

The Big Book of Familiars

A Coven Expansion

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Chapter 1: Familiars

Familiar Animals

Badger [15 XP]

Might	Ken	Will	Charm
0	1	3	-1
Grace	Wit	Heed	Presence
1	1	1	1

Speed: 8

Skills: Crafting (Earthworking) 2, Intimidation 1

Badgers are striped, stocky, burrowing omnivores. They are normally docile, but have large claws, a strong bite, and a vicious streak when cornered. A badger's network of underground tunnels, called a sett, can stretch for a mile or more. Witches who take badgers for familiars are often reluctant to leave their territory, but will defend it to the death.

Bite & Claws: The badger rolls 4 dice for unarmed damage tests.

Snuffing & Rooting: The badger rolls an extra die on Perception tests relying on smell. It rolls a second extra die if the test is to detect something buried or underground.

Burrowing: The badger can burrow through about a metre of loose earth in 2 minutes, or a metre of packed earth in 5 minutes. It leaves a tunnel behind it.

Honey Badger [10 XP]: The badger rolls 5 dice for unarmed damage tests. It increases its Shock Threshold by 2.

Beehive [40 XP]

Might	Ken	Will	Charm
-5	3	3	-1
Grace	Wit	Heed	Presence
1	-1	1	2

Speed: 6 flying

Skills: Botany 1, Flying 1, Performance (Dancing) 1, Weaponry 1

Bees are more than just social creatures. A bee, such as it is, barely has a mind at all. Only the beehive, as a whole, can be considered to have a real mind. As such, a witch does not take a bee as a familiar, but a beehive.

Taming a beehive is no easy task, and the ritual to bind one as a familiar is further complicated by the distributed mind. Such a binding is an impressive feat, and a witch who has managed it can command a lot of respect from those who recognise this.

Hive: While the hive stands and bees reside within, the swarm is not dead. Swarms of bees can leave the hive, though they cannot be away from the hive for more than a day. The loss of the swarm does not kill the beehive, although a beehive that loses many swarms in quick succession will not be able to provide more.

Swarm: Being composed of many individuals, a swarm does not suffer injury in the same way most creatures. It is not subject to shock, and is destroyed only when it has taken 15 damage. However, the swarm grows depleted as it loses bees, and suffers a -1 penalty to all tests (including damage tests) for every 3 damage it has taken. A swarm can be healed only by being replenished from the hive.

Sting: A swarm rolls 4 dice for unarmed damage tests, which are not affected by the swarm's Might. This damage is dealt by injected venom. A successful attack by the swarm also deals 3 damage to the swarm itself, as bees are killed by stinging.

Dragonfly/Damselfly [10 XP]

Might	Ken	Will	Charm
-5	0	1	0
Grace	Wit	Heed	Presence
3	0	1	-1

Speed: 15 flying

Skills: Flying 2, Stealth 1, Weaponry 2

Dragonflies—and their cousins the damselflies—live for several years under the water, before they grow their wings and emerge. This adult stage only lasts a few months, and it is in this time that a witch must capture it and bind it as a familiar. It is a quick and nimble flyer, and a voracious predator. Albeit only of other insects.

Tiny Predator: The dragonfly cannot effectively attack anything much larger than itself, but rolls 4 dice for unarmed damage tests when picking on something its own size.

Dartwing: The dragonfly's Dodge Rating is increased by 2.

Duck [5 XP]

Might	Ken	Will	Charm
-2	1	2	1
Grace	Wit	Heed	Presence
1	2	1	0

Speed: 4, 4 swimming, 15 flying

Skills: Flying 1

Due to a duckling's tendency to imprint on humans, it is really quite easy for a witch to tame one and bind it as a familiar. Some ducks find themselves as familiars within a day of hatching.

Waterfowl: The duck can not only swim, but can take off from the water's surface.

Fox [15 XP]

Might	Ken	Will	Charm
-1	2	2	2
Grace	Wit	Heed	Presence
2	3	2	1

Speed: 12

Skills: Deception 2, Insight 1, Perception 1, Stealth 1

Cunning, sly, and quick-witted, foxes are much like many witches. Combined with their nimbleness, light feet, and a surprisingly strong bite, they can make invaluable familiars.

Bite & Claws: The fox rolls 3 dice for unarmed damage tests.

Hamster/Gerbil/Guinea Pig [0 XP]

Might	Ken	Will	Charm
-3	1	2	2
Grace	Wit	Heed	Presence
1	1	1	0

Speed: 6

Skills: Socialising 1

Hamsters and their ilk make popular pocket pets, and hence prime candidates for familiars. Certainly less repulsive than a rat, a hamster can even be disarmingly cute.

