

DWEOMERCRAFT: FAMILIARS

CONCEPT DESIGN

Steve Creech

WRITERS

Steve Creech, Michael Hammes, Neal Levin, David Woodrum

ADDITIONAL WRITERS

'Rowan' Flowers, James Justice, Shawn Muder,
Darren Pearce, Amanda Woodrum

LINE DEVELOPER

Darren Pearce

ART DIRECTOR

Gillian Pearce

INTERIOR & COVER ART

Ceredwyn

BORDER ART

William McAusten



DESIGN & LAYOUT

Duncan Fielden

EXECUTIVE PRODUCER

Neal Levin



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PREFACE

Juliana's Cat

Night had come rather swiftly to the small town of Glenvale that sat just on the borders of the Idrian mountain range, just shy of the river Kadren. The sky was a ruddy dark color, almost like ochre, burnt in places by the phosphor brightness of the winking stars. A low heavy fog whispered through the cobbled streets and seemed to cling to everything as the wind stirred it, like a witch brewing a potion. Only those who did ill or watched for signs of trouble prowled these back ways and thoroughfares, thieves and watchmen alike – all slipping through the darkness like wraiths in an ashen graveyard.

They were being watched however, and they did not know it, for high above the town's hubbub both night and day the tower of Juliana 'The Hellion' of Glenvale rose into the sky, lights burning in the stained glass windows – almost like some kind of eldritch beacon. But it was not a human being that watched them, no; something else pierced the veils of mist and shadow with green, lamplight eyes that scrutinised everything with a kind of 'bored' expression.

"Midnight?" came the soft voice of the sorceress as she passed towards the languid feline, lazing there on one of her experiment tables in the small tray that sat by the side of the window. "What in the moons has your attention this night?" Waves of red hair fell about the woman's face as she leaned closer to peer out of the window and her cat, playfully and some might have said 'on purpose' began to pull at the tassels on her figure hugging purple dress.

The cat, a sleek and utterly black lithe being gave her mistress a soft yet stern look, flicking her ears back in a mock display of 'irritation' and twitching her tail, she did not reply, she simply rolled around in the tray, crushing parchment and almost knocking a nearby water container over with an outstretched paw.

"Oh Midnight," she sighed and began to slowly scratch the cat behind the ear, slowly the feline began to emanate a low 'thrumming' purr and her scrabbles ceased. Until, of course, Juliana looked away, then the two front paws came up to lock around her arm and the teeth gently but still with some bite to them, began to nip at her arm. Once the arm had been killed the cat then began to 'disembowel' it with her back paws, of course, all of this was mock and her claws were hardly able to make much of an impression on the woman's skin – but still she was determined to put on a good 'show'.

Juliana watched this ritual; this had gone on many times before and she doubted that the cat would ever change, which she didn't really want – she was a character and the sorceress liked her just the way she was. She waited until the cat lost interest and began licking a paw and washing herself in disgust after being contaminated by her Elven mistress, then began to look out of the window to the streets below.

"Mistress?" the cat said, a low thrum in her voice. "I did not hurt you did I?" There was concern there, and for this question the feline got her answer as Juliana patted her on the head splaying her ears to odd angles.

"No, not at all, why did you think, you did?"

"I have sharp claws... teeth and I tend to play a little rough sometimes." The familiar purred softly at her mistress's touch. "I don't like that mist." Typical of course for a cat, the subject changed in a flash of those green eyes and another contemptuous lick of her paw. "Something is not right with it."

"Oh?" The sorceress's amber eyes, cat-like in looks and with a soft glow about them, pierced the darkness and she narrowed them in surprise. "You could well be right, Midnight, you could well be right."

She turned from the window and paced across the study of her tower, past the brilliantly burning fire whose flames licked at the logs hungrily like dogs at a scrap of meat. The luminescent flares caused the shape of her body to be seen beneath that dress and any would-be bystander would note; she was unclad beneath it. Her slim hand that was tipped with long fingernails – lacquered black, gripped the long comfortable wooden staff that rested by the fireplace and she spun around.

"How do I look?" She preened a little, amber eyes dancing.

"The same as always, mistress..." the cat yawned.

"Oh?" Her face fell a little and her tongue bobbed out just peeking between her teeth.

