

# d12 Monthly

**FAMILIARS & FOLLOWERS  
ISSUE**

Issue 11  
April, 2022

**NEW  
FAMILIAR  
RULES**

**BOOSTING YOUR  
BEST FRIEND**

**MORE  
MAP  
METHOD**

**RANDOM TABLES  
FOR NPCs**

**LEADERSHIP  
AND  
LOYALTY**

**Personal Story: How Dark Realms Maps Got Started**



*d12 Monthly* is a helpful resource for fantasy roleplayers.

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## Acknowledgements

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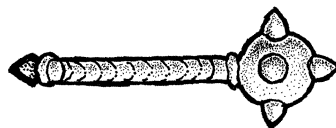
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# The Followers & Familiars Issue

A good follower is hard to find.

As is a loyal familiar.

Both familiars and followers can turn a party of low-level pincushions into a formidable force.

By sheer numbers a party wandering the wilderness with 4 PCs and an additional 8 NPC followers of varying types, plus a familiar or two (not to mention any animal companions) would be quite intimidating!

The modern game mostly does away with followers and makes familiars rather impotent.

Bringing them back into your game adds a whole new dimension to your campaigns.

PCs get to roleplay with NPCs more often, and can use followers for tasks they don't have the inkling or time for.

Torchbearers can free up characters to hold weapons, henchmen can provide much needed support or help allies and hinder foes, while sages can provide much needed information on that talisman the party found in the tomb.

While familiars can boost low-level mage's abilities and can provide information and support to the party as a whole.

No matter who you take along with you on your adventure, remember to treat them well!

And, as always, happy gaming!

- Russ from YUMDM

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## About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

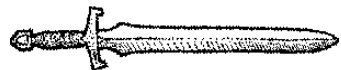
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... for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

*(New tiers are now available to receive a physical copy each month).*



# Henchmen, Hirelings, Oh My! What Are The Differences?



Followers come in all shapes and sizes. This article showcases the various followers a character may have.

Followers, in this issue, is a broad term describing all NPCs who follow the PCs.

## Mercenaries

These are low level troops you hire, either singularly or in small groups. You could also hire whole armies of mercenaries.

*Experience Points:* Mercenaries don't gain experience.

*Cost:* Either a per month fee or a share in any treasure, or both.

## Specialists

Specialists are the likes of sages, armourers, and other knowledge and crafty NPCs who the PCs may need to see and hire from time to time.

*Experience Points:* Specialists don't gain experience.

*Cost:* Usually a once-off fee, this could be coins, a magic item, or a service.

## Hirelings

Hirelings are non-combat individuals (although they will defend themselves) who help the PCs. These are your torch-bearers, equipment carriers, and animal handlers.

*Experience Points:* Hirelings don't gain experience.

*Cost:* Either a per month fee or a share in any treasure, or both.

## Henchmen

Henchmen are loyal (if treated well) NPCs which accompany a particular character on their adventures, learning off them and helping them. They gain experience, albeit at a slower rate, and gain levels (but may not ever rise above the level of their PC master).

*Experience Points:* Henchmen gain experience at half the rate of PCs.

*Cost:* Usually an equal share in the treasure. Less than this and they may not stay loyal.





# A Good Follower is Hard to Find

## Finding New Followers



Knowing what potential followers are available in the area when characters go looking can be difficult.

Small villages are unlikely to have an expert on every topic, while trying to find a good henchman in a large city can prove equally as tricky.

This is a simple system to use to determine if any followers are available.

### Mercenaries

You need to first determine if there are any mercenaries available.

Table: Mercenaries Availability

PCs are in...	Availability	Amount
Hamlet	1 in 8	D4
Village	1 in 6	D6
Small Town	2 in 6	3D6
Large Town	3 in 6	5D6
City	4 in 6	10D10
City-State	5 in 6	20D10

Once you have determined whether there are mercenaries, you can determine how many are available.

### Specialists

Specialists are usually individuals who the characters seek out for specific purposes.

