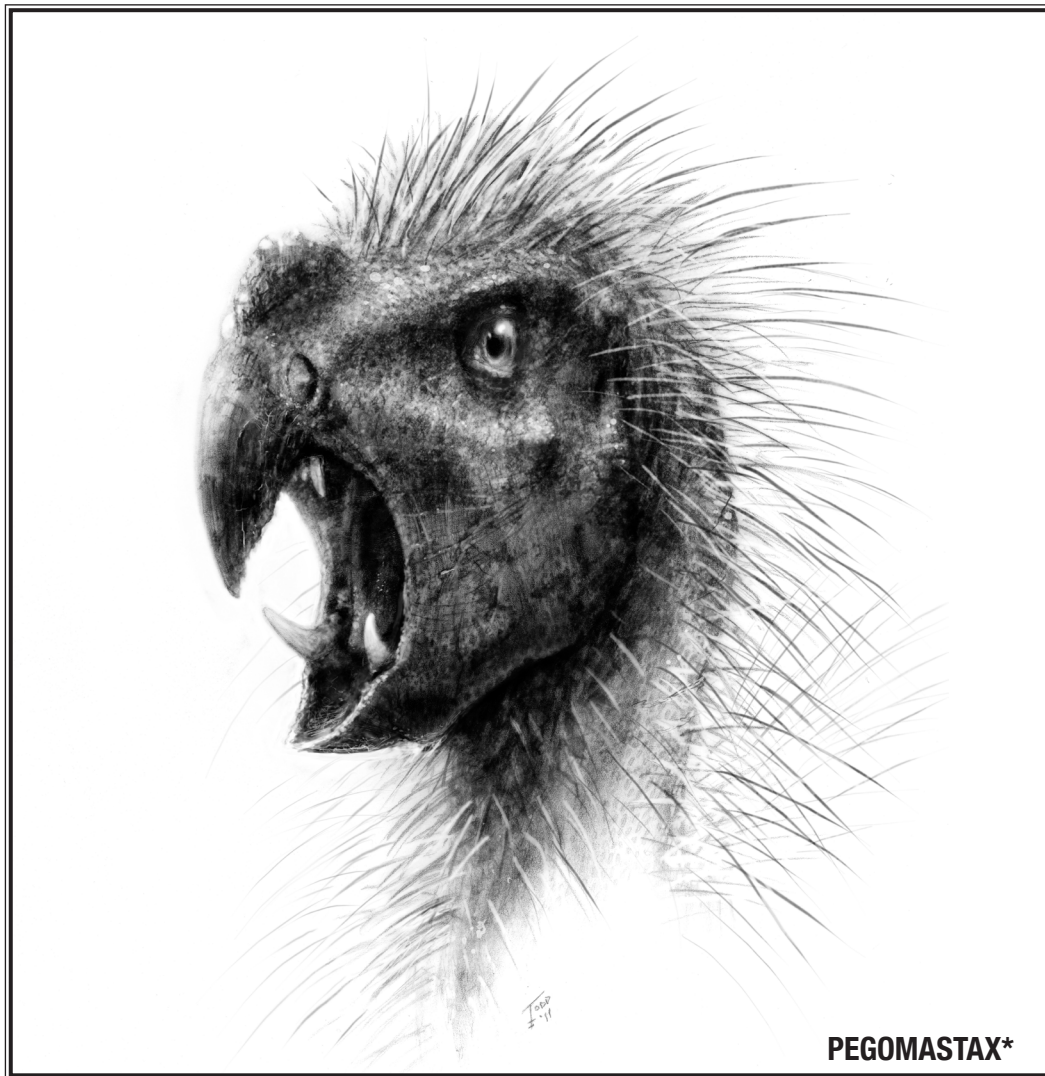


ALL TOO FAMILIAR

Animal Familiars for AS&SH™



By Colin Chapman



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Presented here are a variety of small animals most suitable for use as familiars by the magicians and witches of *Astonishing Swordsmen & Sorcerers of Hyperborea™*, though these creatures are also useful for normal encounters. Due to their commonality, descriptions are not provided – save for the **pegomastax**.

The *Referee's Manual* already provides statistics for a handful of familiar-worthy creatures:

- ◆ **Archaeopteryx** – at 7th level or greater, *Vol IV: Bestiary*, p. 9
- ◆ **Bat, Normal** – *Vol IV: Bestiary*, p. 12
- ◆ **Falcon (Hawk)** – *Vol IV: Bestiary*, p. 39
- ◆ **Rat, Normal** – *Vol IV: Bestiary*, p. 80
- ◆ **Snake, Viper** – *Vol IV: Bestiary*, p. 90

What follows is a selection of ten more creatures in the same vein:

CAT, DOMESTIC

No. Encountered:	1 (2d6)
Alignment:	Neutral (or Lawful Evil)
Size:	S
Movement:	50
Dexterity:	15
Armour Class:	7
Hit Dice:	½
No. of Attacks:	2 (claw/claw)
Damage:	1/1
Saving Throw:	17
Morale:	5
Experience Points:	7
Treasure Class:	–

Special:

- ★ Cats are superior stalkers, able to surprize on a 4-in-6 chance.
- ★ Certain black cats are known to possess evil; sages posit that these felines are possessed by demons or ghosts.

