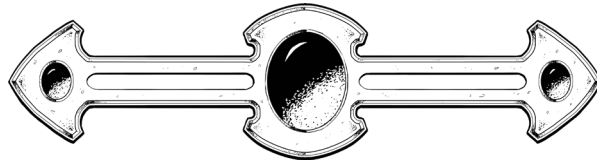




FAMILIARITY BREEDS CONTEMPT

BECAUSE FEY HAVE FEELINGS, TOO.



The wizard concentrates on her hawk, commanding it mentally to circle the area to look for danger. Watching through the hawk's eyes, the caster sees a small group of cultists aiming a bow at the spirit and loose an arrow. The vision goes dark as the hawk is killed.

The wizard, shrugging, sits down and begins to cast to summon the familiar into her service once more.

Often a tool or blunt instrument, familiars can be used by casters to investigate and explore at their whim. Whether it's using their perception to keep watch or as a disposable method to check for traps, familiars are fey spirits with long memories. Long, long memories.

What if your familiars became loyal—or disloyal—based on how you treat them?

This guide, for use with *find familiar*, is a tracker for players to determine how their actions influence their familiar's behavior. When shared with the DM, this tracker can provide personality for your familiar and consequences for your actions.

GAINING DEVOTION SCORE

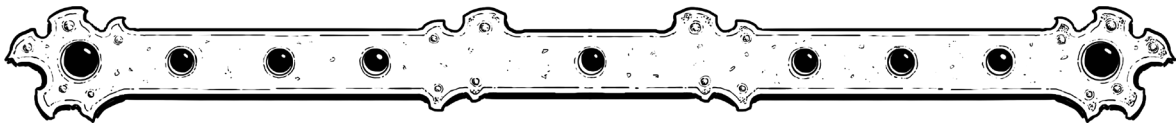
Each day that your familiar is summoned in your plane and does not die, and you spend one hour during a short or long rest doing something they enjoy, roll a d4 and add to your Devotion score. Examples include hunting together, petting, playing games, and conversation.

LOSING DEVOTION SCORE

Any time your familiar dies, for any reason, roll a d4 and subtract from your Devotion score.

USING THE DEVOTION TRACKER

A book dart can easily keep your place on which level your Devotion score is affecting your familiar. Alternatively, you can use lamination or a page protector with a dry erase marker.



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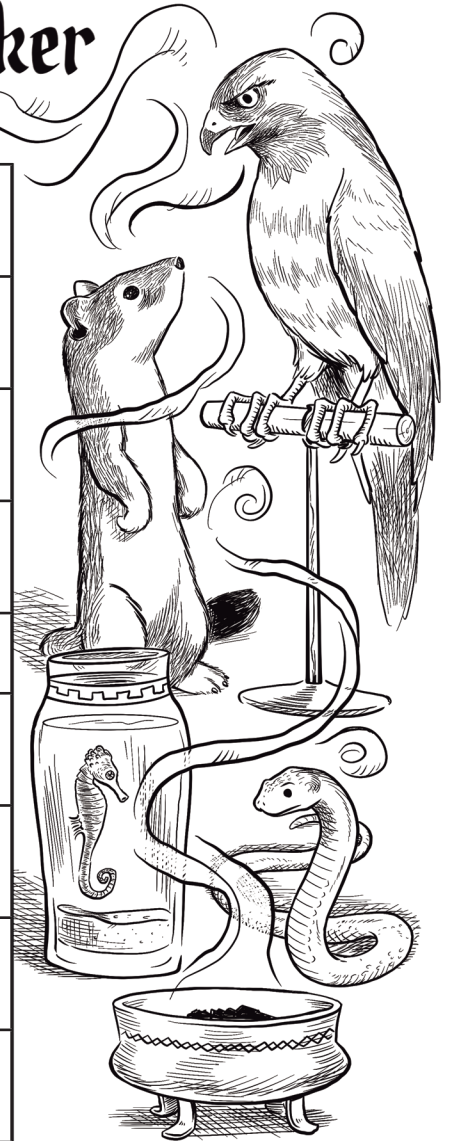
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Familiar Devotion Tracker



Score	Effect
20	Fierce Devotion. You can't be surprised while you and your familiar are conscious. They protect you with their lives.
15	Love. You have advantage on Dexterity saving throws versus traps and spell effects. They look out for you.
10	Fondness. You have +1 to passive Wisdom (Perception) checks. They prefer to sleep near you if not asked otherwise.
5	Affection. Your familiar stays within 100 feet of you, unless directed, so they can see you. They show signs of affection.
0	Indifference. It obeys your commands, but nothing more.
-5	Agitation. Your familiar seems reluctant to follow your orders, but obeys your commands.
-10	Discomfort. The telepathy range with your familiar is reduced to 50 feet. They want to avoid you as much as possible.
-15	Hatred. Your familiar has disadvantage on all ability checks and saving throws. They peck or bite at you.
-20	Bloodlust. Your familiar works against you. They attempt to attack you when you make death saving throws.

NAME

TYPE

DEVOTION
SCORE

APPEARANCE

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

NOTES