

3.52 FAMILIAR'S LAW (Closed Essence List)

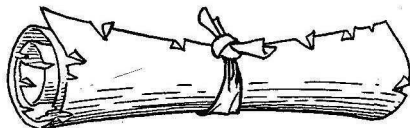
	AREA OF EFFECT	DURATION	RANGE
1—Familiar	1 target	P	touch
2—			
3—RangeExtensionII	self	1 min/lvl	self
5—Familiar	1 target	P	touch
6—Animal Mastery I	1 animal	C	100'
7—			
8—Dissociation	1 familiar	P	touch
9—Range Extension III	self	1 min/lvl	self
10—Familiar	1 target	P	touch
11—Second Familiar	1 target	P	touch
12—Befriending	1 animal	1 day/lvl	100'
13—Call Familiar	1 familiar	—	1000'/lvl
14—Range Extension IV	self	1 min/lvl	self
15—Locate Familiar	—	1 min/lvl (C)	1 mi/lvl
16—Familiar	1 target	P	touch
17—			
18—Range Extension V	self	1 min/lvl	self
19—Familiar	1 target	P	touch
20—ThirdFamiliar	1 target	P	touch
25—FamiliarTrue	1 target	P	touch
30—Familiar Spell Store	1 familiar	varies	touch
50—RangeExtensionTrue	self	1 min/lvl	self

- 1 — **FAMILIAR (M)** As *Familiar* on the Closed Essence list; Gate Mastery.
- 3 — **RANGE EXTENSION II (U)** Caster's contact with his familiar(s) may extend up to 2x his normal range for the duration of this spell.
- 5 — **FAMILIAR (M)** As above but mass may be no more than 20% of the caster's mass.

- 6 — **ANIMAL MASTERY I (M)** Allows caster to control the actions of any 1 animal.
- 8 — **DISSOCIATION (M)** Caster may discontinue his relationship with a familiar without incurring any penalty.
- 9 - **RANGE EXTENSION III (U)** As *Range Extension II* except that range is extended to 3x normal range.
- 10 — **FAMILIAR (M)** As above but mass may be no more than 35% of the caster's mass.

- 11 — **SECOND FAMILIAR (M)** As *Familiar* except that may it be cast on a second familiar (i.e., caster may now have two familiars at the same time). The combined mass of the two familiars may not exceed the mass limit of the highest level *Familiar* spell that the caster may cast without an Extraordinary Spell Failure roll.
- 12—**BEFRIENDING (M)** One animal will consider the caster a close friend (this spell does not control the animal).
- 13—**CALL FAMILIAR (FM)** Caster can call (summon) his familiar which will then try to come to him (his choice if more than one).
- 14 - **RANGE EXTENSION IV (U)** As *Range Extension II* except that range is extended to 4x normal range.
- 15 — **LOCATE FAMILIAR (P)** Gives the direction and distance to the caster's familiar (his choice if more than one).

- 16 — **FAMILIAR (M)** As above but mass may be no more than 50% of the caster's mass.
- 18 — **RANGE EXTENSION V (U)** As *Range Extension II* except that range is extended to 5x normal range.
- 19 — **FAMILIAR (M)** As above but mass may be no more than 100% of the caster's mass.



- 20 — **THIRD FAMILIAR III (M)** As *Familiar* except that may it be cast on a third familiar (i.e., caster may now have three familiars at the same time). The combined mass of the three familiars may not exceed 100% of the caster's mass.
- 25 — **FAMILIAR TRUE (M)** As *Familiar* except that any creature of animal intelligence may become the caster's familiar.
- 30 — **FAMILIAR SPELL STORE (F)** 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 control/view range).
- 50 — **RANGE EXTENSION TRUE (U)** As *Range Extension II* except that range is extended to 1 mi/lvl.