Table: Specialist Availability

PCs are in...	Availability
Hamlet	1 in 20*
Village	1 in 10
Small Town	1 in 8
Large Town	1 in 6
City	2 in 6
City-State	3 in 6

\* 1 in 10 for any rural topic

There is usually only one expert on any one topic. Cities and city-states may have more.

### Hirelings

Hirelings are available everywhere but can be difficult to find in smaller population centres.

**Table: Hirelings Availability**

PCs are in...	Availability	Amount
Hamlet	1 in 6	D4
Village	2 in 6	D6
Small Town	3 in 6	2D6
Large Town	4 in 6	3D6
City	5 in 6	4D6
City-State	Always	6D6

## Henchmen

Good henchmen are difficult to find and can be the most difficult to bargain with - they want to know that the person they are joining up with is trustworthy and dedicated.

**Table: Henchmen Availability**

PCs are in...	Availability	Amount
Hamlet	1 in 6	1
Village	2 in 6	D4
Small Town	3 in 6	D6
Large Town	4 in 6	D8
City	5 in 6	2D6
City-State	Always	3D6

## Negotiation

Once it's determined there are followers available, the PCs will still need to negotiate pay rates and share of treasure with them and, for henchmen, perhaps make a Charisma check.



# I Think Whosit Just Left A New Loyalty System



Most editions of the game have some sort of loyalty system. This allows a GM to understand if an NPC follower is happy with their current situation and whether they still want to serve a particular PC.

If the PC treats the NPC well, then they tend to be loyal. Mistreated NPCs on the other hand, can be disloyal and leave (or worse).

To manage this I use a simple system using 2D6 - similar to the morale system used when fighting monsters.

## Loyalty

Each NPC who is a follower of a character has a Loyalty Score. This score can increase

or decrease, depending on how the NPC *feels* they are being treated.

It's important to see the PCs actions through the eyes of the particular NPC. A torchbearer who is constantly put in danger might have a low loyalty score and eventually leave.

However, a henchman could see the same constant danger as an opportunity to gain experience and learn.

## Loyalty Score

Each NPC starts with a base score of 8.

This is modified by the PC's Charisma modifier. The higher the score, the better.

When their loyalty is tested - when they face overwhelming danger, for example (see below), they will need to make a loyalty test - *after the situation has resolved itself* - to see if they will remain loyal.

## Morale Vs. Loyalty

You make a morale test for NPCs (and monsters) when the situation - usually combat - is still underway. This is a measure of the fight or flight response.

You use the loyalty system *after* the combat is over and when clearer heads prevail, which may lead an NPC to leave the area and return home.

## When to Test

You test loyalty whenever the follower is faced with a particularly nasty situation or faces death and survives. This may be due

to a particularly difficult adversary or a particularly nasty trap.

It could also be during roleplaying, say when the follower is asked to testify against their PC liege, or if bribed by an enemy.

It is up to the GM when the follower needs to make a loyalty check.

## Modifiers

The modifiers below are cumulative. A follower who was put in harm's way and was on death's door would have a -3 modifier.



## Loyalty Test

To make a loyalty test, simply roll 2D6 and if the result is equal to or lower than the

Loyalty Score, the follower is happy enough to stay.

Of course, the closer to their Loyalty Score the result is, the more reluctant they are to stay, which can be roleplayed out.

**Table: Loyal Modifiers**

Situation	Modifier*
Had a fear effect affect them	-1
PC put them in harm's way	-1
PC didn't heal them during or after situation (assuming they needed it)	-1
Alignment difference to that of the PC	-1
Different race	-1
Fellow follower of the PC dies	-1
PC didn't rescue them when they needed it, or abandoned them	-2
They were on death's door	-2
Follower has been captured	-2
PC is killed	-2
Personality of NPC	Varies
PC did heal them	+1
Serving greater than 1 year	+1
Level of NPC (per level)	+1
Equal share of treasure given	+1
PC rescued them from certain death or harm	+2
Raised from death by PC	+4

\* Adjustment to Loyalty Score prior to rolling

## Failed Loyalty Checks

If a check fails, you can use the table below as a guide to what the follower will do. This may be obvious, like testifying against the PC or taking a bribe.

