FAMILIAR'S LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Insect Familiar	1 insect	P	touch	M
2)	Befriending	1 animal	10 min/lvl	100'	M
3)	Range Extension I	self	1 min/lvl	self	U
4)	Animal Tongues	caster	1 min/lvl	self	I
5)	Familiar I	1 creature	P	touch	M
6)	Animal Mastery I	1 animal	1 min/lvl	100'	M
7)	Mass Insect Familiar	1 insect/lvl	P	touch	M
8)	Mind Tongue	caster + animal	1 min/lvl	50'/lvl	I
9)	Range Extension II	self	1 min/lvl	self	U
10)	Familiar II	1 creature	P	touch	M
11)	Second Familiar	1 creature	P	touch	M
12)	Mass Befriending	1 animal/lvl	10 min/lvl	100'	M
13)	Call Familiar	1 familiar	—	1000'/lvl	Fm
14)	Range Extension III	self	1 min/lvl	self	U
15)	Locate Familiar	self	1 min/lvl	1 mile/lvl	P
16)	Familiar III	1 creature	P	touch	M
17)	Mass Animal Mastery	varies	1 min/lvl	100'	M
18)	Range Extension IV	self	1 min/lvl	self	U
19)	Third Familiar	1 creature	P	touch	M
20)	Familiar Spell Store	1 familiar	varies	touch	F
25)	Familiar True	1 creature	P	touch	M
30)	Range Extension True	1 familiar	1 min/lvl	self	U
50)	Familiar Spell Store	1 familiar	varies	varies	F

1. Insect Familiar — The caster attune himself to a creature of insect size and insect intelligence to serve as his familiar. The caster must obtain the creature through normal means and cast this spell on the creature once per day for 3 days (concentrating for 2 hours per day). The caster can then control the insect and may view the world through its senses using the Scrying skill (though the familiar must be within 10' per level).

2. Befriending — One animal will consider the caster a close friend (this spell does not control the animal).

3. Range Extension I — Caster's contact with his familiar(s) may extend up to 2x his normal range for the duration of this spell.

4. Animal Tongues — Caster may understand and "speak" the language of any 1 animal species.

5. Familiar I — The caster attune himself to a creature (of creature intelligence) to serve as his familiar. The caster must obtain the creature through normal means (can be no more than 20% of caster's own mass) and cast this spell on the creature once per day for 1 week (concentrating for 2 hours per day). The caster can then control the familiar and view the world through its senses by concentrating on it. The familiar must be within 50' per level and caster must succeed with a Scrying maneuver.

6. Animal Mastery I — Allows caster to control the actions of any 1 animal. For the duration of the spell the animal continues current action, unless given another order.

7. Mass Insect Familiar — As *Insect Familiar*, except caster can attune himself to a number of insects equal to his level.

8. Mind Tongue — Caster may mentally communicate with an animal as long as it remains within range.

9. Range Extension II — As *Range Extension I*, except that range is extended to 3x normal range.

10. Familiar II — As *Familiar I*, except the creature can be up to 60% of caster's mass.

11. Second Familiar — As *Familiar I*, except it may be cast on a second familiar (i.e caster may now have two familiars at the same time).

12. Mass Befriending — As *Befriending*, except affects one animal/level of caster.

13. Call Familiar — Caster can call (summon) his familiar which will then try to come to him (caster's choice if he have more than one).

14. Range Extension III — As *Range Extension I*, except that range is extended to 4x normal range.

15. Locate Familiar — Gives the direction and distance to the caster's familiar (his choice if more than one).

16. Familiar III — As *Familiar I*, except limitation is that the creature cannot exceed 2x caster's mass.

17. Mass Animal Mastery — As *Animal Mastery I*, except caster may control 1 animal/3 levels. I.e a 17th level caster would be able to control 5 animals.

18. Range Extension IV — As *Range Extension I*, except that range is extended to 5x normal range.

19. Third Familiar — As *Second Familiar*, except it may be cast on a third familiar (i.e caster may now have three familiars at the same time).

20. Familiar Spell Store — Caster may "store" a spell on his familiar. When the caster concentrates, he may cast the stored spell from the familiar's location (if it is within range and makes a successful Scrying attempt).

25. Familiar True — As *Familiar I*, except that any creature of animal intelligence may become caster's familiar.

30. Range Extension True — As *Range Extension I*, except that range is extended to 1 mile/level.

50. Familiar Spell Casting — As *Familiar Spell Store*, except caster may cast spells through his familiar as long as it is within range and he makes a successful Scrying attempt.

SPECIAL NOTES

1) For the purpose of the *Insect Familiar* spell remember that insects have a short life span. Flies, for example, reach full adult maturity after just 12 days, worker bees live for 5-6 weeks during the summer and a fire ant cannot expect to enjoy life for more than six months.

2) If a creature bound with the *Familiar* spell is killed, caster cannot start binding another creature for 3-12 weeks.

3) Using a familiar's senses requires a Scrying maneuver.