

# THE BOOK OF FAMILIARS

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## CHAPTER 4 — THE CLERIC’S FAMILIAR



*he young acolyte awoke from his dream in a sweat. Clad only in his nightshirt, he rose and padded down the corridors. The night was damp and cold, but he ignored the touch of the chilly stone upon his bare feet. In time, he reached his master’s door and tentatively reached up to knock.*

*“Enter, Celadin.”*

*The door swung open. Master Torinot was seated at his desk, his concentration devoted to the papers in front of him. His pen scratched quickly across the surface of the parchment before him for a few moments longer, then he laid it down and turned his attention to Celadin.*

*“What brings you to my door at this late hour, my son? The rites of the morning sun come early tomorrow.”*

*“Master...” Celadin paused, collecting his thoughts and considering his words. “I have had a most disconcerting dream.”*

*Torinot’s brow furrowed. “Tell me of this dream.”*

*“It was as if I had awakened in a distant place, though I slept yet in my bed. And I was not myself. I saw crafted stone, overgrown with vine and weed. I saw broken pillars lying in shattered ruin upon the ground. I saw a golden medallion of our sun, tarnished by weather and age. But I saw all these things as if I crawled upon the ground. And I heard a sound I knew not, with ears I knew not, and was forced to hide myself, lest I be found.”*

*“Intriguing.” Torinot drew back into his chair. “We have not had a dreaming in a very long time, and I am surprised that one has come to us now.” He looked up and saw that worry creasing the young acolyte’s face. “Be at ease, Celadin, and let me explain the divine guidance which is afforded to us by the sun in the guise of a familiar...”*

### CLERIC FAMILIARS

For a cleric, familiars are those attendant spirits that are divinely gifted to aid the faithful in their calling. Their constant guidance and assistance is often granted by a god or goddess as a result of a service rendered (and sometimes for a service which must be performed).

Divine familiars usually exhibit in their appearance, or their behavior, some particular aspect of their patron deity. They are, in fact, not only a living extension of their cleric master, but also of their god. Clerics are expected to guard and respect their familiars, and a failure to do so may lead a deity to withdraw his gift until he has once again been satisfied by his servant’s faith.

### SUMMONING RITUAL

*Preparations had been made and equipment gathered for the journey. There was a part of Celadin’s heart that remained reluctant to leave the confines of the temple, but his faith drove him. And there was some excitement for the coming journey, too, even if the pack upon his back seemed too small a thing to ready him for the road ahead.*

*After several days of prayer, the visions of his dreams had become clearer and they were able to determine that his destination lay somewhere in the south — an abandoned temple, secluded even when its walls had seen use. It would take him weeks to reach that temple, but he already knew what he would find — a thick copse of trees. A small clearing. The ruins of simple, stone walls. The remnants of a roof lost to the tolls of time and nature.*

*And a lingering darkness which must be banished. A grandeur which must be returned.*

A cleric’s familiar is not summoned, it is sent. Although sometimes a cleric can request the aid of a familiar through prayer, it is more common for his god to send the familiar uncalled for. The form of this sending depends on the god and on the circumstances in which it is made. (Of course, a player should still select the appropriate Feats for his character — see the ‘New Feats’ section of Chapter 1.)

### THE DREAMING

Often a cleric destined to receive a familiar will receive a vision in his dreams, and often this vision appears to the cleric through the eyes of his future familiar, although sometimes he simply observes it. In all cases, the cleric sees enough to recognize a location, and feels a sense of purpose associated with that location.

Frequently, further prayer and meditation will clarify the dreaming, giving the cleric enough information to begin his journey to the location revealed to him. In other cases, the cleric simply knows that it is enough to follow the natural patterns of his life – in time, he will be brought to the place shown in the dreaming.

Once the cleric reaches the end of his journey, he needs to complete a religious ritual to bind his destined familiar to him. Usually the aid of the new familiar will be required to complete whatever task the cleric's god has laid before him.