However, for other acts, the follower may stay with the PC to enact vengeance upon them, with the PC never knowing until it is too late.

**Table: NPC Failed Loyalty Actions**

Failed By	Action Taken
1	Disgruntled: will try to gain advantage in various situations
2	Disingenuous: will not make an effort to help or save PC
3-5	Will leave
6-7	Will act as spy for enemy of PC
8-9	Will attack the PC
10+	Will try and kill/assassinate the PC



# What's Driving You?

## Motivations of NPCs

Back in the very first issue (Issue 0) of this publication, I published an article on the MAP method for coming up with interesting NPCs.

It focused on three key aspects: Motivation, Appearance, and Personality.

Here are three tables giving random results for each of these three traits.

Motivation matters. And can give your NPC a place in your campaign world, making them seem more real and ingrained into the setting.

**Table: NPC Motivations**

2D20	NPC Motivations
2	Revenge
3	Religious
4	Familial duty
5	Greed
6	Lust
7	Love
8	Duty
9	Betterment of self
10	Betterment of others
11	Hunger
12	Poverty
13	Fun
14	Adventure

15	Suffering
16	Tragedy
17	Remedy a situation
18	Fortune
19	Fame
20	Travel
21	Experience
22	Impress another
23	Change current situation
24	Provocation
25	Bet/Wager
26	Influence
27	Peer pressure
28	Lost cause
29	Noble cause
30	Investigation
31	Curiosity
32	Friendship
33	Favour
34	Helping others
35	Justice
36	Hide from others
37	Safety
38	Inflict harm
39	Whim
40	For a laugh



# What You Lookin' At?

## Appearance of NPCs



Most players won't remember your detailed description of your NPC - they are likely to remember one distinctive feature of them.

**Table: NPC Appearance**

2D20	NPC Appearance
2	Cold Eyes
3	Ear that stick out
4	Dry, cracked lips
5	Button nose
6	Dimpled chin
7	Oily hair
8	Freckles
9	Terrible scarring
10	Large mole
11	High cheekbones
12	Unusually tall

13	Powerful hands
14	Jagged scar
15	Large nose
16	Lithe
17	Clumsy
18	Stooped
19	Rigid
20	Large moustache
21	Bushy beard
22	Obese
23	Rotund
24	Dark eyes
25	Twisted lips
26	Hump
27	Limp
28	One arm
29	Tanned
30	Pale
31	Gaunt
32	Shaggy hair
33	Ponytail
34	Well-dressed
35	Missing tooth
36	Pockmarked skin
37	Bad breath
38	Limp
39	Unpleasant odour
40	Missing one eye

# Who's Following You?

## Personality of Followers



NPCs, especially followers, can be rather bland and two-dimensional, but by giving them a personality can make them more 3-dimensional.

**Table: NPC Personalities**

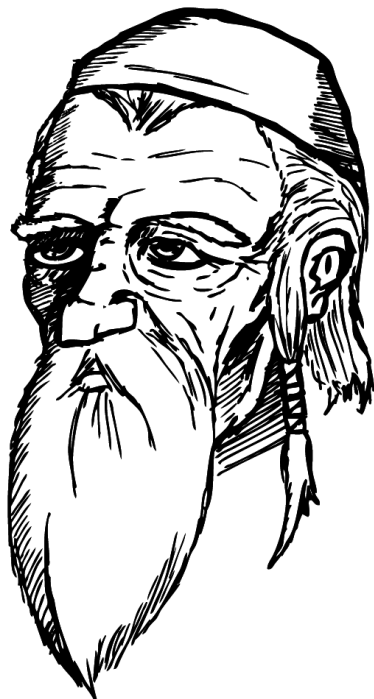
2D20	NPC Personality
2	Angry
3	Cheerful
4	Reserved
5	Uninterested
6	Outspoken
7	Deceitful
8	Strict
9	Eager
10	Fearful
11	Manipulative
12	Devout

