

Find Familiar - Necromancer



Summoning

Level: 2
Range: 1 mi./level
Components: V, S, M
Casting Time: 2d6 hrs.
Duration: Special
Area of Effect: 1 familiar
Saving Throw: Special

Except for the types of familiars, the timing of the casting (must be under a full moon), and the cost for the ingredients (which is doubled to 2,000 gp), this is much the same as the wizard's find familiar spell. The necromancer uses a special table to determine what, if any, familiar arrives.

Imps and quasits will not serve a master of less than 4th level. If one arrives at the call of a necromancer of 1st to 3rd level, the creature will instead of serving agree to return when the necromancer is more powerful. In the meantime, the necromancer must find another familiar, for when the imp or quasit returns, it will kill and eat its predecessor to seal the bargain. The necromancer suffers the usual penalties for the death of the first familiar. a system shock survival roll is required and a point of Constitutions lost

1d10	Familiar	Sensory Powers
1-3	black cat	Excellent night vision & superior hearing
4-5	giant rat	Superior olfactory power
6	frog	Wide-angle vision
7	giant centipede	Very sensitive touch
8	large spider	Wide-angle vision
9	bat	Very superior bearing
10	raven	Excellent vision
11	imp	MONSTROUS MANUAL
12	quasit	MONSTROUS MANUAL
13-20	No familiar, cannot try again until next month.	

An imp or quasit receives no bonus hit points based on the caster's level, nor does it waste away if separated from the necromancer. If it is killed, the necromancer suffers the standard penalties for loss of familiar.

Notes: Restricted to necromancers, who use this instead of the standard find familiar spell.