightning  
**Senses** darkvision 30 ft, passive Perception 10  
**Languages** –

**Hidden Watchman.** While it remains motionless, the weapon is indistinguishable from its mundane counterpart.  
**Antimagic susceptibility.** The weapon is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the weapon must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

#### PASSIVE BENEFIT

**Aggressive Guard.** While your familiar is in its passive state, may use it to make an additional opportunity attack on each of your turns as a free action. you use your spellcasting ability for this attack in place of strength or dexterity

#### ACTIVE BENEFIT

**Forward Combatant.** While in its active state, the weapon may take the attack action, using itself as a weapon. It uses your spellcasting ability for this attack in place of strength or dexterity. This benefit counts as the Aggressive Familiar Feat for the purpose of feat prerequisites

## ARCANE EYE

*Prerequisite:* A gemstone worth 100 gp (consumed), Intelligence of 18 or higher

Tiny Construct, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 30ft (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	2 (-4)	14 (+2)	15 (+2)	12 (+1)	16 (+3)

**Damage Resistances** cold, fire, piercing

**Condition Immunities** blinded, deafened, charmed, exhausted, paralyzed, poisoned, prone

**Damage Immunities** poison

**Senses** blindsight 30 ft (blind beyond), passive Perception 10

**Languages** Common, Draconic, Telepathy 250 ft

**Antimagic susceptibility.** The weapon is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the weapon must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

### PASSIVE BENEFIT

**Intelligent Discourse.** While your familiar is in its passive state, you gain advantage on persuasion checks against creatures with an intelligence of 14 or higher, and checks made to recall esoteric or uncommon information.

### ACTIVE BENEFIT

**Mental Lash.** Once between long rests, as an action on its turn, the Eye may force a creature to make an intelligence saving throw against your spell save DC. on a Failed save, the target is stunned until the start of the eyes next turn.

## A BAG WITH WINGS

Bats of holding are wondrous little undead favoured by necromancers and other morbidly inclined individuals. First invented by a young necromancer at Miskatonic University, their construction is simple yet ingenious.

A bat of holding is a reanimated bat who's body cavity has been replaced with its namesake: a bag of holding. When properly constructed, these small flying companions are capable of easily regurgitating any item stored within their demiplane stomachs, and even propelling it a short distance. As such, they are highly prized by alchemists and other adventurers who need quick access to a variety of equipment.



## HONEY BADGER

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0

**Hit points** +8

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

**Damage Resistances** poison

**Condition Immunities** poisoned, frightened

**Senses** darkvision 30 ft, passive Perception 11

**Languages** -

**Keen Smell.** The badger has advantage on Perception checks that rely on scent or smell.

### PASSIVE BENEFIT

**Fearless.** While your familiar is in its passive state, you are considered immune to the frightened condition, and may use your reaction to make an opportunity attack against any creature that attempts to frighten you through magical or mundane means.

### ACTIVE BENEFIT

**Intimidating Presence.** When a creature within 5 ft of the badger makes an attack against an ally, the badger may use its reaction to impose disadvantage on the attack.

## BAT OF HOLDING

*Prerequisite:* A bag of holding (consumed), the ability to cast at least one spell from the necromancy school.

Tiny undead, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

**Condition Immunities** poisoned

**Damage Immunities** poison, necrotic

**Damage Vulnerabilities** radiant

**Senses** blindsight 30 ft, passive Perception 11

**Languages** -

**Bigger on the Inside.** The Bat of Holding's mouth functions exactly like a bag of holding. If the bat is destroyed, its contents cannot be retrieved until the bat is re-summoned

### PASSIVE BENEFIT

**Ready at Hand.** While your familiar is in its passive state, you may store or withdraw an item from it as a free action.

### ACTIVE BENEFIT

**Launch Projectile.** As an action on its turn, the Bat of Holding may expel one object contained within itself, launching it at a point within 20 ft that it can see

## BLOODTHORN VINE

*Prerequisite:* The ability to cast a least one spell from the Necromancy school

Tiny plant (undead), unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 10 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	6 (-4)	7 (-2)	14 (+2)	6 (-2)

**Damage Resistances** piercing, poison, necrotic

**Condition Immunities** poisoned

**Damage vulnerability** fire, radiant

**Senses** tremmorsense 60 ft, passive Perception 14

**Languages** –

**Vampiric.** Whenever a creature within 5 ft of the vine is reduced to 0 hit points or fewer, the vine regains hit points equal to the creatures CR or level

### PASSIVE BENEFIT

**Blood Sharing.** *While your familiar is in its passive state, you gain the benefit of its vampiric trait.*

### ACTIVE BENEFIT

**Tripping Hazard.** Enemies treat the area within 10 ft of the vine as difficult terrain. A creature that falls prone in this difficult terrain takes damage equal to your spellcasting modifier.

## BOUND IMP

*Prerequisite:* Warlock pact of the Chain, The Fiend Patron

Tiny fiend, lawful evil

**Armor Class** +0

**Hit points** +0

**Speed** 20 ft, fly 40 ft

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

**Damage Resistances** cold, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** poisoned

**Damage Immunities** fire, poison

**Senses** darkvision 120 ft, passive Perception 11

**Languages** Common, Infernal

**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

### PASSIVE BENEFIT

**Shared Resistance.** *While your familiar is in its passive state, you gain the benefit of the imp's Magic Resistance trait.*

### ACTIVE BENEFIT

**Invisibility.** *While in its active state, the imp may use a bonus action to become invisible. This invisibility lasts until the imp loses concentration on the effect. If the imp is able to take the attack action, doing so ends its invisibility.*

## A PRISON OF GLASS

Necromancy is a strange and interesting art, and one fuelled, in many cases, by a deep and debilitating fear of death. Perhaps it makes sense then, that so many aged necromancers, fearful of what lies beyond, but not powerful or demented enough to embrace lichdom, eventually find means of preserving their aged minds in magically reinforced jars.

It is most certainly not surprising that after a few hundred years sitting immobile on some dusty shelf, looking across at the same dull scenery day after day, that almost all of these pickled necromancers find themselves bored out of their disembodied minds.

As such, many of these jarred intellects are more than eager to form a magical bond with the first adventurer they come across, if only to experience a change in scenery. And a wise mage would not be one to turn them down without consideration.