13	Greedy
14	Funny
15	Dour
16	Lazy
17	Driven
18	Boastful
19	Cautious
20	Confident
21	Carefree
22	Spiteful
23	Brave
24	Sarcastic
25	Reckless
26	Jaded
27	Pushy
28	Practical
29	Calculating
30	Compulsive
31	Tired
32	Board
33	Nervous
34	Gloomy
35	Withdrawn
36	Trusting
37	Inquisitive
38	Thrifty
39	Extravert
40	Vengeful



# Follow the Leader

## New Rules for Leadership



The leadership trait can be used as just that or as a special class ability or feat or something else entirely.

It is designed to be a universal mechanic, replacing the rules for followers in some older version of the game.

It allows characters - no matter what class - to access followers much earlier than they normally would be allowed to.

*Benefit:* having this trait allows you to attract a following of devoted subordinates who will assist you, known as cohorts.

The number and skill level of these cohorts is dependent upon your leadership score, as detailed below.

This score can change according to changes with you or your deeds.

**Leadership Score** = your level + Charisma modifier + any additional modifiers

**Table: Leadership Modifiers**

Circumstance	Modifier
You have done a great deed	+1
You are known for fairness and generosity	+1
You have a base of operations	+1
You save a cohort's life	+2
You have failed recently	-1
You are known for cruelty	-1
You are always on the move	-1
Caused the death of a cohort	-2

### Number of Cohorts

Cross reference your leadership score on the **Table: Leadership Cohorts** to see how many cohorts of various levels you have.

**Table: Leadership Cohorts**

Leadership Score	1st	2nd	3rd	4th
5 or less	-	-	-	-
6	3	-	-	-
7	5	-	-	-
8	10	1	-	-
9	15	1	-	-
10	20	2	-	-
11	25	2	1	-
12	30	3	1	-
13	40	3	2	-
14	50	4	2	1
15	75	4	3	1
16+	100	5	3	2

## Types of Cohorts

This will depend on the character's class and race and what would be typical for the area.

For example, this could be fellow thieves for a Rogue/Thief, elfen warriors for an elf fighter, or acolytes for a cleric.

## Special Cohorts

At your discretion, you may allow the character to have animals or creatures instead. They need to have the same HD to levels shown in the table.

## Example

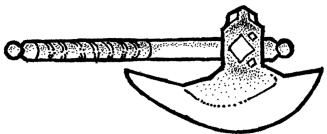
Tenaziir, our adventurous cleric, has a Leadership score of 6 (3rd level, plus +3 from a high Charisma). The character has

the newly acquired Leadership feat and so gains 3 x 1st level cohorts - acolytes.

After another two levels (now 5th level), Tenaziir has helped save his local temple from demons (+1 for performing a great deed). He now has a Leadership score of 9 and so attracts more cohorts: 15 x 1st level acolytes and 1 x 2nd level assistant priest in total.



Finally, after another level increase, Tenaziir accidentally caused the death of an acolyte and so has a Leadership score of 8 - some of the acolytes leave him due to the death, reducing the number of the 1st level acolytes to 10 and his 2nd level assistant priest.





# My Journey Into Map Making

By Toby

## DARK REALM MAPS

I've always been a world builder.

I must have been eight or nine when I discovered Fighting Fantasy books, in a book club brochure at school. These were the beginning of my journeys into fantasy worlds. They were solo games, where YOU were the adventurer and it gave me that spark of desire for more. The illustrations in particular caught my attention. The risky, scary Russ Nicholson creatures leaped out of the page and fuelled my imagination.

And then came the red box set...

This would be expanded for my friend group at school, which was larger and resulted in more detailed worlds and maps. Of course, these weren't maps to publish. They were crude tools which helped me guide my players through dungeons and

around made-up cities. I had no intention of unleashing them on the public. I was a teenager who was simply enjoying being a DM, bringing those worlds to life, creating a fantasy realm separate from my own. I reflect on this now and it makes me laugh because it feels as if things have come full circle, that it is exactly what I am doing now. But the journey was bumpy....and I wish I had arrived there much sooner!