"Dressed to kill," Midnight appeased with a feline grin, the grin spoke of sneaky mollification and subtle praise.

The sorceress nodded approvingly at her familiar and her expression brightened into a sly grin, she pushed her long crimson locks out of her face and once more returned to the window, opening it and breathing the night air. It smelled damp, like the world just after a great storm, but also the smell of the grave wafted into the breeze and clung against her lungs causing her to cough and slam it closed in disgust.

"Juliana?" the cat said worriedly. "What happened?" Her tail lashed backwards and forwards before curling into a '?' shape.

The woman snapped her eyes shut and fought to control herself, the smell clung so badly it caused her to retch again, but after a few moments the feeling subsided and she slowly opened her eyes again to reply to the cat, which now attempted to weave her way around and around her legs.

"Risen," she shuddered. "Quite a number of them, just at the edge of the town, go and warn the guard and then meet me outside." And at this she vanished in a flash of dark green light, only to reappear inside the clouds of mist, amber eyes blazing, she despised the undead known as the Risen and unless she intervened, the guard alone would not be enough to stop them from butchering the town.

The cat danced off across the table and down to the floor, stopping to bat a small ball of rolled up parchment towards the underside of a cabinet, before nimbly squeezing through the magical 'door' that lead out and down of the sorceress' tower. The world flickered out and in again as the cat 'popped' out of the small opening at the base of the tower, paws dancing her through the mist towards the guardhouse, she was going to find this amusing.

The bright burning lights of the lanterns drew dark and forbidding shadows across the two-story squatting stone building, the shape broken and bent like an old man. Small tiles littered the floor, probably from the escapades of yet another bungled rooftop chase. The town's guard were a sturdy lot upon the ground, but when they were put on a roof they became as agile as a dead stoat.

"Ger-out-of-it!" came the gruff yell from one of the open windows, shortly followed by a boot and a crash. Midnight ducked the boot and danced to the side, she pondered serious retaliation but that would wait till another day, one guard would either find his shoes fouled or containing a dead animal of some description. She had important business and the guard were not going to stop her, fetching them to the danger.

"Thank you, I am sure I will let my mistress send a few choice fireballs your way for that insult, you fat..." She was cut off by another thrown boot, and then there was a rather startled yell.

"Eh, wot?" Then the sound of more feet as another face appeared at the window. "S'moggy innit." Yawned a bored looking guardsman. "Bog off cat, we aint's got no fish fer th'likes o'ye!"

"Fish?" The familiar hopped onto a barrel and stood proudly. "I am not looking for fish, the Risen are here in numbers and the mistress requests your help." At this, from the far north of the town there was a bright flash and a rolling sound of thunder. "Quickly!"

It was as though the very gods had come before the guard and asked them each to pick out a pink dress to wear for their wedding, a mix of faces appeared at more windows and the guard on duty looked back to the cat, the bubbles of voices rolled from the inside of the building in shouts and quickly formed excuses of apologies and declinations of aid.

"Can't, interrogatin a scum we found."

"I'm interr'gatin too!..."

"And me!"

"She's a sorceress, s'her job ta deal w'th'undead!"

And so the guards' building once more was quiet as the windows slammed and they locked the door, the Risen were the worst form of undead, well they were the only form but they had all heard the stories so they cowered in the building, and the cat really couldn't blame them, since they were after all only 'Human'. She was about to walk off when a string of claps echoed from a nearby alley, the feline turned around and caught the glimpse of a medium height cloaked figure, he looked more like a thief than an adventurer but something about him set the cat at ease.

