

# Familiar

Familiars are typically obtained via the *find familiar* spell.

## Stats

Stats listed in the *find familiar* spell description are used. Stats not provided are taken from a monster book.

Often, stats for a familiar are found in the MM2, rather than the MM. Rules listed under *find familiar* always trump the monster books.

## Scouting with a flying familiar

Scouting with a flying familiar such as a hawk grants the familiar a special surprise check with an encounter distance greater than normal. [Hawks](#) multiply the encounter distance by 10; the DM will adjust this multiplier upward or downward for scouts of different perceptive abilities.<sup>Ex<sup>1)</sup></sup>

<sup>1)</sup>

The DMG's section on adventures in the air (DMG 49-50) does not mention changes to encounter distance for aerial circumstances.

From:

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Last update: **2025-08-08 02:54**