**THE MESSENGER**

Gods often employ animals as their messengers. In some cases these messengers are ubiquitous, but such visitations are usually considered high points of a cleric's life – a moment when one's deity takes a direct interest in one's affairs.

Sometimes, in addition to carrying the divine message, the animal is also the god's gift. Once its role as messenger is complete, the creature becomes a familiar to the recipient of the message. Usually the message bids the cleric to perform a task or service.

**THE QUEST**

Sometimes the familiar leads to a quest, and sometimes a quest leads to the familiar. The quest may be a specific instruction of the cleric's god or church, or it may be that there is a specific quest (or set of quests) which any cleric can attempt in order to gain a divine familiar.

**DIVINE FAMILIARS AND OTHER CLERICS**

Divine familiars are touched by the god of the cleric they serve. They are holy animals in the most literal sense of the term, and this reality affects the way in which they are treated. Followers of the cleric's god usually treat the familiar with elevated respect (sometimes more respect than the cleric to which the familiar has been bonded). Followers of rival gods may see the familiar as an abomination.

Of course, it is easy to imagine exceptions to these types of generalizations. For example, the orthodox church of the cleric's god might view familiars as a heresy – forcing the cleric to hide his unique gift from his fellow believers.

**DOMAIN FAMILIARS**

The familiars a cleric may possess depend upon the domains their gods are associated with. In this way, divine familiars are more specialized and closely tied with the nature of the deity who grants them.

The table below shows the familiars allowed for the various domains presented in the *PRPG*. By its nature, such a listing cannot be comprehensive. The GM should be flexible in granting familiars of different types, as long as they have the appropriate 'feel' to them. Note that this listing does not supercede the common rules listed in Chapter 1 regarding what magnitude of creature can become a character's familiar – i.e. if the domain listed states that a griffon is an appropriate familiar, then the character still needs the Summon Supreme Familiar feat to summon such a creature.

*Note:* All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1—4 and 1—5 in Chapter 1 for more details.

**PATRON ANIMALS**

Some deities possess patron animals. For example, the god Odin is associated with the raven, while the goddess Athena is associated with the owl. In addition to his domain familiars, a deity may also choose to bestow his patron animal as a familiar.

**TABLE 4—1: DOMAIN FAMILIARS**

DOMAIN	FAMILIARS
Air	Any creature of the air sub-type. Any creature with a Fly speed.
Animal	Any animal.
Chaos	Any creature with a chaotic alignment. Any monkey or ape. A gibbering moulder.
Death	Raven or vulture (including dire versions).
Destruction	Any reptile or dire animal.
Earth	Any creature of the earth sub-type. Any creature with a Burrow speed.
Evil	Any demon, devil, or bat. Any creature with an evil alignment.
Fire	Any creature of the fire sub-type.
Good	Any dog or wolf. Any creature with a good alignment.
Healing	Any non-poisonous snake. A lantern archon. A unicorn.
Knowledge	Any owl or dragon.
Law	Any eagle or hawk. Any creature with a lawful alignment.
Luck	Rabbit or weasel (including dire versions).
Magic	Any magical beast or fey.
Plant	Any intelligent plant.
Protection	Armadillo, badger (including dire version), or bulette.
Strength	Any raptor. A bull. Any creature with a strength of 18 or higher.
Sun	Any hawk or eagle. A griffon.
Travel	Any creature which can serve as a mount.
Trickery	Fox, spider, or wolf (including dire and giant versions). Any creature with a chaotic alignment.
War	Battle dog, eagle, hawk, horse, lion, or wolf (including dire versions).
Water	Any creature of the water sub-type. Any creature with a Swim speed.

**CLERIC FAMILIAR**

The cleric's familiar is gifted with divinity, and its abilities are a god's will made manifest.