A Brain in a jar may not be much in the way of physical assistance - unlike other familiars, they are simply unable to move under their own power - but what they lack in physique, they make up for with centuries or more of collected knowledge and information, All of which they are eager (sometimes even a little bit too much so) to share with their bonded companion.

## BRAIN IN A JAR

*Prerequisite:* The ability to cast a least one spell from the Necromancy school

Tiny undead, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft,

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	15 (+2)	19 (+4)	10 (+0)	15 (+2)

**Condition Immunities** charmed, exhaustion, frightened

**Damage Immunities** necrotic, poison, psychic

**Senses** darkvision 60 ft, passive Perception 10

**Languages** Common, Telepathy 120 ft, two others

**Detect Sentience.** The brain in a jar can sense the presence of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

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

### PASSIVE BENEFIT

**Esoteric Knowledge.** *While your familiar is in its passive state, you have advantage on knowledge checks made using Arcana, History, and Religion.*

**Shared Resistance.** *While your familiar is in its passive state, you gain the benefit of the brain's Magic Resistance trait.*

### ACTIVE BENEFIT

**Eternity in a Jar.** *Your familiar does not have an active state*



## POPULAR COMPANIONS

Brownies are one of the most popular familiars among wizards and other non-adventuring mages. They aren't particularly well suited to combat, but they are meticulously tidy, and so long as the caster keeps it happy, a brownie will use its magic to make sure everything its master owns is always in perfect order and without a spec of grime or dust.

That said, keeping a brownie happy can be more trouble than most spellcasters realize. They have a very particular set of rules, and require regular offerings of milk, honey, and bread. A brownie that has bonded to a particular mage cannot simply disappear as it might if it were free, but if not properly treated will make its displeasure known in any and every way it can. Take care, for example, to never expressly tell someone that your cleaning is done by a brownie, or you will quickly find yourself living in more filth and grime than you will ever be able to clean.

Another very common familiar, if perhaps only because they are also popular pets, are Cats. While not nearly as particular as a brownie, every feline has its own particular quirks, and few cats remain in one place for long. Unlike other familiars, cats have no problem wandering miles from their owner's home only to reappear days later with a full stomach and a shiny new bauble or piece of information for their master.

As such, cats make for excellent messengers in times of need. However due to their aloof and carefree nature, convincing a cat that the current crisis is indeed a time of need can be difficult.

### BRIARLING

*Prerequisite:* none

Tiny plant (fey), unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 20 ft, climb 10 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	13 (+1)	14 (+2)	10 (+2)

**Damage Vulnerabilities** fire

**Senses** darkvision 60 ft, passive Perception 14

**Languages** Common, Sylvan

**Kin to Plants.** The Briarling can speak with plants as if it shared a language.

#### PASSIVE BENEFIT

**Plant By Proxy.** While your familiar is in its passive state, you gain the benefits of its Kin to Plants trait, and can cast the spell *Speak with Plants* once between short rests without expending a spell slot

#### ACTIVE BENEFIT

**Thorny Prick.** Any creature that hits the Briarling with a melee attack takes piercing damage equal to your spellcasting modifier

### BROWNIE

*Prerequisite:* a thimble of honey, a glass of milk, and a loaf of bread, provided every day for a month (all consumed)

Tiny fey, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 25 ft (60 ft while hidden)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

**Damage Vulnerabilities** Bludgeoning, piercing, and slashing damage from silvered weapons

**Senses** darkvision 60 ft, passive Perception 10

**Languages** Common, Sylvan

**Fey Ancestry.** The brownie has advantage on saving throws against being charmed, and magic can't put it to sleep.

#### PASSIVE BENEFIT

**Obsessively Tidy.** While your familiar is in its passive state, you and your possessions and belongings cannot become soiled or dirty. This benefit reverses if you purposefully reveal its source.

#### ACTIVE BENEFIT

**Fey magic.** The Brownie knows the *Dancing lights*, *Druidcraft*, *Prestidigitation* and *Mending* cantrips, and may cast them without requiring spell components

### CAT

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 40 ft, Climb 30 ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	10 (+2)

**Senses** darkvision 120 ft, passive Perception 14

**Languages** -

**Keen Smell.** The cat has advantage on Wisdom (Perception) checks that rely on scent or smell.

**Perfect landing.** The cat has expertise in acrobatics, even if its owner is not proficient, and never takes fall damage when falling from great heights

#### PASSIVE BENEFIT

**Shared Grace.** While your familiar is in its passive state, you gain proficiency in acrobatics if you do not already have it, and fall damage is reduced by half

#### ACTIVE BENEFIT

**Aloof.** The cat has no limits on how far it can move away from you, however you cannot make use of any of your familiar's bonded features while it is more than 120 ft away from you. This benefit counts as the *Distant Familiar Feat* for the purpose of feat prerequisites

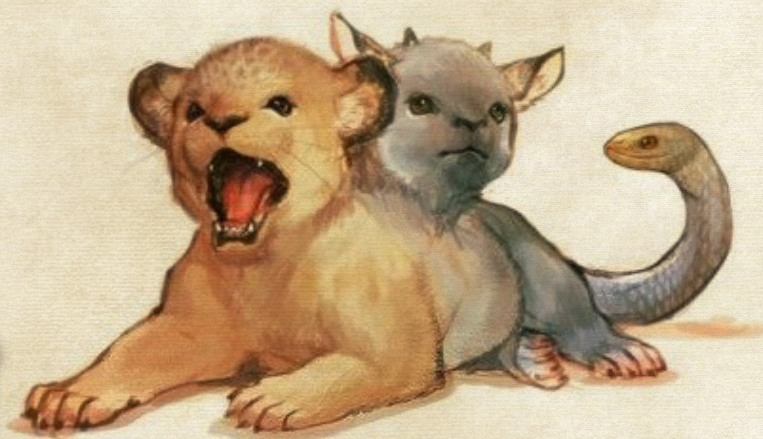
## RAISED BY HAND

While most familiar spirits are summoned, called, or conjured into being, some spellcasters prefer to form a bond the old fashioned way: raising their loyal companion by hand. Chimera Cubs, Displacer Kittens, and Hellhound Pups are all examples of magical beasts that have been raised since birth to serve as loyal companions. The innate magic of such creatures allows them to channel magic in the same way as a conjured spirit, and the bond formed by rearing them from a young age often makes them the most loyal of companions.

