

Expanded Familiar Options

If you are a character with the *Find Familiar* spell, you can cast the spell as a ritual to bind a familiar to your service through unusual means. Rather than simply casting the spell to gain a familiar as normal, you may encounter a particular creature you wish to employ as yours. For instance, if you wish to have an imp familiar, you could negotiate a deal with one, or you could use a spell to force it into subjugation. Or, if you encounter a small beast, you could attempt to use Animal Handling checks or *Speak with Beasts* to try to bond that particular creature as your familiar. In order to bind a creature as your familiar, it must be of a viable form and remain within 5 feet of you for the full duration of performing the ritual casting. You can perform this ritual casting in this way even if you lack a feature that grants the ability to cast spells as a ritual.

When you bind a creature in this way as your familiar, they take the place of the familiar spirit granted by the spell normally and their form is immutable; that is, casting the *Find Familiar* spell cannot allow that creature access to a different form. However, casting it again does allow for bringing the familiar back from the dead, or restoring it to full hit points if it is not dead. You can end your bond with your current familiar as part of the casting of *Find Familiar*, provided you do not have circumstances preventing that (such as a deal made with a devil as part of gaining an imp familiar). You may only have one familiar at a time; you must end your bond with a creature you have performed this ritual with before you can bind a different creature with a ritual, although you may access your original familiar spirit whenever you do not have a bonded familiar.

Additionally, if you are a Pact of the Chain Warlock, the following forms are available for you to have as a familiar. These forms, as well as those originally listed in the description for Pact of the Chain, are available as viable creatures that other characters with familiars can attempt to bind using the above rules.

Any tiny or small beast that is at most CR 1/4; Gazer (must be at least level 5 in order to prove your strength to the Gazer/be able to control it); ***Juvenile Mimic; Kitsune****; ***Pest Slime****; ***Malacostra****

Note: Simply because you can attempt to bond with a creature and employ it as your familiar does not guarantee your attempts will be a success. Your attempts can fail; a DM may decide a specific creature is unobtainable for you, or that it is not a viable candidate for you, or simply that you did not meet the DC for a check required to convince or coerce the creature to bond with you. Appropriate skills for the check may be Animal Handling, Arcana, or Persuasion, for instance, but they might use a different ability score than normal, such as Charisma (Animal Handling) or Intelligence (Persuasion).

**These creatures are listed under the "Additional Monsters" section.*