**TABLE 4—2: STANDARD CLERIC FAMILIAR**

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1st-2nd	+1	6	Healing/inflicting touch, improved evasion, share spells, empathic link

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3rd-4th	+2	7	Undead turning, deliver touch spells
5th-6th	+3	8	Speak with master
7th-8th	+4	9	Speak with animals of its kind
9th-10th	+5	10	—
11th-12th	+6	11	Spell resistance
13th-14th	+7	12	—
15th-16th	+8	13	—
17th-18th	+9	14	—
19th-20th	+10	15	—

*Natural Armor Adj.:* This number noted here is an improvement to the familiar's existing natural armor bonus. It represents a preternatural toughness of the familiar.

*Int:* The familiar's Intelligence score (if higher than the familiar's natural Intelligence). Familiars are as smart as people, though they are not necessarily as smart as smart people.

*Undead Turning:* A cleric's familiar can turn undead as if it were the cleric himself. Each such attempt uses up one of the cleric's turning attempts for the day.

*Other Special Abilities:* For more information on the other special abilities listed on this chart, see Chapter 1.

**TABLE 4—3: GREATER CLERIC FAMILIAR**

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1st-2nd	+1	6	Healing/inflicting touch, improved evasion, share spells, empathic link, undead turning
3rd-4th	+2	7	Greater familiar ability, deliver touch spells
5th-6th	+3	8	Speak with master, greater familiar ability
7th-8th	+4	9	Speak with animals of its kind
9th-10th	+5	10	Greater familiar ability
11th-12th	+6	11	Spell resistance
13th-14th	+7	12	—
15th-16th	+8	13	—
17th-18th	+9	14	Greater familiar ability
19th-20th	+10	15	—

*Natural Armor Adj.:* This number noted here is an improvement to the familiar's existing natural armor bonus. It represents a preternatural toughness of the familiar.

*Int:* The familiar's Intelligence score (if higher than the familiar's natural Intelligence). Familiars are as smart as people, though they are not necessarily as smart as smart people.

*Undead Turning:* A cleric's familiar can turn undead as if it were the cleric himself. Each such attempt uses up one of the cleric's turning attempts for the day.

*Greater Familiar Ability:* Select one greater familiar abilities from Table 4—5 below.

*Other Special Abilities:* For more information on the other special abilities listed on this chart, see Chapter 1.

**TABLE 4—4: SUPREME CLERIC FAMILIAR**

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1st-2nd	+1	6	Healing/inflicting touch, improved evasion, share spells, empathic link, undead turning
3rd-4th	+2	7	Greater familiar ability, deliver touch spells, blessed companion
5th-6th	+3	8	Speak with master, greater familiar ability
7th-8th	+4	9	Speak with animals of its kind
9th-10th	+5	10	Greater familiar ability
11th-12th	+6	11	Spell resistance, supreme familiar ability
13th-14th	+7	12	—
15th-16th	+8	13	—
17th-18th	+9	14	Greater familiar ability
19th-20th	+10	15	Supreme familiar ability

*Natural Armor Adj.:* This number noted here is an improvement to the familiar's existing natural armor bonus. It represents a preternatural toughness of the familiar.

*Int:* The familiar's Intelligence score (if higher than the familiar's natural Intelligence). Familiars are as smart as people, though they are not necessarily as smart as smart people.

*Undead Turning:* A cleric's familiar can turn undead as if it were the cleric himself. Each such attempt uses up one of the cleric's turning attempts for the day.

*Greater Familiar Ability:* Select one greater familiar ability from Table 4—5 below.

*Supreme Familiar Ability:* Select one supreme or greater familiar ability from Tables 4—5 or 4—6 below.

*Other Special Abilities:* For more information on the other special abilities listed on this chart, see Chapter 1.

### CLERIC FAMILIAR ABILITIES

**TABLE 4—5: CLERIC GREATER FAMILIAR ABILITIES**

*Animal Trance*

*Augury*

*Blessed Companion*

*Bull's Strength*

*Cat's Grace*

*Commune with Nature*

*Contagion*

*Darkness*

*Daylight*

*Death's Harbinger*

*Death Ward*

*Detect Scrying*

*Detect Thoughts*

*Discern Lies*

*Disease Immunity*