

WIZARD FAMILIARS

Eidolon, or less formally “Familiars” are spirit companions summoned by Wizards that take the form of an animal. A wizard has a bond with their Familiar; they can learn to communicate telepathically, use their senses, as well as cast some spells through them.

SPIRITS FROM BEYOND

Familiars are spirits from The Shadow Lands or The Feywild, yet they arrive in the form of a common animal such as a Toad, Cat or Ferret. On rare occasions, the spirit arrives in its natural form of a creature from The Feywild or The Shadow Lands. It is possible to use Magic to alter the form of the Familiar, but it's natural state is that of what it arrives in when the Wizard first summons them.

A STRONG BOND

The bond between a Wizard and their Familiar is strong, each being an extension of the other. This bond can never be broken once created. Each can sense the other, and knows when they have died or

have been hurt, and generally can sense the direction the other is in.

When a familiar is reduced to 0 hit points, it disappears, leaving behind no physical form. The Familiar is not technically dead, and instead returns to its natural Plane of origin, awaiting to be summoned once again by the bonded Wizard. However, it is possible for a Familiar to die of age, as it's spirit fades over time (roughly 75 - 100 years). When a Familiar's spirit fades, they are gone forever and the Wizard can not summon another Familiar ever again.

You can't have more than one familiar at a time. If you cast the Find Familiar spell while you already have a familiar, you instead cause it to adopt a new form of your choosing.

A SYMBIOTIC RELATIONSHIP

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

A Familiar and its master share in a symbolic relationship and are connected empathetically. The familiar's personality and behavior mimic who they are linked to. The rhythms and needs of the two entities become synchronized: when the master is hungry, so is the familiar; when the familiar feels pain, so does the master. This relationship grants a series of reciprocal powers that each may benefit from.

EIDOLON ABILITIES

As a Wizard levels up, the supernatural bond between them and their Familiar grows. These advancements manifest at 1st, 3rd, 5th, 11th, and 17th level. At 1st level you receive four abilities. At 3rd and 11th level you may select 1 ability that your Eidolon receives, and at 5th and 17th levels you may select a Master Ability that you receive. Any abilities you receive instantly are removed when you Familiar dies.



Wizard Level	Abilities
1st	Dismiss, Empathetic Link, Rider Within, Spell Delivery
3rd	Gain Eidolon Ability
5th	Gain Master Ability
11th	Gain Eidolon Ability
17th	Gain Master Ability

THE MASTER'S ABILITIES

ALERTNESS

Your Familiar acts as an additional set of eyes, warning you of danger. While your familiar is within 30 feet of you, you roll two dice to determine initiative; once for you and once for your Familiar. You may choose to trade initiative results. The Familiar is never surprised, and can act on surprise rounds.

BEAST SENSES

You gain the preternatural senses of the form your familiar takes. This includes Keen Hearing, Keen Smell, Keen Sight, Darkvision, or Blindsight.

BOND FORGED IN BLOOD

When you drop a foe to below 0 hit points, the empathetic link with your Familiar surges with power, granting you an additional 1d4 to attack and damage rolls for 1 round. If you drop more than one foe, you gain 1d6.

CANTRIP CONNECTION

You are granted the ability to prepare an additional Cantrip that is stored "within" your Familiar. As long as your Familiar lives, you have access to this additional spell. You may select this ability again in order to gain an additional Cantrip.

DISMISS (LEVEL 1)

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is

temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

EMPATHETIC LINK (LEVEL 1)

When your familiar is within 1 mile of you, you can communicate with it telepathically in a limited manner. As a Bonus Action, either of you can share general emotions and abstract concepts.

EXTENDED SPELL

When you are preparing spells, you may choose one spell with a duration of 1 minute or longer that is prepared with your Familiar. This spell's duration is doubled, to a maximum duration of 24 hours.

FAMILIAR LINK

You share an Empathetic Link with any Familiar who's Master also has this ability, and has allowed you permission. Permission is granted or revoked by a Familiar as a bonus action; often on their Master's orders. Additionally, you may also be given or receive the ability to use Rider Within and Spell Delivery.

FAR ROAMING

Your Empathetic Link persists regardless of distance, although one inch of lead blocks the link at distances greater than 1 mile (similar to Detect Magic).

INNATE SURGE

You draw upon your Familiar's innate magic to replenish your own. You have access to one additional Level 1 spell slot.

MAXIMIZED

Your link with your Familiar grants you +1 on your Spell Attack Modifier.

NONDETECTION

Both you and your Familiar are harder to detect by magical means. The DC to detect you using the *Scry* spell is increased by 15 + your Wizard Level.

RIDER WITHIN (LEVEL 1)

When your familiar is within 100 feet, you can choose to use an Action to see through its 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.

ROBUST

Your connection grants you an additional 3 more hit points. You may select this ability again in order to gain an additional 3 hit points.