FOX

No. Encountered:	1d2 (1d4+1)
Alignment:	Neutral
Size:	S
Movement:	50
Dexterity:	15
Armour Class:	7
Hit Dice:	½
No. of Attacks:	1 (bite)
Damage:	1d3
Saving Throw:	17
Morale:	5
Experience Points:	5
Treasure Class:	–

GULL

No. Encountered:	4d8 (2d20×100)
Alignment:	Neutral
Size:	S
Movement:	0 (fly 80, swim 5)
Dexterity:	12
Armour Class:	9
Hit Dice:	¼
No. of Attacks:	1 (bite)
Damage:	1
Saving Throw:	17
Morale:	5
Experience Points:	7
Treasure Class:	–

HARE

No. Encountered:	1d12
Alignment:	Neutral
Size:	S
Movement:	60
Dexterity:	17
Armour Class:	7
Hit Dice:	½
No. of Attacks:	1 (bite)
Damage:	1
Saving Throw:	17
Morale:	4
Experience Points:	7
Treasure Class:	–

Special:

- ★ Only surprized on 1-in-6 chance due to keen senses and natural wariness.

OWL

No. Encountered:	1 (1d2)
Alignment:	Neutral
Size:	S
Movement:	0 (fly 80)
Dexterity:	15
Armour Class:	7
Hit Dice:	½
No. of Attacks:	3 (claw/claw/bite)
Damage:	1/1/1
Saving Throw:	17
Morale:	4
Experience Points:	11
Treasure Class:	–

Special:

- ★ Dive bomb attack (claws only) from 50+ feet at +2 damage, –1 AC.
- ★ Owls are silent fliers, able to surprise on a 5-in-6 chance at night.

PEGOMASTAX

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	S
Movement:	50
Dexterity:	12
Armour Class:	6
Hit Dice:	½
No. of Attacks:	3 (claw/claw/bite)
Damage:	1/1/1d3
Saving Throw:	17
Morale:	5
Experience Points:	7
Treasure Class:	–

A bipedal reptilian of ancient origins, the cat-sized pegomastax has a long neck and tail, hooked beak beweaponed with large upper and lower tusks, a pair of grasping forelimbs, and a pair of strong claw-tipped legs. Long, soft bristles cover the rear of its mottled brown head and back.

The pegomastax inhabits arid regions such as the Diamond Desert, where it feeds on tough leaves and other vegetation. Like archaeopteryges, a few have been trained as familiars by magicians, witches, and (rarely) necromancers of 7th level or higher, and these also evidence a degree of empathy with their masters.

Special:

- ★ If both claw attacks hit one opponent, it uses its rear claws to rend, each causing an additional 1d2 hp damage.

RAVEN

No. Encountered:	4d8
Alignment:	Neutral
Size:	S
Movement:	0 (fly 80)
Dexterity:	12
Armour Class:	9
Hit Dice:	¼
No. of Attacks:	1 (bite)
Damage:	1
Saving Throw:	17
Morale:	4
Experience Points:	9
Treasure Class:	–

Special:

- ★ A successful natural 20 attack indicates that the raven has struck an eye and may have plucked it out: 2-in-6 chance if wearing no helm, 1-in-6 chance if wearing a helm, no chance if wearing a great helm.

SQUIRREL

No. Encountered:	1d6
Alignment:	Neutral
Size:	S
Movement:	40
Dexterity:	16
Armour Class:	6
Hit Dice:	¼
No. of Attacks:	1 (bite)
Damage:	1
Saving Throw:	17
Morale:	4
Experience Points:	7
Treasure Class:	–

Special:

- ★ Able to climb and move in trees and on other rough climbing surfaces at normal MV.

TOAD

No. Encountered:	1d2
Alignment:	Neutral
Size:	S
Movement:	0 (hop 10)
Dexterity:	10
Armour Class:	9
Hit Dice:	¼
No. of Attacks:	–
Damage:	–
Saving Throw:	17
Morale:	4
Experience Points:	9
Treasure Class:	–

Special:

- ★ *Camouflage provides 3-in-6 chance to hide.*
- ★ *If the toad is bitten or licked, a death (poison) save must be made or the victim suffers 1d4 hp damage. Normal toad toxin does not cause continuing damage. A toad produces enough toxin to coat a dagger when provoked, and enterprising magicians are known to use their toad familiars to envenom their blades or fill a vial with a single dose once per day. The toxin wears off the blade after a single successful strike or after 6 turns; if bottled, it remains efficacious for 24 hours.*

WEASEL

No. Encountered:	1d2
Alignment:	Neutral
Size:	S
Movement:	40
Dexterity:	16
Armour Class:	6
Hit Dice:	¼
No. of Attacks:	1 (bite)
Damage:	1
Saving Throw:	17
Morale:	5
Experience Points:	7
Treasure Class:	–

Special:

- ★ *Moults to wholly white coat in winter.*
- ★ *Can mesmerize small prey such as mice and rabbits on a 4-in-6 chance by performing a continuous weaving dance.*

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