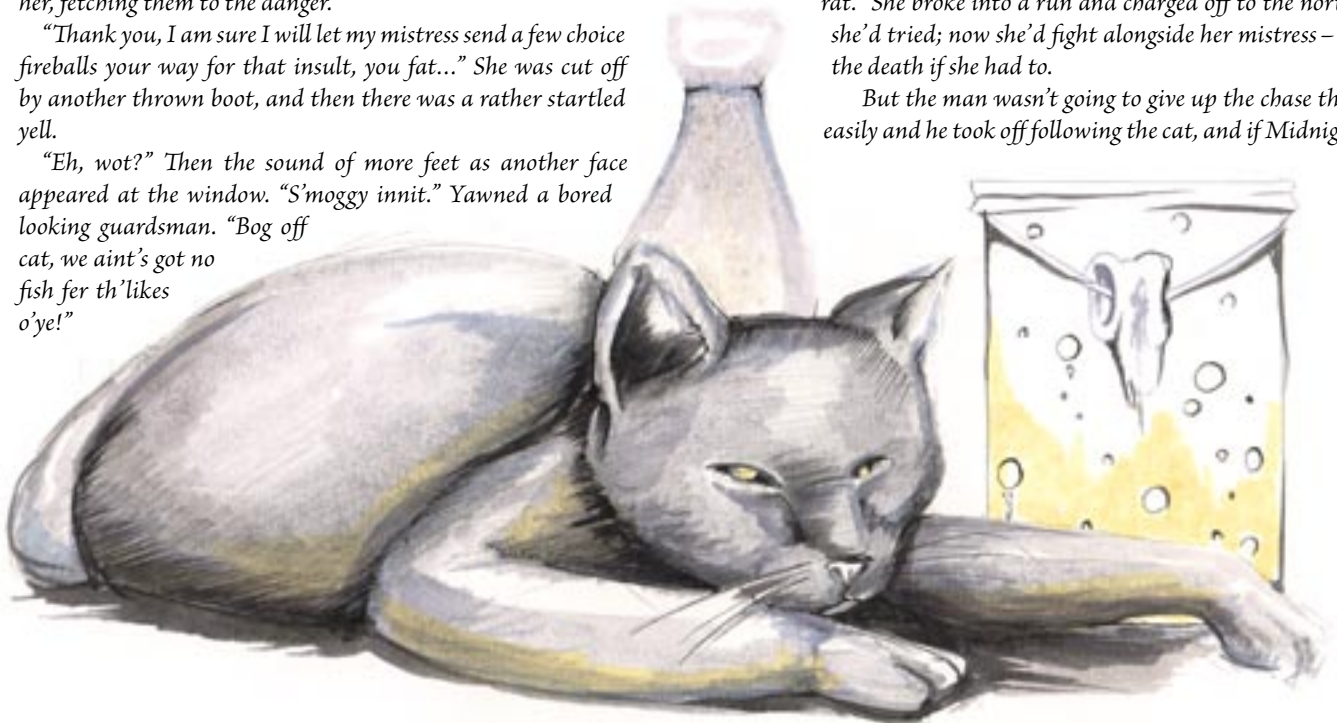
"Nice, you got them to help, really quickly." The voice was humored, gray eyes flashed under the hood, lit by the light of another blast from where Midnight's mistress battled the undead. It was laced with a kind of sarcasm that quickly faded as the cat narrowed her own eyes and stalked off.

"Go away," she said with an indignant flick of her tail.

"And let such a pretty lady go off into danger, possibly die and possibly without giving me some kind of reward?" the man called after the cat. "What kind of hero would I be if I did that?"

"The wrong kind, go back to the alleys and skulk, alley rat." She broke into a run and charged off to the north; she'd tried; now she'd fight alongside her mistress – to the death if she had to.

But the man wasn't going to give up the chase that easily and he took off following the cat, and if Midnight



tried to duck into an alley or leap up to a roof, the lithe tracker kept with her, shadowing her every move and step. Slowly he formed a favorable impression in the cat's mind and she slowed to a stalk as they both now neared where the last spell had been seen.

Without warning a bone white skull attached to ravening teeth and claws came out of the mist, along with the sorceress, she was bleeding from a number of small wounds but still kept fighting – beating this thing off with her stave like a quarterstaff.

“Duck!” she heard and instinctively she dropped to the floor, sweeping her staff in an arc, trying to overbalance the undead that sought her throat.

Her staff swung and as it did so, there was a sudden glow as the hooded and cloaked tracker's sword scythed through the air, hissing as it came, it seemed to them both – as much as they could tell, that it burned with a strong magical fire, as bright as the light of the moon. When it connected with the Risen it cut the creature in half and caused both halves to smoulder, without stopping the man thrust his blade into it again and again until there was nothing left but charred clothing and smouldering debris.

“Oh my,” said the cat and it blinked a couple of times, as the last Risen smouldered into a pile of nothing. “You really did clean up, you didn't need our help.”