Keen Smell: The hamster rolls an extra die on Perception tests relying on smell.

Hedgehog/Porcupine [0 XP]

Might	Ken	Will	Charm
-3	1	3	1
Grace	Wit	Heed	Presence
0	1	1	1

Speed: 6

Skills: None

Hedgehogs have prickly exteriors, but they're softies on the inside. Witches who take hedgehog familiars are often much the same. A hedgehog can

curl into a ball for defence, stabbing an attacker with its spines.

Keen Smell: The hedgehog rolls an extra die on Perception tests relying on smell.

Spiny: Any creature which hits the hedgehog with an unarmed attack suffers a 2d damage test.

Curl: The hedgehog may curl into a ball on its turn. It cannot move or take an action that turn, but gains +1 Resilience until the start of its next turn.

Scorpion [5 XP]

Might	Ken	Will	Charm
-4	1	2	-2
Grace	Wit	Heed	Presence
1	1	2	0

Speed: 6

Skills: Intimidation 1, Weaponry 1

Scorpions are best known for the venomous stingers on their tails, curled above their bodies and held ready to strike. However, they often overpower their prey—mostly insects and spiders—using their pincers. Slipped into a sleeping victim’s room, they can even make potent assassins.

Pincers: The scorpion rolls 2 dice for unarmed damage tests using its pincers.

Tail Sting: The scorpion can make attacks with its tail stinger, injecting a deadly venom. Unlike its pincers, this does not cause an immediate damage test. Symptoms begin after about 5 minutes. Muscle twitches, stiffness, and even paralysis ensue over the next few hours. Victims must make a Might test to determine the severity and duration of symptoms. Critical failure on this test leads to death.

Serpent [15 XP]

Might	Ken	Will	Charm
-1	1	2	2
Grace	Wit	Heed	Presence
1	2	2	1

Speed: 6

Skills: Deception 2, Intimidation 1, Perception 1, Weaponry 1

Silver-tongued, slithering, and sly, a serpent is a favourite among some of the nastier witches.

Forked Tongue: The serpent rolls an extra die on Perception tests relying on smell or taste.

Bite: The serpent rolls 3 dice for unarmed damage tests.

Viper [10 XP]: The serpent can inject venom with its bite. If it does so, it rolls 5 dice for the damage test. The target must succeed on a TN 15 Might test or suffer paralysis over the next 5 minutes. Death often ensues, without medical attention.

Constrictor [10 XP]: The serpent gains a Might score of 1 (instead of -1), Athletics 1, and rolls an extra die on tests to entangle or restrain creatures. It rolls 4 dice for unarmed damage tests, and may roll such a damage test without first making a test to hit when it takes the Attack action targeting a target it has entangled.

Sloth [10 XP]

Might	Ken	Will	Charm
2	1	3	1
Grace	Wit	Heed	Presence
-3	1	1	1

Speed: 1

Skills: Athletics 1, Stealth 1

Sloths are best known for their speed—precisely, their utter lack of it. Although slow, they are strong and dependable. They pair well with very deliberate witches.

Arboreal: The sloth can climb at its full Speed, and hang upside down indefinitely without tiring.

Claws: The sloth rolls 3 dice for unarmed damage tests.

Slow Breather: The sloth can hold its breath for up to 30 minutes.

Squirrel [0 XP]

Might	Ken	Will	Charm
-3	2	2	1
Grace	Wit	Heed	Presence
1	1	2	0

Speed: 12

Skills: Athletics 1

Squirrels are best known for their nut-hoarding, and often attract witches with similar tendencies. They have an excellent spatial memory, as well as being very fast climbers.

Climber: The squirrel can climb vertical surfaces at its full Speed. It does not require a test unless the surface is smooth and hard, such as metal.

Scatter-Hoarder: The squirrel rolls 2 extra dice on tests to recall locations.

Flying Squirrel [5 XP]: The squirrel gains Flying 1, and can glide when it leaps from high places. It can travel a horizontal distance equal to twice the height it falls from. It suffers no damage from a fall as long as it is conscious and unrestrained.

Chapter 2: Familiar Feats

Familiar Feats

Crowing Portent [5 XP, Divination]

Prerequisites: Divination 1, One for Sorrow, crow familiar

A crow is a powerful portent, even if it's your familiar. You may use your familiar as the required bird for One for Sorrow. If you do so, you may use your familiar's Divination skill in place of your own for any tests as part of that Foresight, even if you cannot consult properly with it.

If you also have Seven for a Secret, you can use your familiar as one of the seven required birds, and gain the same benefit from doing so.

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