

# d30 Alternate Familiar Generator

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Not every RPG has rules for allowing Magic-Users/Mages/Wizards the ability to call upon their arcane powers to summon familiar to act as an aide and companion. This familiar generator includes a generic Find Familiar spell and a method for generating more “unique” familiars.

The wizard graphic used is a public domain image from *The Merry Ballads of the Olden Time, illustrated in pictures & rhyme*, from F. Warne & Co., 1880. The book & skull graphic used is a public domain image from *Eene halve Eeuw, 1848-1898*, by Pierre Henri Ritter, 1898

**Using these tables:** Roll 1d30 on Tables 1, 2a and 2b. If the roll result on Table 1 is 1-5, roll an additional time on Table 2b, and if the roll result is 26-30, roll an additional time on Table 2a.

## Table 1: Familiar Table 2a: Boons

Roll	Result	Roll	Results
1	Cat (+1 Bane)	1	Knows one 1st level divine spell ( <i>can cast it once a day</i> )
2	Crow (+1 Bane)	2-3	Does not sleep
3	Dog (+1 Bane)	4-6	Can speak Master's native language
4	Rat (+1 Bane)	7-10	Healthy ( <i>double normal hit points</i> )
5	Weasel (+1 Bane)	11-20	Empathic connection with Master
6	Bat	21-24	Able to communicate with other animals of its type
7	Chipmunk	25-27	Can read Master's native language
8	Duck	28-29	Has Infravision (60')
9	Ferret	30	Knows one 1st level arcane spell ( <i>can cast it once a day</i> )

Roll	Result	Roll	Results
10	Fox	1	Needy (+1 penalty to Master's initiative)
11	Frog	2-3	Lazy ( <i>sleeps/rests 12 hours a day</i> )
12	Giant Centipede	4-6	Deaf
13	Hawk	7-10	Healthy Appetite ( <i>eats 2x as much as the Master does</i> )
14	Lemur	11-20	Coward ( <i>will not engage in risky behavior</i> )
15	Lizard	21-24	Territorial ( <i>scent marks everything</i> )
16	Monkey	25-27	Noisy ( <i>increases random encounter chance by +1</i> )
17	Owl	28-29	Afraid of the dark ( <i>must be within 10' of light source</i> )
18	Rabbit	30	Clumsy (-1 to Saving Throws for itself and its Master)
19	Raccoon		
20	Giant Scorpion		
21	Skunk		
22	Snake		
23	Squirrel		
24	Toad		
25	Wolf		
26	Weasel (+1 Boon)		
27	Rat (+1 Boon)		
28	Dog (+1 Boon)		
29	Crow (+1 Boon)		
30	Cat (+1 Boon)		



## Find Familiar

**Level:** 1  
**Duration:** *Special*  
**Casting Time:** 12 Hours  
**Range:** *Special*  
**Components:** Verbal, Somatic, Material

The *Find Familiar* spell allows the caster to summon a special animal spirit that acts as a guide & companion. The most common familiars are cats, crows, dogs, rats, and weasels, but other animal spirits can be summoned.

To cast *Find Familiar* the caster must draw both a summoning circle and a protective circle using special gemstone chalk (*500 gold pieces for each circle*). Once the circles are complete the caster must stay within the protective circle and recite the *Find Familiar* incantation for at least 12 Hours. Normally only one animal spirit is summoned, but if the caster wishes to summon more than one spirit and select the most appropriate one, he can also add 1,000 gold pieces worth of consecrated candles to the summoning circles and/or 1,000 gold pieces worth of specially-prepared incense (*each addition gives an additional d30 roll on table 1 and the player gets to chose which roll to take*).

Once the familiar is summoned it takes physical form and both familiar and master can step out of their circles (*ruining both*). The two share a special bond which enables the familiar to have an increased intelligence (*compared to its animal type*), increased lifespan (*same as the Master's*), and some special strengths and weaknesses. Additionally, the familiar has 1d4 hit points, +1 per the Master's level.

This special bond connect the two such that being separated causes each to lose 1 hp per day and if the familiar dies (*from any cause*) the Master permanently loses 1d4 hit points.