Raising such exotic pets can be a challenging endeavour however, and is not for the feint of heart. Magical beasts, even as infants, are dangerous creatures, and many a wizard or sorcerer has unwittingly neglected the proper care and precautions, only to be bitten my the feisty tail of their chimera, or find their workshop burned to ash by an overly excitable young hellhound. And that is to say nothing of the danger in acquiring one of these young creatures. Even Common beasts can be quite protective of their young, and magical beasts are often even more so. While I would never condone stealing an infant animal from it's natural mother, any adventurer looking to obtain such magical creatures as a familiar should be prepared to deal with their guardians either by force or diplomacy,

It is also worth remembering that while they may be cute and cuddly when young, these magical beasts will eventually grow to maturity, and may or may not still be suitable familiars once they reach their adult size. The Arcane bonding process can sometimes slow this development, but only the cruellest of mages would attempt to purposefully stunt the growth of their closest companion - especially considering the way such magics might wreck havoc on the closely bonded spellcaster themselves.

As they grow into adulthood these bonded beasts often transition from adorable familiar, to fierce companions or protectors, losing the magical properties of their bond, but not their love and loyalty to the caring mage that raised them. On the other hand, sometimes they also decide that the mage who enslaved them through childhood would make a very tasty and satisfying meal.



### CHIMERA CUBLING

*Prerequisite: Bond with the Cub at Birth*

Tiny magical beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 20 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	11 (+0)	3 (-4)	14 (+2)	6 (-2)

**Senses** darkvision 60 ft, passive Perception 14

**Languages** Understands Draconic

**Chaotic Resistance.** Whenever the Cubling takes Acid, Fire, Lightening or Poison Damage, roll a d4. one a 4, the Cubling is resistant

#### PASSIVE BENEFIT

**Shared Resistance.** *While your familiar is in it's passive state, you gain the benefit of it's Chaotic Resistance trait*

#### ACTIVE BENEFIT

**Feisty Little Guy.** *While in it's active state, the cubling may take the attack action. It uses your spellcasting ability for this attack in place of strength or dexterity. It's attacks deal 1d6 damage, roll 1d4 to determine the damage type*

- 1: Piercing Damage
- 2: Bludgeoning Damage
- 3: Fire Damage
- 4: Poison Damage

*This benefit counts as the Aggressive Familiar Feat for the purpose of feat prerequisites*

### CHERUB

*Prerequisite: At least one level in a divine class or subclass*

Tiny celestial, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 10 ft, fly 40ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	11 (+0)	10 (+0)	16 (+3)	14 (+2)

**Damage Resistances** radiant

**Condition Immunities** charmed, frightened, poisoned

**Damage Immunities** necrotic, poison

**Senses** passive Perception 15

**Languages** Common, Celestial

**Angelic Insight.** The Cherub can sense when a creature within 30 ft of it tells a lie. It only knows that a lie has been told, not the source or nature of the lie.

#### PASSIVE BENEFIT

**Charming Presence.** *While your familiar is in it's passive state, you have advantage on persuasion checks, and friendly creatures have disadvantage against your charm spells and effects*

#### ACTIVE BENEFIT

**Angelic Magic.** *The cherub knows the Friends, Guidance, and Light and cantrips, and may cast them without expending spell components*

## CLOCKWORK COMPANIONS

Artificers are known for their unique and interesting creations, and clockwork creatures and constructs are chief among them. These intricate little machines are imbued with a portion of their creator's own magic to spark them to life, and serve as wonderfully faithful little companions for as long as their gears continue to whir.

Of course, artificers are not the only spellcasters capable of breathing life into tiny machines, and any mage with enough skill in tinkering can usually muster up their own ritual to do the job - Artificers are just better at it, and often have an eye for detail that makes their creations significantly more robust.

Most Clockwork Constructs are built with a specific purpose in mind, such as assisting with lab work, or discreetly spying on untrustworthy apprentices. A few, however represent unique flights of fancy and acts of imagination. These imaginative little inventions often surprise even their creator as their personalities and talents come to life.

The Clockwork Dragonling, for example, is a meticulous little hoarder, and enjoys collecting coins of every shape and size. An artificer that leaves their Dragonling unobserved overnight, will often find a few extra coins miraculously appearing in their coin purse each morning. Weather these coins actually hold any value is beside the point: to a small mechanical dragon, a collection of bottlecaps may be just as appealing as a shiny piece of platinum

### CLOCKWORK ATTENDANT

*Prerequisite: Proficiency with tinker's tools*

Tiny construct, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	8 (-1)	6 (-2)	7 (-2)

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned  
**Damage Immunities** necrotic, poison, psychic  
**Senses** darkvision 60 ft, passive Perception 11  
**Languages** Common

**Magic Resistance.** The Clockwork Attendant has advantage on saving throws against spells and other magical effects

#### PASSIVE BENEFIT

**Ready Assistant.** *While your familiar is in its passive state, the time required for you to craft items or copy new spells into your spell book is reduced by half*

#### ACTIVE BENEFIT

**Domestic Retainer.** *The Clockwork Attendant has a carrying capacity of 500 lbs, and may cast the mending and prestidigitation cantrips without requiring spell components*

### CLOCKWORK BEETLE

*Prerequisite: Proficiency with tinker's tools*

Tiny construct, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 10 ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+2)	4 (-3)	6 (-2)	7 (-2)

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned

**Damage Immunities** necrotic, poison, psychic

**Senses** darkvision 60 ft, passive Perception 11

**Languages** Understands Common

**Magic Resistance.** The Clockwork Dragonling has advantage on saving throws against spells and other magical effects

#### PASSIVE BENEFIT

**Metronomic Helper.** *While your familiar is in its passive state, you have advantage on concentration checks, and checks made to maintain focus.*

#### ACTIVE BENEFIT

**Able Scout.** *The Clockwork Beetle can move up to 120 ft from you, and is able to fit through any opening at least an inch in diameter.*

### CLOCKWORK DRAGONLING

*Prerequisite: Proficiency with tinker's tools, the blessing of a Dragon*

Tiny construct, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 25 ft, fly 50 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	8 (-1)	8 (-1)	7 (-2)