I met my wife when I was 18 and we married young and had three children. I am still married after 25 years. 'DMing' took a back seat, well actually it was in the boot. The kids were physically in the back seat and I had to get a job. I originally studied film design and then went on to do a fine art degree. But the DM never left me.

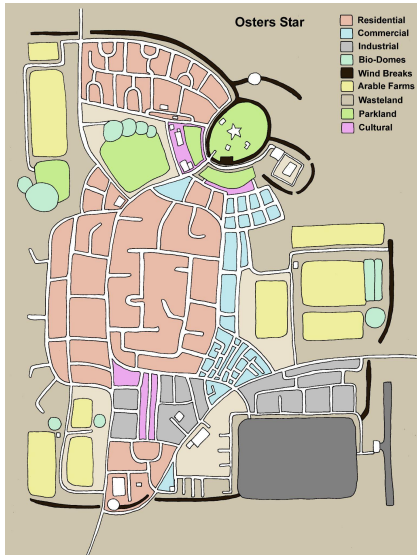
It manifested in many other ways, still an integral part of my being.

I had never left Firetop Mountain.

I continued to write short stories, the world creation for these taking up more time than the actual writing of the stories. The elaborate world maps in particular, full colour spreads, taking up a good chunk of that time. These remained in folders and out of sight. I read the RAMA books and discovered Conan and was, and still am, a hard core Star Wars fan.

I watched Hammer Horror and loved sci-fi and fantasy films. I explored computer games like Baldur's Gate and Neverwinter Nights. I became an amateur astronomer mapping the skies and drawing the surface of the moon, looking for other worlds,

always looking for other worlds. I am and always will be a dreamer.



But hey life always brings me back down with a bump!

I did an MA in Fine Art in my thirties and became active in a number of online communities playing survival games such as *DayZ Standalone*. I was teaching art at a college and an opportunity emerged. I was offered a place on a Doctorate in Southern Queensland, admittedly after slaving over a proposal of study. It happened so quickly. Within two months we had put the house on the market and sold up. I moved my family to Gold Coast in February 2017. The kids started new schools, my wife got a good job and I began my Doctorate of Creative Arts and loved it, passing the first year and looking forward to the next.

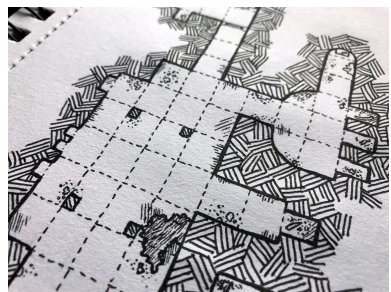
Then the University announced it was pulling all funding for Art's courses.

Not able to afford the full course fees we had no choice but to return home and although we tried to put a brave face on it, we were devastated.

This is where my journey into maps began properly. In a dark place.

Don't get me wrong. We were fine, broke, but I love my country and Australia. Both are nice places to live. But I felt on some level defeated? I was at my mums, we were living between our parents houses and I simply began drawing a tomb, full of graves and damp rooms. These were dark places or Dark Realm Maps. But what did these embody? Many things, yes that we were down, but also all my experiences of DMing and exploring other worlds that had so informed me thus far.

I was perfectly positioned to make these worlds and realised, as I drew them, I was there in that tomb. I was actually exploring this underworld and so I put in the details which have become my rich, trademark style. I explore and live every map I draw. It is just something I do.



Big deal! I drew some maps!

Well, there was a difference this time.

I could pull other people along on these journeys through a thing I was fast learning about...social media. I set up a Twitter account **@DarkRealmMaps** in early 2018 and started to share the black and white images of these tombs and dungeons.

It was exciting. People actually loved my work and boy did I need affirmation considering the situation. I was lucky enough to land a full-time job teaching art as well at the time and kept drawing my crypts! Then I had an idea.