“Oh I did,” breathed Juliana harshly and wiped some soot from her skin, looking down at her torn dress. “I was out of spells.” She gave an impish grin and looked around to the now clearing mist. “You took your time, where are the guard?”

“Safely cowering in their hovels, M'lady,” the tracker replied, pushing his hood closely around his face, hiding those features once more.

“Well, you have my thanks stranger. Can I do anything for you?” she asked, clicking her tongue at the damage done to her stave, the claw marks of the Risen showing in the wood. “I almost joined the Lady Pale.”

Midnight curled around the man's legs for a moment before she trailed to her mistress and sat at her feet, looking around once more, green eyes shining like lanterns in the darkness. “Oh he was

looking for some kind of reward... or something...” she added with a feline smirk.

The sorceress shot her the kind of look that could burn through metal, an acid glare that caused the cat to once more lick her paws and ignore the woman. “I would ask of your name first?”

“I am Faeyrn, the tracker, my Lady,” he replied. “And my reward would be your help. I seek the slayer of my sister.” His grey eyes caught hers and she saw in them a lifetime of pain and sorrow.

“Oh...”

“But if you cannot help me, I will not trouble you further.”

The man bowed, dressed in those dark colors, he was more like a thief than a famous hero. She'd heard of him of course, everyone in the Kingdom had – he was the man who braved the treacherous lands of the Wolvren (Vicious wolf humanoids, who delighted in cruelty and torture) to hunt down a dangerous saboteur who had caused the City of Gilenas to fall to the invading armies of a conquering warlord. He brought this man to the Queen's justice, Nennuir of the City of Ruatha and rightful ruler of the shard of Kelbarden where Glenvale was only a part and then vanished again without word or trace.

“Come with me, and Midnight... to my tower. I would be honored to help you more, perhaps you would indulge me with a story or two?”

He gave her a wary look but nodded softly. “Of course.” And turned to follow both of them back to the towering stone construction that surveyed the city like a watchful eye. His mind was thick with questions and it burned to know what had happened to his sister, he was hoping in his heart that the Great Wolf had guided him to the right place, she could help him and perhaps he could lay this haunting spectre to rest. But another question perked into his soul, like the cat's tiny prickling claws – who or what had sent the Risen to the town, and why?

And as they stepped into the slowly vanishing mist, the three of them failed to notice that on one of the nearby rooftops someone watched with a skull-faced glee, his eyes seething with hatred. His time would be soon, but he had to wait...

Introduction

The familiar represents one of the best opportunities for role-play, but yet it is often one of the most neglected. Gamers tend to treat a familiar much like a magic item. They file the familiar away in their character's inventory to use it only when a situation calls for it. One of the issues behind this can be attributed to a player's (or Game Master's) unwillingness to give the familiar a life of its own. Another issue has to do with the limited choices available when selecting a familiar. The *PHB* lists nine different animals that one may choose as a familiar. The information presented here is intended to help solve some of these pitfalls by giving gamers the tools to make their familiars unforgettable. When either a wizard or sorcerer is created as a character, he gains the

ability at first level to summon a familiar. As previously mentioned, the *PHB* allows for nine possible selections. If the need for a new familiar should arise during the character's career, he is still limited to those nine choices even if he is nearing 20th level. Game Masters can take one of two approaches when using the material in this book. He may choose to grant his spellcasters use of the spells outlined to summon stronger and better familiars, or he may elect to use the feats option, thereby forcing a player to sacrifice one or more feats for the privilege of having a more unique familiar. This latter option would be quite appropriate for a low magic campaign setting whereas the first option is more designed for a setting where the use of magic is more prevalent.



CHAPTER ONE:

The Relationship between Master and Familiar

The door slid open on silent, dwarf-built hinges as Felawyin glided into the empty room. Her natural grace, birthright of the elves, showed her every movement to good effect as Skydancer, her stunning silver and brown goshawk, peered watchfully into every nook and cranny of the empty chamber. As the door slid closed behind her she walked toward her seat, a high-backed oaken chair with silver inlays, her every step the epitome of poise and beauty.