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned

**Damage Immunities** necrotic, poison, psychic

**Senses** darkvision 60 ft, passive Perception 11

**Languages** -

**Magic Resistance.** The Clockwork Dragonling has advantage on saving throws against spells and other magical effects

**Tiny Hoarder.** *Each time you complete a long rest, you gain 1d10 coins of random value. Your DM determines the value of these coins, which can vary from worthless to magically unique.*

#### PASSIVE BENEFIT

**Perfect Disguise.** *While your familiar is in its passive state, it is indistinguishable from an ordinary pocket watch*

#### ACTIVE BENEFIT

**Cheerful Flame.** *While in its active state, the Clockwork Dragonling may cast the produce flame cantrip without requiring spell components*

## CLOCKWORK OWL

*Prerequisite: Proficiency with tinker's tools*

Tiny construct, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 25 ft, fly 50 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	6 (-2)	16 (+3)	18 (+4)	7 (-2)

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned

**Damage Immunities** necrotic, poison, psychic

**Senses** darkvision 120 ft, passive Perception 18

**Languages** -

**Magic Resistance.** The Clockwork Owl has advantage on saving throws against spells and other magical effects

### PASSIVE BENEFIT

**Clockwork Wisdom.** While your familiar is in its passive state, you are considered proficient in wisdom saving throws, and all wisdom based skill checks

### ACTIVE BENEFIT

**Ever Alert.** While in its active state, the Clockwork Owl cannot be surprised, and may cast the Alarm spell without expending a spell slot or any material components. This benefit counts as the Alert Familiar Feat for the purpose of feat prerequisites.



## CRAWLING CLAW

*Prerequisite: The ability to cast a least one spell from the Necromancy school*

Tiny undead, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 20 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

**Condition Immunities** charmed, exhaustion, poisoned

**Damage Immunities** poison

**Senses** blindsight 30 ft (blind beyond), passive Perception 10

**Languages** -

**Turn Immunity.** The claw is immune to effects that turn undead

**Magic Fingers.** The crawling claw uses your spellcasting ability in place of dexterity for *slight of hand* checks,

### PASSIVE BENEFIT

**Helpful Hand.** While your familiar is in its passive state, you may stow or withdraw an item from it as a free action.

### ACTIVE BENEFIT

**Strong Grip.** The crawling claw can manipulate, but not carry, items and objects as if it were a medium humanoid. It uses your spellcasting ability in place of strength and dexterity when making athletics and acrobatics checks.

## CROWLOCK

*Prerequisite: at least one level in the Warlock class*

Tiny monstrosity, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 30 ft, fly 25 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	10 (+0)	14 (+2)	7 (-2)

**Condition Immunities** frightened

**Damage Resistances** necrotic, poison, psychic

**Senses** darkvision 120 ft, passive Perception 12

**Languages** Common, Deep Speech

**Perfect Mimicry.** The crowlock can mimic simple sounds and voices it has heard in any language. A creature that hears the sound can tell they are imitations with a successful Insight check made against your spell save DC.

### PASSIVE BENEFIT

**Eldritch Eyes.** While your familiar is in its passive state, you know the detect magic spell, and may cast it without expending spell slots or material components

### ACTIVE BENEFIT

**Shadow Stealth.** The crowlock uses your spellcasting ability in place of dexterity when making stealth checks, and may take the hide action as a bonus action while in dim light or darkness

## DIKDİK

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 40 ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	4 (-3)	14 (+2)	17 (+3)

**Condition Immunities** frightened

**Senses** darkvision 30 ft, passive Perception 12

**Languages** Sylvian

**Cheerful Companion.** *Allies who can see the Dikdik have advantage on saving throw against being frightened*

**Hyper alert.** *The Dikdik cannot be surprised*

### PASSIVE BENEFIT

**Eager Playmate.** *While your familiar is in its passive state, you may use your spellcasting ability in place of dexterity when rolling initiative.*

### ACTIVE BENEFIT

**Springy Reflex.** *When the Dikdik is targeted by an attack it can see, it may use its reaction to jump up to half its speed*

## BRILLIANT BUT DIM

In far off lands held aloft by arcane winds, people tell tales of enormous winged carp who's multicoloured scales glisten like luminous rainbows as they leap between the clouds. The giant creatures, know as sky fish, are said to be a glittering omen of good fortune should they appear at the beginning of an adventure, or the end of a journey.

In lands closer to home, dwarf skyfish are a far less exciting to encounter. Bred for their gemstone-like scales, these iridescent carp do indeed have feather wings, and do indeed swim as easily through the air as they do through the sea. Unfortunately they are about as dimwitted as any other fish - if not more - and anyone who has encountered the creatures will tell you they are far more frustrating than they are beautiful.

Skyfish are, in fact, so mentally deficient, that their peanut sized brains are completely immune to the effects of most mind altering spells and psychic damage. Wizards expecting to encounter such threats on the regular will sometimes take advantage of this mental deficiency, forming an magical bond with the skyfish in order to gain some modicum of defence against invasive minds.

Skyfish scales grow more iridescent and gemlike as their bonded caster grows in power, and while not much more valuable than costume jewellery on the free market, serve quite well in place of gemstones and other expensive components when casting spells.

## DISPLACER KITTEN

*Prerequisite:* none

Tiny monstrosity (fey), unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 40 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	6 (-2)	14 (+2)	12 (+1)

**Damage Vulnerabilities** Bludgeoning, piercing, and slashing damage from silvered weapons

**Senses** darkvision 60 ft, passive Perception 12

**Languages** -

**Avoidance.** *If the displacer kitten is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.*

### PASSIVE BENEFIT

**Flickering Aura.** *While your familiar is in its passive state, you know the Blur spell, and may cast it once between long rests without expending a spell slot.*

### ACTIVE BENEFIT

**Displacement.** *The displacer kitten projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer kitten is incapacitated or has a speed of 0.*

## DWARF SKYFISH

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0

**Hit points** +4

**Speed** 0 ft, fly 40 (hover), swim 40

STR	DEX	CON	INT	WIS	CHA
2 (-5)	14 (+2)	10 (0)	1 (-5)	14 (+2)	3 (-4)

