

# WIZARD SCHOOL OF THE ABOMINATIONEER

You excel in making familiars. Most consider these abominations, but Abominationeers frequently wear this title with pride, and use the term “abomination” affectionately towards their familiars. The familiars are a culmination of the combined body parts of various animals.

## MUTANT FAMILIAR

Starting at level 2, you manufacture unique familiars. When you cast Find Familiar, you may pick any feature from any Body, Head, or Limb from the Abominationeer Tables below for your familiar to have instead of what it would normally have, when you conjure it. The familiar gains the Features listed for the given Body, Head, or Limb chosen. The familiar is still otherwise whatever creature you select for it, which includes all of the original options and all other CR 0 Beasts.

Add Find Familiar to your spellbook, you always have it prepared, and it doesn't count against the number of spells you can have prepared. You also don't have to provide material components when casting Find Familiar.

## ENHANCED FAMILIAR

Beginning at level 6, when you cast Find Familiar, instead of picking one trait, pick one trait each from any two tables below.

In addition, as a bonus action on your turn, you may change one trait your familiar has for another from the same table. Once you do this, you may not use this ability again until you finish a short or long rest.

## SHARED FOCUS

At level 10, you learn to pass on some of your concentration to your familiar. When you are concentrating on a spell, you may allow your familiar to take over concentration of the spell, allowing you to concentrate on a new one. If you do, you may still end concentration at any time, and the familiar must roll to maintain concentration on the spell. The spell also ends if the familiar is reduced to 0 hit points or if you dismiss it into a pocket dimension.

Once you pass on concentration to your familiar this way, you may not use this ability again until you finish a short or long rest.

## GREATENED FAMILIAR

Starting with 14th level, when you cast Find Familiar, pick one trait each from each of the three tables below.

In addition, if your familiar's Intelligence is below 8, it is increased to 8 when you conjure it, and, as long as it has the ability to use objects requiring hands to use, it may use the Use Object action or activate magic items on its turn, allowing it to use a healer's kit, any tool kit you are proficient with, and any magic item you are attuned to or that does not require attunement. In addition, it understands any languages you understand.

## ABOMINATIONEER TABLES

### BODY TABLE

| Body        | Feature  |
|-------------|--|
| Black Cat's | <i>Bad Luck:</i> As a reaction of both you and your familiar, impose disadvantage on one attack roll, ability check, or saving throw. You may not use this ability again until you finish a long rest, even with a new familiar.   |
| Chameleon's | <i>Color Change:</i> As a bonus action, the familiar can change its color.   |
| Frog's      | <i>Slimy:</i> All or part of the material components necessary for a spell can be provided by this creature, the gold pieces equalling your wizard level * 10 gp (for example, if you are level 2, the Frog's Slimy Body allows it to cover 20 gp of the 25 gp worth of gold dust needed for Arcane Lock, requiring only 5 gp more). This kills the creature, and you may not use this ability again until you finish a long rest, even with a new familiar. |
| Mantis'     | <i>Deceptive Power:</i> The familiar's carrying capacity is doubled.   |

### HEAD TABLE

| Head       | Feature   |
|------------|---|
| Bat's      | <i>Ears:</i> Your familiar has blindsight based on sound for 20 feet, and has advantage on Wisdom (Perception) checks based on sound.   |
| Elephant's | <i>Trunk:</i> Your familiar has a reach of 10 feet and can interact with objects that require hands to interact with.   |
| Hound's    | <i>Nose:</i> Your familiar has advantage on Wisdom (Perception) checks requiring smell and can track any creature who didn't make an effort to cover its tracks while travelling. |
| Raven's    | <i>Mimicry:</i> The creature may mimic any noise it hears or can be made to understand, but a successful Investigation roll against your spell DC indicates the noise is fake.    |

## LIMB TABLE

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| <b>Limb</b> | <b>Feature</b>  |
|-------------|---|
| Fish's      | <i>Fins:</i> Your familiar has a 40 foot swim speed and can breathe underwater. It also has blindsight dependent on its hearing within 30 feet of it while underwater and is immune to the effects of aquatic temperature and water pressure. |
| Mole's      | <i>Claws:</i> Your familiar has a burrowing speed of 20 feet and has tremmorsense within 40 feet of it.   |
| Monkey's    | <i>Hands:</i> Your familiar has a climbing speed of 40 feet and advantage on Dexterity (Acrobatics) and Strength (Athletics) checks. The familiar can also interact with objects that require hands to interact with.                         |
| Rabbit's    | <i>Paws:</i> Your familiar has a 40 foot movement speed and can take the Dash action as a bonus action.   |
| Sparrow's   | <i>Wings:</i> Your familiar has a 40 foot flying speed.   |