

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, 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 beast that is tiny or small and 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*** (new creature: clever, fox-like elementals that enjoy helping others; see stat block below), ***Pest Slime*** (new creature: a tiny, semi-intelligent ooze that often causes problems as a pest, like a rat; see stat block below), ***[Redacted]*** (new creature: small, aquatic monsters occasionally kept as pets or raised as guard animals by Otarii and other ocean-dwelling races)

KITSUNE

Tiny Elemental, Neutral Good

Armor Class 12

Hit Points 18 (4d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	8 (-1)	16 (+3)	13 (+1)

Saving Throws DEX +4, WIS +5

Skills Investigation +5, Perception +5, Stealth +4, Survival +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Common (understands, but cannot speak), Primordial (understands, but cannot speak)

Challenge 1 (200 XP)

Proficiency Bonus +2

Traits

Elemental Affinity. Kitsune from different elemental planes have ties to their particular homeland. When a feature refers to the damage type of the kitsune's elemental affinity, use the following references. For an air kitsune, the damage type is lightning; for earth, the

damage type is bludgeoning; fire is fire, and water is cold.

Death Burst. When the kitsune dies, it explodes in a burst of elemental energy. Each creature within 5 feet of it must then succeed on a DC 13 Dexterity saving throw. On a fail, the creature takes 4d8 damage of a type determined by the elemental affinity of the kitsune; on a success, they take only half damage.

Elemental Resistance. The kitsune has resistance to the damage type associated with its elemental affinity.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Elemental Blast. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 6 (1d6 + 3) damage of its elemental affinity's type.

Glow. The kitsune begins to glow with elemental energy; it sheds bright light for 15 feet and dim light for another 15 feet beyond that. This lasts until the kitsune uses this feature again to extinguish its glow.

Bonus Actions

Cunning Nature. The kitsune can use a bonus action to take the Disengage or Help actions.

PEST SLIME

Tiny Ooze, Unaligned

Armor Class 12 (Amorphous Defenses)

Hit Points 28 (3d10 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	8 (-1)	11 (+0)	9 (-1)

Saving Throws STR +5, CON +6

Damage Vulnerabilities Thunder

Damage Resistances Acid, Bludgeoning, Lightning, Piercing, Poison, Slashing

Condition Immunities [Blinded](#), [Charmed](#), [Deafened](#), [Exhaustion](#), [Frightened](#), [Prone](#)

Senses [Blindsight](#) 15 ft., Passive Perception 10

Languages --

Challenge 1 (200 XP)

Proficiency Bonus +2

Traits

Acidic Body. Creatures that are grappled by the slime or that grapple it take 4 (1d6) acid damage at the start of their turn.

Amorphous Defenses. The slime's body allows it to add its Constitution modifier to its AC (already factored into the stat block). However, critical hits bypass its natural defenses, ignoring resistances to its damage types.

Mutable Shape. The slime can squeeze through gaps as small as one inch wide.

Resilient Form. The slime is more resilient to non-mundane effects. It has advantage on saving throws against spells and other magical effects.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 3) bludgeoning damage, and the hit creature is [grappled](#).

Wild Lash. The pest slime lashes out indiscriminately, targeting all creatures within 5 feet. Each creature must make a DC 13 Dexterity saving throw or become [grappled](#).

Reactions

Opportunity Attack. When a creature moves out of its reach, the pest slime can use its **Pseudopod** action against it as a reaction.

[insert REDACTED stat block here] (COMING SOON)

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).