**Condition Immunities** charmed, frightened, stunned, prone

**Damage Immunities** psychic

**Senses** blindsight 120 (in water), passive Perception 12

**Languages** -

**Glittering Scales.** *The Skyfish's scales may be used to replace spell components worth up of 10gp x your level. You must complete a long rest before using this benefit again*

### PASSIVE BENEFIT

**Muddled Thoughts.** *While your familiar is in its passive state, you gain resistance to psychic damage.*

### ACTIVE BENEFIT

**Great Current.** *The Skyfish knows the spell Gust of Wind, and may cast it once between long rests without expending a spell slot or material components*

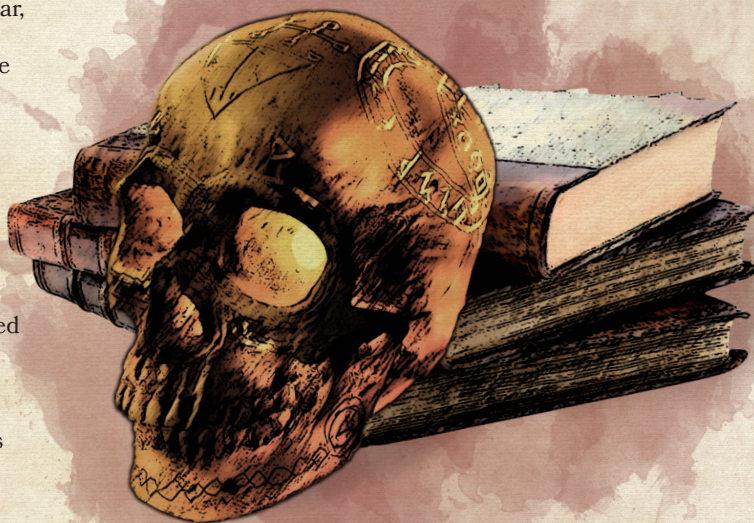
## BOUND TO AN OBJECT

Some familiars are spirits in the most classical sense, and require a physical container to bind them in the material plane. In the case of an Enchanted Skull, it is not the skull itself that truly serves as a wizard's familiar, but the spirit of intellect that has been safely secured inside. And as one might expect, not all such spirits are happy with their situation.

Object bound spirits, like that found in an enchanted skull, range from genuinely helpful and eager to serve, to bitter servants outraged at their own predicament, and it is not uncommon for such spirits to require certain payments or favours to encourage their cooperation. I remember one such spirit that simply refused to provide any useful assistance unless supplied with a regular offering of saucy romance novels.

Whatever the case, it is important to remember that these bound spirits are powerful and intelligent beings in their own right, and it is only fair to offer them the same respect one might offer an esteemed colleague.

Unless of course, Bob the Skull decides to scout out the local nudie bar all night instead of searching for the vampire's lair like you asked. In which case any wizard with good sense is well within their rights to smash his skull to bits and send him back to the plane of intellect from whence he came.



### ENCHANTED SKULL

**Prerequisite:** The ability to cast a least one spell from the Necromancy school

Tiny undead, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	12 (+1)	18 (+4)	6 (-2)	5 (-3)

**Condition Immunities** charmed, exhaustion, frightened, poisoned, paralysed, prone

**Damage Immunities** poison

**Damage Vulnerabilities** radiant

**Senses** darkvision 60 ft, passive Perception 8

**Languages** –

**Antimagic susceptibility.** The skull is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the skull must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

#### PASSIVE BENEFIT

**Spirit of Intellect.** While your familiar is in its passive state, you have advantage on knowledge checks made using Arcana, History, and Religion.

#### ACTIVE BENEFIT

**Spectral Form.** While in its active state, the skull takes the form of an intangible spirit. It has advantage on stealth checks and is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons.

### EYEBAT GOLEM

**Prerequisite:** none

Tiny construct, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Damage Immunities** Poison, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

**Senses** darkvision 120 ft, passive Perception 15

**Languages** Understands Common

**Immutable Form.** The golem is immune to any spell or Effect that would alter its form.

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

#### PASSIVE BENEFIT

**Watchful Eye.** While your familiar is in its passive state, you may cast the Alarm spell without expending a spell slot or any material components. This benefit counts as the Alert Familiar Feat for the purpose of feat prerequisites.

#### ACTIVE BENEFIT

**Ever Alert.** While in its active state, the golem cannot be surprised  
**Able Scout.** The golem can move up to 120 ft from you, and is able to fit through any opening at least an inch in diameter.

## FALCON

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 10 ft, fly 120ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

**Senses** passive Perception 18

**Languages** -

**Keen Sight.** The falcon has advantage on Perception checks that rely on sight

### PASSIVE BENEFIT

**Falcon's Sight.** While your familiar is in its passive state, you do not suffer disadvantage when using a ranged weapon at long range.

### ACTIVE BENEFIT

**Distant Flyer.** The falcon has no limits on how far it can move away from you, however you cannot make use of any of your familiar's bonded features while it is more than 120 ft away from you. This benefit counts as the Distant Familiar Feat for the purpose of feat prerequisites

## FLUMPH

*Prerequisite:* Warlock, Great Old One Patron

Tiny aberration, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 5 ft, fly 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)	5 (-3)

**Damage Resistances** psychic

**Condition Immunities** poisoned

**Senses** darkvision 30 ft, passive Perception 14

**Languages** - Understands Common, Undercommon, and Deep Speech, Telepathy 60 ft

**Advanced Telepathy.** Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.  
**Telepathic Shroud.** The flumph is immune to any effect that would sense its emotions or read its thoughts without its consent.