SACRIFICE FOR MASTER

If you are at 0 hit points, and your Familiar is within 5 feet, they can sacrifice themselves for you. As an action, they may choose to die on your behalf, granting you any hit points they have remaining. You lose any abilities granted to you by your Familiar, and must summon them again using the *Find Familiar* spell. There is a 5% chance their death is permanent, which increases by 1% for each time they sacrifice themselves for you.

SAVANT

Your connection grants you a +3 bonus to one skill of your choice. You may select this ability again in order to select an additional skill other than the one you originally selected.

SAVIOR

Your connection grants you a +2 to one saving throw score of your choice. You may select this ability again in order to select an additional saving throw score other than the one you originally selected.

SHARED WILL

Once per long rest, whenever you fail a saving throw against a mind-affecting spell that affects you (and your Familiar is within 30 feet), your Familiar can attempt the saving throw as well (using its statistics). If this second saving throw is a success, treat the original result as a success. On a failure, both you and your familiar suffer the effects of the failed saving throw, even if they wouldn't ordinarily be a valid target.

SPELL BATTERY

You gain the ability to prepare one additional Wizard spell above and beyond your limit based upon your level.

SPELL DELIVERY (LEVEL 1)

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 be within 100 feet of you, and it 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

THE EIDOLON'S ABILITIES

ABLE ASSISTANT

Your familiar may assist you in crafting and enchantment, granting you advantage on a crafting check and effectively increasing your productivity.

COUNTERSPELL

Each long rest, as you prepare your spells, you may store a single spell slot of 3rd level or higher with your Familiar. As the Familiar's reaction, when they see a creature within 60 feet of them casting a spell, they may cast *Counterspell* using the spell slot you gifted them. This spell slot can not be used for anything other than this.

DAZZLING INTELLECT

The Familiar's Intelligence score is always equal to 5 more than yours. It begins to amass information on many topics and is happy to lecture its master on the finer points of a subject. It can also apply your proficiency bonus to Intelligence skill checks such as History and Arcana.

DECEPTION

Your Familiar gains the ability to throw its voice (any sound it can normally make vocally) up to 30 feet.

DECOY

Your familiar can speak any language you can, and is able to mimic your voice and intonation perfectly. It can speak this way for up to 1 minute per Wizard level; it must wait an equal amount of time before speaking like this again.

HEFTY BRUTE

Your Familiar is treated as one size category larger and double strength for the purposes of calculating



carrying capacity (STR * 15), climbing, jumping, swimming, and push / drag / lift. (p175, p176 PHB)

HEART OF THE TEAM

Via a special casting of the *Find Familiar* spell, you may transfer your Familiar temporarily to another Master. They would gain all of the abilities, bonuses, and perks of being the Master and you would lose them. You may recall your Familiar as a Bonus Action. In the event of your death, the Familiar becomes bonded to their new Master.

IMPROVED FAMILIAR

Your Familiar may now take on a form of a natural Beast with a CR of 1/4 or less.

KINSPEACH

Your familiar can communicate with animals of approximately the same kind as its current form: bats with bats, cats with felines, hawks and owls with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, and toads with amphibians. Such communication is limited by the Intelligence of the conversing creatures. You also can understand the grunts, purrs or other noises of your Familiar as if they were speech; which improves your Empathetic Link. This ability doesn't however help you understand other creatures. As you speak normally, others listening can understand you but not your Familiar, without magical help. If you select this advancement a second time your Familiar may speak to any beast.

LIFELINK

If your Familiar would be reduced to 0 HP by damage, as a reaction you may take the damage instead. If you do, you take all the damage and your Familiar takes none.

MAGICAL MANIPULATION

Your familiar can use magic to open or close a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open or close things weighing 30 pounds or less.

MASTER'S GUISE

Your familiar can transform into a perfect likeness of you, as in the *Alter Self* spell. It can hold this form for 1 minute per Wizard level; upon changing back, it must remain in its natural form for an equal amount of time before transforming again.

RESISTANCE

Your familiar becomes resistant to one damage type of your choice: Acid, Poison, Fire, Cold, Electricity, Radiant, Necrotic.

SEE THE UNSEEN

Once per long rest, your Familiar can cast Detect Magic at will. They can see the auras around magic objects, which you can also leverage if you view through their senses.

SHADOW BLEND

Your Familiar naturally blends into darkness and shadows, and gains a +10 to Stealth checks,

SHAPECHANGE

Your Familiar has a second animal form that it can transform into and out of as a Bonus Action. It can stay in this second form a number of hours equal to your Wizard level. You may select this ability again in order to store a third form.

SHARE SPELLS

While inside your Familiar's senses, you may consider the Familiar a target of "You" or "Self", ignoring range. These spells work on the Familiar as they would on you, even if the spells do not normally affect creatures of the familiar's type.

SPARK OF THE UNCANNY

Your Familiar is able to speak a single language that you know. Your Empathetic Link can now transmit language.

SPELL SPONGE

Spells that you cast on your familiar which do no damage are automatically doubled in duration.

TOUGH

Your Familiar's maximum hit points become equal to 2d6 + 4.