"Magnificent," if the voice rising out of thin air surprised Felawyin, she did not show it as she took her seat on the green velvet cushion. Skydancer cocked his head in the manner of avians toward the source of the voice before nimbly stepping from his mistress's shoulder to his perch at the top of the chair without ever taking his eyes off the spot in the air where the voice had come from. Skydancer's watch was rewarded momentarily as the source of the voice winked into view.

The darkly dressed figure of Tristam of Earlyvale bowed deeply from where he was seated in his shadowy ash chair, an action duplicated by Shade, his sleek black-coated cat that sat contentedly on his lap. "Indeed, Felawyin, your entrance is something to behold, as always." The elven wizard gave a gentle nod of her head at the human's obvious flattery before turning her gaze toward the chamber door, but she still caught him clutching his hands over his heart in exaggerated appreciation of the gesture.

Shade arose in her master's lap and stretched, her pink tongue rolling from her mouth. With the ease of the feline race she gently dropped to the floor and padded over toward the elven wizard, Skydancer's gaze keeping a close watch on the cat all the while, and coming to a halt at her feet. Felawyin kept her gaze focused ahead appearing to not notice the feline. Shade stood there looking up at the elf, but she still did not notice her. Tristam noted the trio with bemused interest. Skydancer continued to stare at this intrusion upon his mistress's attention while Shade continued to look up at the elf in cool expectation even as Felawyin appeared to ignore everyone.

It was Shade who broke first, a quiet purring emanating from her chest; Tristam could almost see a look of dignified disgust on the goshawk's features at Shade's antics, yet Felawyin appeared not to be moved. There it was, the quiet mewl that Shade employed when she was getting impatient, yet the elf paid it no mind.

Shade sat down on her haunches, clearly annoyed at this lack of attention. She hesitated a moment, her feline pride warring with her desire for attention. Finally, desire won out over pride and she put out a paw to gently pat at the elf's legs while letting out a slightly louder meow.

Felawyin's face broke out in a grin as she reached down to pick up the indignant feline. "Oh, you are a bad one," she mock-chided the cat as she placed it in her lap and began to scratch her behind the ears. Shade stretched herself out luxuriously in the elf's lap and even Skydancer's stoic discipline could not hide it as his disgust at the feline's antics became even more pronounced.

"Traitor," Tristam whispered toward Shade even as he wondered how he might fashion to change places with his familiar, but the feline paid him no attention.

Suddenly, Shade's ears perked up. The others caught the motion and put their focus to the door, which slid open a moment later to reveal the small figure of Kyra. The gnome was still arrayed in his traveling garb as he ambled across the chamber, mumbling something unintelligibly, his mind clearly elsewhere. Moving quickly across the gnome illusionist's shoulders was Trickster, the stoat's indefatigable curiosity driving him from one perch to the other, eyes and nose searching for anything of interest. Even as Kyra took his seat on the calico wooden chair that marked his rightful place his mind never left whatever puzzle it was considering and he continued to stare off into the distance mumbling under his breath.

Finding that his movable perch had stopped, Trickster dove from his master's shoulder and rushed across the floor. His first stop was Tristam, but he moved on after a quick sniff or two at the human's boots. The stoat's next was Felawyin, who reached down to scratch the hectic little weasel's head, much to the displeasure of Shade who pawed at the elf's outstretched arm while casting a jealous eye toward the weasel. Skydancer just shook his head as the cat's pawing became more insistent, but before there was a problem, Trickster was off again into the nearest corner of the chamber, his whiskers twitching like mad at the adventure of it all.

Tristam continued to look over at the gnome trying to see if he could quietly get his attention, or at least decipher what the gnome was all about, but before he could get any sense of the

ramblings the door opened once again and in strode Slaugh, the half-orc sorcerer, followed by Decimator, his giant tiger. At the sight of the large cat, Shade immediately raised up in Felawyin's lap, arched her back, and hissed her worst. Slaugh ignored the cat and continued to his seat, the largest chair in the room, even as Decimator lowered his head and stalked toward the sorceress. With a sudden leap he covered the distance to the elven wizard.

The sudden appearance of the large cat at her feet failed to elicit even a small shock from the elf or Skydancer, but Shade immediately shrank back against the elf looking for a quick way out. She darted left, but Decimator's huge paw was already there. She darted right, but again Decimator's paw beat her to it. Decimator's huge face now loomed above her and Shade curled into a shivering ball as the tiger's jaw opened to reveal dagger-size fangs heading straight toward her.