### PASSIVE BENEFIT

**Shared Shroud.** While your Familiar is in its passive state, you gain the benefit of its Telepathic Shroud trait

### ACTIVE BENEFIT

**Gentle Creature.** The Flumph knows the spell calm emotions, and may cast it once between short rests without expending a spell slot of material components

## FLYING LEMUR

*Prerequisite:* none

Tiny undead, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	6 (-2)	14 (+2)	7 (-2)

**Senses** darkvision 60 ft, passive Perception 12

**Languages** -

**Forager.** The Flying lemur has advantage on checks made to search for food or natural ingredients.

**Perfect landing.** The Flying lemur has expertise in acrobatics, even if its owner is not proficient, and never takes fall damage when falling from great heights

### PASSIVE BENEFIT

**Helpful Hand.** While your familiar is in its passive state, you may stow or withdraw an item as a free action.

### ACTIVE BENEFIT

**Air Current.** The Flying lemur knows the spells Featherfall and Gust of Wind, and may cast each of them once between long rests without expending a spell slot or material components



## FOX

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	4 (-3)	14 (+2)	7 (-2)

**Senses** darkvision 30 ft, passive Perception 11  
**Languages** -

**Keen Senses.** The Fox has advantage on Perception checks that rely on sight or smell.

**Natural Illusionist.** The Fox has advantage on checks made to recognize or see through illusions.

### PASSIVE BENEFIT

**Clever Trickster.** While your familiar is in its passive state, you have advantage on deception and slight of hand checks, and other creatures have disadvantage on checks made to recognize illusions created by you.

### ACTIVE BENEFIT

**Trickster's Magic.** The Fox knows the *Dancing Lights*, *Prestidigitation* and *Minor Illusion* cantrips, and may cast them without requiring spell components

## FUZZY BUZZY

*Prerequisite:* Warlock, Archfey Patron

Tiny fey, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 30 ft, fly 40ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	5 (-3)	15 (+2)	8 (-1)

**Senses** passive Perception 14  
**Languages** Understands Common and Sylvan

**Keen Smell.** The Fuzzy-Buzzy has advantage on Perception checks that rely on scent or smell.

**Magic Resistance.** The Fuzzy Buzzy has advantage on saving throws against spells and other magical effects

### PASSIVE BENEFIT

**Shared Resistance.** While your familiar is in its passive state, you gain the benefit of the Fuzzy-Buzzy's Magic Resistance trait.

### ACTIVE BENEFIT

**Healing Honey.** Once per short or long rest, the Fuzzy-Buzzy can use its action to feed a willing or unconscious creature its healing honey. The target regains 1d8 hit points

## FUNGOID

*Prerequisite:* none

Tiny plant, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	11 (+0)	7 (-2)	14 (+2)	6 (-2)

**Damage Resistances** poison  
**Condition Immunities** poisoned  
**Damage Vulnerabilities** fire, cold, necrotic  
**Senses** darkvision 60 ft, passive Perception 14  
**Languages** Undercomon, Sylvan

**Plant Camouflage.** The Fungoid has advantage on stealth checks it makes in any terrain with ample plant life

### PASSIVE BENEFIT

**Inoculated.** While your familiar is in its passive state, you gain resistance to poison damage, and are immune to poison and disease.

### ACTIVE BENEFIT

**Spore Bloom.** When the Fungoid takes bludgeoning, piercing, or slashing damage, it releases a cloud of poisonous spores. Enemies within 5 ft of the fungoid must succeed on a constitution saving throw against your spell save DC, or be poisoned until the start of their next turn.







## GELATINOUS CUBELET

*Prerequisite:* Proficiency with Alchemist's Supplies

Tiny ooze, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 10 ft, climb 10 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	13 (+1)	16 (+3)	6 (-2)	4 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing

**Condition Immunities** blinded, deafened, prone, poisoned

**Damage Immunities** Acid, Poison

**Senses** blindsight 60 ft (blind beyond this point), passive

Perception 8

**Languages** –

**Transparent.** A creature must succeed on a perception check against your spell save DC to notice the cubelet, even while it is in plain sight

### PASSIVE BENEFIT

**Acid Inured.** While your familiar is in its passive state, you have resistance to acid damage

### ACTIVE BENEFIT

**Sticky.** When the Cubelet is hit by a melee attack, the triggering attacker must succeed on a strength saving throw against your spell save DC or be grappled until the end of its next turn

## GAZER

*Prerequisite:* Warlock, Great Old One Patron

Tiny aberration, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	11 (+0)	7 (-2)	14 (+2)	6 (-2)

**Condition Immunities** prone

**Senses** darkvision 60 ft, passive Perception 14

**Languages** Deep Speech

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

**Mimicry.** The gazer can mimic simple sounds and voices it has heard in any language. A creature that hears the sound can tell they are imitations with a successful Insight check made against your spell save DC

### PASSIVE BENEFIT

**Shared Resistance.** While your familiar is in its passive state, you gain the benefit of the Gazer's Magic Resistance trait.

### ACTIVE BENEFIT

**Eye Rays.** The Gazer knows the spells *Cause Fear* and *Chaos Bold*, and may cast each once between long rests without expending a spell slot

## GIBBERING ORBLET

*Prerequisite:* Warlock, Great Old One Patron

Tiny aberration, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	8 (-1)	12 (+1)	8 (-1)

**Condition Immunities** prone

**Senses** darkvision 60 ft, passive Perception 14

**Languages** Deep Speech

**Limited Telepathy.** The Gibbering Orblet can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it.

### PASSIVE BENEFIT

**Shared Telepathy.** While your familiar is in its passive state, you gain the benefit of the Gibbering Orblet's Limited Telepathy trait.

### ACTIVE BENEFIT

**Gibbering.** Each enemy creature that starts its turn within 10 feet of the orblet and can hear the it, must succeed on a Wisdom saving throw against your spells Save DC or grant advantage on attacks made against it. Affected creatures repeat this save at the start of each of their subsequent turns, and a creature that saves against this effect cannot be affected by it for 24 hours.

