Find Familiar 5e

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A familiar can't attack, but it can take other actions as normal.

Find Familiar Spell Details

Magical pets are even better.

- **Type:** 1st Level Conjuration Spell
- Duration: Instantaneous
- **Range/Area:** 10 Feet
- **Components:** V, S, M

Casting time: 1 hour ritual

(10 gp worth of charcoal, incense, and herbs that you burn in a brazier)

Different Types of Familiars

- Standard familiars from find familiar
- 'Ask your DM' familiars
- Pact of the Chain familiar options
- Variant familiars that serve NPCs
- Special or unique familiars

Within 100 ft

familiar distance

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk. lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey or fiend (your choice) instead of a beast.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

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