How about some commissions to supplement my income? I offered my services for free to a number for people in the community and they said yes.

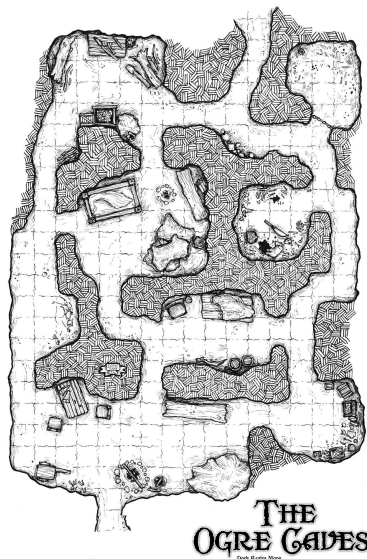
After a year I established a bit of a portfolio and people began asking me to draw maps. Other creators were actually coming to me and asking for maps. I was working with the likes of Midnight Tower and Jeff Stevens. This quickly grew and I was struggling to meet deadlines, working most evenings and still working full-time.Until I had a twenty five map commission for board game 'Where Humans Don't Belong' came through. This paid okay but the maps were complex, took ages to draw and it made me realise one important thing.

It was all too niche.

Drawing maps would never be a viable full-time job and I wanted to do something

like this as a career. I didn't want to be a teacher, nothing wrong with teaching by the way, I just do not feel like it is something I wanted to do too much of. It wasn't anybody's fault. There just weren't enough maps in the world for the growing number of elite fantasy cartographers.

Generally, publishers did not have enough money to pay a mapmaker for their time as a larger wedge went on illustrations and colour spreads understandably as these are the things that first catch the eye and can sell a project. It took a long time to draw a colour map as well. Planning and details had to be right as the players would be exploring these places and the DMs used them as tools. On some level I was co-writing locations with the designers.



In my mind there was only one thing to do. I had to unleash the DM. I began to write

supplements and publish them on DMsguild and DrivethruRPG. This did include map packs and me seriously trying to monetize what I did so I could do more!

This was slow going, painfully slow in fact and still is. I would never make a living out of what I sell through these online platforms. But it got me back into writing adventures and I loved it. But it still wasn't enough.

One big thing changed my life and still is changing my life. Kickstarter.

Some people loathe it, others are addicted to it but there is one thing for sure, it has empowered indie creators such as me to make a living out of their talents in a world where once massive corporations ruled.

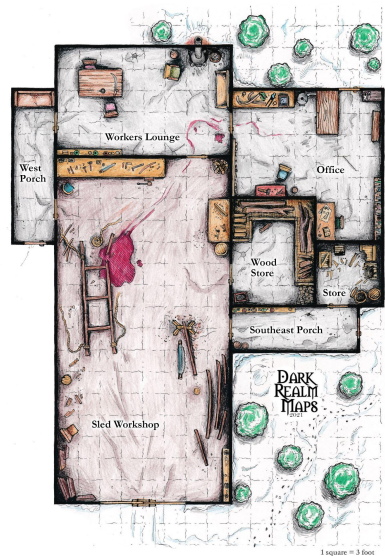
It has driven energy into the community and an opportunity and active platform to share the awesome worlds people like myself create. My journey through Kickstarter deserves its own article. It has been long and difficult, rewarding and addictive. I absolutely love the platform.

The D&D community is richer because of it.

Of course, there are these big games that people talk about that take years to arrive but that isn't what matters. It's all the rules' supplements and modules that now exist because of it, the indie games and zines, the worlds we can explore.

It is the DMs who have emerged from their own limited worlds into a much wider one.

Two years ago on Kickstarter, I began with a project that failed and today I am coming out of my tenth project that can sustain me full-time because of the awesome backers who now believe in what I do.



So far this year I have successfully funded two adventures, *Murder at Morley's Workshop* and *the Goblin Tower*.

At the core of these are beautiful, detailed maps because I am a cartographer but also deep down a kid still exploring Firetop Mountain, still DMing for my younger brothers, wanting to explore other worlds and share these with you.