## HELL PUPPY

*Prerequisite:* Warlock, Fiend Patron

Tiny fiend, unaligned

**Armor Class** +2  
**Hit points** +0  
**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	10 (+0)	5 (-3)	13 (+1)	6 (-2)

**Damage Immunities** Fire  
**Senses** passive Perception 14  
**Languages** Understands Common and Sylvan

**Keen Senses.** The Hell Puppy has advantage on Perception checks that rely on hearing or smell.  
**Pack Tactics.** *Allies have Advantage on Attack rolls against creatures within 5 ft of the Hell Puppy*

### PASSIVE BENEFIT

**Shared Immunity.** *While your familiar is in its passive state, you are immune to fire damage*

### ACTIVE BENEFIT

**Fire Breath.** *The Hell Puppy knows the spell Burning Hands, and may cast it once between long rests without expending a spell slot or spell components*

## HOMUNCULUS

*Prerequisite:* none

Tiny construct, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 20 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

**Condition Immunities** charmed, poisoned  
**Damage Immunities** poison  
**Senses** darkvision 60 ft, passive Perception 11  
**Languages** Understands all Languages its creator knows

**Immutable Form.** The Homunculus is immune to any spell or Effect that would alter its form.  
**Magic Resistance.** The Homunculus has advantage on saving throws against spells and other magical effects

### PASSIVE BENEFIT

**Ready Assistant.** *While your familiar is in its passive state, the time required for you to craft items or copy new spells into your spell book is reduced by half*

### ACTIVE BENEFIT

**Distant Flyer.** *The Homunculus has no limits on how far it can move away from you, however you cannot make use of any of your familiar's bonded features while it is more than 300 ft away from you. This benefit counts as the Distant Familiar Feat for the purpose of feat prerequisites*

## IMMOVABLE COD

*Prerequisite:* An Immovable Rod, and a Large Carp (Both consumed)

Tiny beast, unaligned

**Armor Class** +0  
**Hit points** +8  
**Speed** 0 ft, 40 ft Swim, 20 ft fly (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	15 (+0)	1 (-5)	7 (-2)	2 (-4)

**Senses** blindsight 30 ft (in water), passive Perception 8  
**Languages** -

**Still Waters.** The Immovable Cod Functions exactly as an immovable rod, except that the cod must use its action to lock or unlock its position.

### PASSIVE BENEFIT

**Against the Current.** *While your familiar is in its passive state, you are immune to forced movement.*

### ACTIVE BENEFIT

**Deadlock Jaw.** *The Cod may use its action to attempt to grapple a creature within 5 ft of it, using your spellcasting ability score in place of Strength. A creature Grappled by the Immovable Cod Is Restrained, and immune to Forced Movement*

## INSECT (SPIDER, SCORPIAN, BEETLE, OR OTHER)

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0  
**Hit points** +0  
**Speed** 25 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	14 (+2)	2 (-4)

**Damage Resistances** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft, passive Perception 14  
**Languages** -

**Resilient** If the insect is reduced to 0 hit points but not killed outright, it immediately reappears in your space in its passive state with 1 hit point  
**Unobtrusive** The Insect has advantage on stealth checks and checks made to remain unnoticed

### PASSIVE BENEFIT

**Inoculated.** *While your familiar is in its passive state, you gain resistance to poison damage, and are immune to poison and disease.*

### ACTIVE BENEFIT

**Able Scout.** *The Insect can move up to 120 ft from you, and is able to fit through any opening at least an inch in diameter.*

## CRYPTID CRITTERS

Jackalopes, Leonino, and even Wolpertingers are rare creatures to find even in the world of magic, and gaining their trust - let alone their friendship can be far from a simple task. That said, the benefits of bonding magically with such rare and unique creatures goes far beyond just bragging rights.

These clever cryptids make for wonderful and loyal familiars once befriended, and their rare nature puts them a step above their more common counterparts in terms magical benefits.

Those Looking to earn the trust of a Jackalope should start by leaving dried meats and cactus juice out on a sun-baked stone. Jackalope are meat eaters, unlike their herbivorous cousins, and will rarely pass up the opportunity to snag a sun-dried and salted snack. Keep careful watch from a distance, and watch for the antlered hare to return again and again.

After about a week of feeding, swap out the cactus juice for a bowl of the strongest whiskey you can find. Believe it or not, Jackalope have more than a strong affinity for the stuff, and are far less skittish with a little bit of fire in their belly. This should allow you to get close enough to spark up conversation with the beast, and from there things get much easier.

Just be warned, even a friendly Jackalope can have quite the mean spirited temper!



### JACKALOPE

*Prerequisite: none*

Tiny magical beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 50 ft, burrow 15 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	3 (-4)	13 (+1)	6 (-2)

**Condition Immunities** frightened

**Senses** passive Perception 13

**Languages** Common

**Keen Smell.** The Jackalope has advantage on Perception checks that rely on scent or smell.

**Hyper alert.** *The Jackalope cannot be surprised*

#### PASSIVE BENEFIT

**Shared Speed.** *While your familiar is in its passive state, your base movement speed increases by 10 ft*

#### ACTIVE BENEFIT

**Springy Reflex.** *When the Jackalope is targeted by an attack it can see, it may use its reaction to jump up to half its speed.*

### LEONINO

*Prerequisite: none*

Tiny magical beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 30 ft, fly 40 ft

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

**Senses** darkvision 120 ft, passive Perception 14

**Languages** Elvish

**Evasion.** If the Leonino is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Leonino instead takes no damage if it succeeds, on the saving throw, and only half damage if it fails

**Silent Wings** *The Leonino has advantage on stealth checks made while flying*

#### PASSIVE BENEFIT

**Shared Evasion.** *While your familiar is in its passive state, you gain the benefit of the Leonino's Evasion trait.*

#### ACTIVE BENEFIT

**Aloof.** *The Leonino has no limits on how far it can move away from you, however you cannot make use of any of your familiar's bonded features while it is more than 120 ft away from you. This benefit counts as the Distant Familiar Feat for the purpose of feat prerequisites*

## LIVING ART

Even among spellcasters, magic tattoos are uncommon; Living Tattoos are no Exception. The Magical ink used to inscribe these mystical works of art can include components as rare as crushed unicorn horn and basilisk venom, and any mage capable of acquiring such components is either very wealthy or very brave.

Even after the ingredients have been gathered, it can take months of steady work to inscribe the complex magic that allows a magical tattoo to come to life and act on it's own, and doing so leaves a permanent mark that runs far more than skin deep.

This process can be excruciatingly painful, as the power of the ink draws out elements of the caster's very soul, displaying it for all to see on their skin. To undertake such an endeavour often forces a mage to confront things about themselves they would rather not know.

Living tattoos always take a form of great import to their bearer, and as such, those who go through all the trials and tribulations that a living tattoo entails are rarely the type to hide their skin or their true nature. They are most often sorcerers, druids, and other spell casters who Askew the traditional values of civilization or society, and follow their own path to greatness and adventure.