Shade let out a pitiful wail as the tiger's jaws closed in and she stuck out a lone clawed paw to ward off certain doom. But her brave defense was all for naught as the tiger's huge, rough tongue rolled across Shade, ruffling her fur and covering her in saliva. His dominance established Decimator ambled back to his master as Felawyin set the slimy black ball of fur that was Shade onto the ground.

"Serves you right," chided Tristam with a broad grin as Shade, her disgust evident in every expression and movement, made her way back to him. Slaugh could no longer contain himself and his booming laughter echoed in the chamber and even Felawyin had to cover her mouth with the back of her hand. The mockery of her condition caused Shade's indignity to rise even further and she arched her back and hissed at Slaugh, but a quick head-raise from Decimator, now lying contentedly at his master's feet, quieted her and she slunk off under Tristam's chair.

"What's so funny?" The sudden input from a bewildered looking Kyra caused a renewed bout of laughter to from Slaugh, with Tristam joining in. "What?" the confused gnome asked, a smile cracking his lips at the mirth despite not understanding the joke. "What?" he asked again, his grin growing broader, but he found no help in either Tristam or Slaugh, who were too busy laughing, or Felawyin who, despite her best attempts and hand over her mouth, was clearly enjoying herself.

"What's so funny?" The voice from the open doorway only made the situation worse. Slaugh was now literally shaking in his chair as he increased the volume of his laughter, which egged on Tristam who already had tears forming in his eyes. Kyra shrugged his shoulders at the newcomer as he laughingly joined into the joke he still didn't understand.

"What is going on here?" the voice, belonging to the halfling wizard Tigerlily asked again, this time

directing her question at Felawyin, but she quickly realized the futility of it as she noticed the elf wizard's shaking body. Spotrun, her dog, shared her quizzical expression. Shaking her head in bemusement Tigerlily made her way to the smallest, but arguably the most comfortable, chair in the chamber while Spotrun took a closer look at the scene.

The elf was losing the battle to control her laughter while Skydancer seemed to gloat at the dark spot under the laughing human's chair that could only be Shade. The cat was busy grooming itself, pausing every now and then to cast a baleful glance at Decimator. The huge tiger was lying comfortably at his almost incoherent master's feet looking very satisfied for some reason. The gnome was laughing somewhat confusedly while Trickster was running from one corner of the chamber to the other like mad with the energy of it all.

Spotrun shook his head and joined his mistress at her chair. He gave her a questioning look, but she just shrugged and shook her head. With a soft sigh he laid down on the cool floor, his mistress's hand falling reassuringly on his head. This was going to be a long session.



Races and Familiar Preference

PC RACES

ELVES AND HALF-ELVES

Lovers of beauty and nature elven spell casters usually hold favor in familiars that share such virtues. Of all creatures it is perhaps the avian varieties that the elves fancy the most. Birds are usually quite beautiful and like the elves themselves these familiars are swift, agile, and feel quite at home amongst the great trees of the forests.

Advantages: Elves usually possess a charming quality that most familiars find to be rather favorable.

Disadvantages: The more unsightly, savage, or “lowly” familiar types usually do not align well with elves and half elves.

GNOMES

Gnomes have a distinctive love for nature and as such their spell casters tend to shun familiars that were not originally normal members of the animal kingdom. Beyond such selection, however, the overall selections of gnome familiars are quite diverse. Beavers, butterflies, and ferrets are quite common as are also more domesticated animals such as cats.

Advantages: You are a friend to nature, thus there are a lot of animals around already willing to become your companion.

Disadvantages: As a gnome you will probably feel somewhat out of place with a more exotic type of familiar.