# Find Familiar

## New Rules for Your Familiar



Familiars are an area that is often neglected or not used by a lot of roleplayers, but it is something that can give the wizard a good boost at lower levels and some real character.

I have laid out some new rules for familiars.

### Gaining a Familiar

Familiars are gained by the casting of the *Find Familiar* spell (see spell sidebar).

The spell is an arduous one and one that takes great concentration and effort on the part of the mage.

It also needs to be done near a place where the sought-after familiar is to be found naturally. A settlement (village, town, etc)

for a rat or crow, a mountain for an eagle, and so on.

This can cause complications as the spell requires a long time to cast and the mage cannot be interrupted when casting it or it is ruined.

When the spell has been cast successfully, the GM can roll on the following table to see what familiar appears.

**Table: Familiar Type**

D8	Familiar
1-6	The type wanted by the mage
7	Another type from the common familiars list
8	An advanced familiar

### Familiar Types

Listed below are some common familiars that a lot of mages have, but others are possible (see *A Better Companion* article in this issue for more “advanced” familiars).

**Table: Common Familiars**

D12	Result	D12	Result
1	House cat	7	Owl
2	Mouse	8	Frog
3	Rat	9	Toad
4	Ferret	10	Snake
5	Raven	11	Lizard
6	Eagle	12	Weasel



### Familiar Abilities & Traits

Familiars are magically linked to their owners. In essence, they are one and the same in many respects.

Due to this mystical connection, both the mage and the familiar receive certain benefits.

### Mage Benefits

The mage gains the following benefits as long as their familiar is within 1 mile of them:

*Senses:* The mage gains the senses of their familiar. By concentrating (and doing nothing else) a mage can see and hear through their familiar.

*Alertness:* The Mage is more alert when their familiar is nearby (within 30ft), gaining a +2 skill bonus (or +1 to surprise check for older editions).

*Empathic Link:* Both the mage and their familiar gain an empathic link, allowing them to communicate with each other silently.

### Familiar Basics

All familiars follow the following basic rules:

*Hit Dice:* Treat as mage's level or animal's normal HD, whichever is higher.

*Hit Points:* Half of the mage's HP.

*Attacks:* The mage's attack bonuses (including any strength or dexterity

bonuses) or the animal's normal attack bonus, whichever is higher.

*Saving Throws:* The mage's saving throws (including any ability adjustments) or the animal's normal saving throws, whichever is higher.

*Skills:* Use animal's usual skills, if any.

### Familiar Benefits

The familiar gains the following traits based on the level of the mage (as laid out in the following table).

**Table: Familiar's Benefits**

Mage's Level	AC	Int	Special
1-2	+1	6	Alertness, Improved Evasion, Share Spells, Empathic Link
3-4	+2	7	Touch Spells
5-6	+3	8	
7-8	+4	9	Spell Resistance
9-10	+5	10	

*Alertness:* The familiar is more alert when their mage is nearby (within 30ft), gaining a +2 skill bonus (or +1 to surprise check for older editions).

*Improved Evasion:* If the familiar is subject to an area effect attack that requires a saving throw, they take no damage on a successful save and half on a failed save.

*Share Spells:* At the mage's option, they may have any spell cast on themselves also cast

on the familiar, as long as the familiar is within 5ft at time of casting.

*Emphatic Link:* Both the mage and their familiar gain an empathic link, allowing them to communicate with each other silently as long as the familiar is within 1 mile of the mage.

*Touch Spells:* The familiar can deliver touch spells for the mage. When the mage casts a spell with a range of “touch”, and the familiar is within 5ft, they can designate the familiar as the “toucher”. The familiar can then hold the spell and touch a target. If the mage casts another spell before the touch spell is delivered, the touch spell ends.

*Spell Resistance:* The familiar gains spell resistance equal to 5 + mage’s level. If another spellcaster tries to affect the familiar with a spell (or spell-like effect), the spellcaster must roll equal to or higher against the familiar’s spell resistance.