### LIVING SHADE

*Prerequisite: none*

Tiny construct, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 30 ft fly 25 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	9 (-1)	10 (+0)	12 (+1)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

**Damage Immunities** necrotic, poison

**Senses** darkvision 60 ft, passive Perception 10

**Languages** understands common

**Amorphous.** The Living Tattoo can move through spaces as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the living shade can take the Hide action as a bonus action.

**Sunlight Sensitivity.** While in sunlight, the living shade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

#### PASSIVE BENEFIT

**Shared Stealth.** While your familiar is in it's passive state, you gain the benefit of the Shade's Shadow Stealth Feature

#### ACTIVE BENEFIT

**Shadow Touch.** While in it's active state, the Living Shade may cast the Chill Touch cantrip without requiring spell components

### LIVING TATTOO

*Prerequisite: 500 gp worth of Magic Ink*

Tiny construct, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 30 ft fly 25 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	5 (-3)	13 (+1)	16 (+3)

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned

**Damage Immunities** poison, psychic

**Senses** darkvision 60 ft, passive Perception 11

**Languages** understands thieves' cant

**Amorphous.** The Living Tattoo can move through spaces as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The Living Tattoo has advantage on saving throws against spells and other magical effects

#### PASSIVE BENEFIT

**Arcane Scribe.** While your familiar is in it's passive state, the time and gold required for you to copy new spells into your spellbook is reduced by half.

#### ACTIVE BENEFIT

**Living Spell.** As an action on it's turn, the Living Tattoo may cast one spell you know even if it is not prepared. Doing so expends one of your spell slots of the appropriate level, and the Living Tattoo is reduced to 0 hit points.

## MAGIC MIRROR

*Prerequisite:* none

Tiny construct, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	7 (-2)	13 (+1)	8 (-1)	12 (+1)	8 (-1)

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned

**Damage Immunities** necrotic, poison

**Senses** darkvision 60 ft, passive Perception 14

**Languages** Deep Speech

**Reflective Magic.** If a Spell attack targets the Mirror and Misses, it is reflected back at it's caster, using your spellcasting bonus and spell save DC.

### PASSIVE BENEFIT

**Mirror Mirror.** While your familiar is in it's passive state, you know the Augury spell, and may cast it as if it were a first level spell

### ACTIVE BENEFIT

**Defensive Reflection.** When a creature within 5 ft of the Mirror is targeted by a spell, the mirror may use it's reaction to make itself the target of the spell instead



## MAGPIE

*Prerequisite:* none

Tiny beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 10 ft, fly 70ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	7 (-2)	10 (+0)	14 (+2)	9 (-1)

**Senses** passive Perception 16

**Languages** -

**Keen Sight.** The magpie has advantage on Perception checks that rely on sight

### PASSIVE BENEFIT

**Collector's Eye.** While your familiar is in it's passive state, you add twice your proficiency bonus to checks made to search for loot or other interesting items

### ACTIVE BENEFIT

**Swift Snatch.** Once per turn, if the magpie is within 15 feet of another creature, it can use a bonus action to make a Sleight of Hand skill check to steal an item from that creature. The stolen item must be small enough for it to carry with its feet.

## MANA SCARAB

*Prerequisite:* A gemstone worth 100 gp (consumed)

Tiny magical beast, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	16 (+3)	5 (-3)	6 (-2)	7 (-2)

**Senses** darkvision 60 ft, passive Perception 12

**Languages** -

**Absorb Magic.** If a Spell attack targets the Mana Scarab and misses, the scarab gains a spell slot qual to the one used to cast the spell.

**Magic Resistance.** The Mana Scarab has advantage on saving throws against spells and other magical effects

### PASSIVE BENEFIT

**Arcane Reservoir.** While your familiar is in it's passive state, you may use its spell slots as if they were your own. If the familiar has a spell slot of a level higher than your highest spell slot level, you instead treat it as a slot of your highest spell slot level

### ACTIVE BENEFIT

**Able Scout.** The Mana Scarab can move up to 120 ft from you, and is able to fit through any opening at least an inch in diameter.

## MICROGIRFFON

*Prerequisite: none*

Tiny monstrosity, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 25 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	13 (+1)	7 (-2)

**Senses** darkvision 60 ft, passive Perception 13

**Languages** –

**Forager.** The Flying lemur has advantage on checks made to search for food or natural ingredients.

**Keen Sight and Smell.** The Microgriffon has advantage on Perception checks that rely on sight or smell.

### PASSIVE BENEFIT

**Natural Tracker.** While your familiar is in its passive state, you have advantage on nature and survival checks made to track creatures or find and identify useful resources.

### ACTIVE BENEFIT

**Flyby.** The Microgriffon does not provoke opportunity attacks when it flies out on an enemy's reach

## MICRORAPTOR

*Prerequisite: none*

Tiny monstrosity, unaligned

**Armor Class** +0

**Hit points** +0

**Speed** 50 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	11 (+0)	3 (-4)	(-2)

**Senses** darkvision 60 ft, passive Perception 13

**Languages** –

**Keen Sight and Smell.** The Microraptor has advantage on Perception checks that rely on sight or smell.

**Pack Tactics.** Allies have Advantage on Attack rolls against creatures within 5ft of the Microraptor

### PASSIVE BENEFIT

**Natural Tracker.** While your familiar is in its passive state, you have advantage on nature and survival checks made to track creatures or find and identify useful resources.

### ACTIVE BENEFIT

**Intimidating Presence.** When a creature within 5 ft of the Microraptor makes an attack against an ally, the Microraptor may use its reaction to impose disadvantage on the attack.



## AUTHOR'S NOTES

Familliaris have always been an exciting prospect for me, but 5e's handling of them is... well, lackluster at best. To that end, I took it upon myself to retool the familiar system and provide a suitable myriad of options for people seeking to keep and train a tiny magical companion.

This supplement is still in progress, and likely needs quite a bit of play testing. The final release will have a total of 100 familiars, but quite honestly, I am burnt out on familiars, and want to work on another project for while, so for now please enjoy the first 50 familiars this extended preview!

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And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

## IMAGES IN ORDER

*NONE OF THE ARTWORK IN THIS SUPPLEMENT IS MINE, AND I MAKE NO CLAIMS OF OWNERSHIP.*

*This supplement is still a work in progress and I have not had a chance to source the artwork yet. All artwork will be sourced in the final version*