## Using Familiars in the Game

Familiars can give a mage a nice boost in abilities and can be used in a number of ways. There are downsides if the familiar is killed however, so the mage must be very protective of their familiar.

## Losing a Familiar

When a mage’s familiar is killed, the mage feels the severed connection both mentally, mystally, and physically. They immediately and *permanently* lose a number of Hit Points equal to D4+HD of familiar.

They also lose all abilities the familiar gave to them. They will also need to cast the spell again to gain a new familiar.

If the familiar is greater than 1 mile away from the mage, the familiar will start to lose 1 HP per day undead dead.

## Find Familiar

### *1st Level Conjuration*

Duration: Permanent

Range: 30ft

Casting Time: 12 hours

Material Components: Brass brazier with 100 GP worth of incense, herbs, and fat to be burned

Conjure a spirit in the form of an animal that becomes magically bonded to you.

You need to cast this spell in an area where the animal would normally be found, and set up a brass brazier which will contain burned incense, herbs and fat. All the while concentrating and incanting.



# Something Not-So Familiar

## Advanced Familiars



As noted in the previous article, *Find Familiar*, mages can try and find more unusual familiars.

This can be done only if the mage travels to a locale where these familiars are found.

In addition to this, the mage must use a rare ingredient that has some connection to the creature being conjured, and burned along with the incense (see *Augmenting Spells* article in *Issue 4 of d12 Monthly* for more information).

Table: Advanced Familiars

D6	Result	D6	Result
1	Imp*	4	Shocker Lizard
2	Mephit	5	Stirge
3	Pseudodragon	6	Quasit*

\* Neutral or evil mages only

Due to a familiar being a magical spirit in the form of the creature, rather than the creature itself, the familiar only gains some of the special abilities of the creature in which form they have taken.

Unless otherwise noted here or under the *Find Familiar* article in this issue, an advanced familiar will have the same basic stats as in the *Monster Manual* (AC, movement, etc).

### Imp

The Imp familiar may turn invisible as per spell once per day. In addition, they can detect magic once per day.

### Mephit

A Mephit familiar has a breath weapon based on its type (irritating particles for Dust, ice shards for Ice, cone of magma for Magma, and steam for Steam Mephit).

As well as the breath weapon, a Mephit familiar is immune to damage associated with their type (wind for Dust, cold for Ice, fire for Magma and Steam Mephits).

### Pseudodragon

A Pseudodragon familiar can see invisibility as per spell once per day. It can also communicate telepathically with creatures who speak Sylvan.

### Shocker Lizard

Once per round a Shocker Lizard familiar can deliver a shock to a single opponent within 5ft. This does D4 damage. It is also immune to electrical/lightning attacks.

## Stirge

A Stirge familiar can drain blood from an opponent, draining D4 temporary Constitution damage from a target on a successful hit. After draining 4 points, it is full and cannot drain again for one day.



## Quasit

Quasit familiars are able to transform (as per polymorph spell) into one of the following forms once per day: centipede, toad, or wolf. Once per day, when not transformed, it can cause fear (as per spell) to everyone within 30ft.



## Role-Playing Familiars

Familiars should be independent of the character who is their master. They are loyal (if treated well) and there is a bond between familiar and master, but this can only be stretched so thin.

If a PC continually mistreats their familiar by constantly putting them in harm's way, the familiar will start to rebel.

You could even keep a loyalty score for a familiar as you do followers (see article *I Think Whosit Just Left* in this issue), but start the loyalty score at 12.

Perhaps after each adventure weigh up how the familiar was treated and make a check after any modifiers have been applied.

Advanced familiars in particular may have their own agenda they want fulfilled, especially evilly-aligned ones. And this could differ from that of their master's wishes or priorities.

Let the player control the familiar up until the point where the familiar starts to be disloyal.

It may refuse to do what is expected or told to do, or it may even follow the command but twist it while staying in strict accordance with the wording of the command.

Never feel you cannot take control of the familiar when it is being mistreated.

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