HALFLINGS

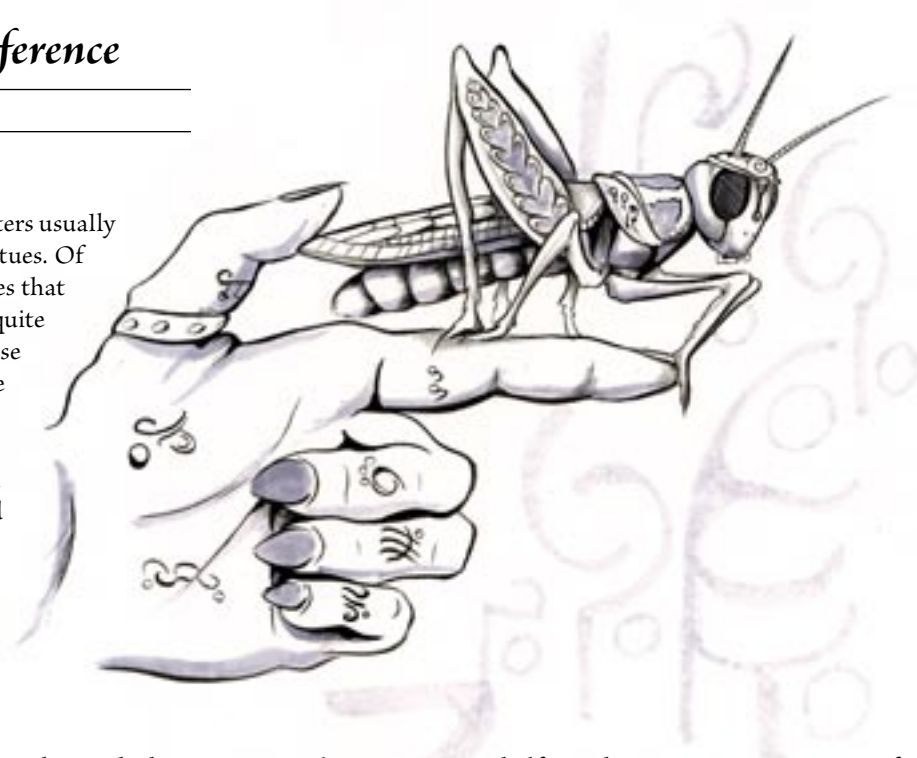
Compact in size and usually specializing their abilities of stealth halflings often favor familiars that can move about unnoticed. Vermin, rodents, and the smaller, common varieties of avian usually fit these needs quite well. If a halfling spell caster often finds his or her self lacking the ability to hide or forced to fight on most adventures the halfling may then hold greater preference for a familiar with more combative prowess.

Advantages: As a halfling you appreciate the finer points of certain familiar types that the spell casters of other races easily overlook.

Disadvantages: Other than the obvious factor of size halfling spell casters suffer few disadvantages when selecting a familiar.

HALF-ORCS

As even these spell casters tend to share their race's tendencies of brutality and blood lust the familiars of these coarse, brutal individuals tend to be on the vicious side. Cold blooded vermin and reptiles or grizzly things full of teeth and claws usually hold the most potential for serving as a familiar to a half orc.



Advantages: As a half-orc the more savage varieties of familiars have a natural draw towards you. The dire version of familiars are much more common.

Disadvantages: Due to your race's tendency to have a “charming” demeanor more peaceful familiars will probably find themselves at odds with you at times.

HUMANS

Due to their diverse nature humans have no particular favorites amongst familiars. Virtually every variety of familiar at one time or another has bonded with a human spell caster.

Advantages: As a human spell caster you come from a very diverse race of people, thus allowing you a good deal of flexibility in regards to choosing a familiar.

Disadvantages: There are few disadvantages for a human in regards to familiars.

OTHER RACES

AASIMAR

Though a few of these noble-looking spell casters have been known to accept the more desirable and trustworthy of animals, most aasimar summon good aligned outsiders for service as familiars.

Advantages: Good natured familiars will mostly likely prove to be especially cooperative and loyal.

Disadvantages: No matter how powerful or beneficial they may seem the evil selections of familiars are more than likely off limits to you.

DRIDER

While it would seem likely that the drider would most often choose a monstrous spider or at least a tarantula for service

as a familiar this is not always the case. Many drider spell casters like a bit of diversity when it comes to selecting a familiar, particularly if they intend for this creature to serve as a scout and a spy. While the common fare of spiders and tarantulas are selected reasonably often there is quite a bit of popularity amongst the drider spell casters in regards to selecting scorpions, salt basilisks, and vultures for service as a familiar. Also, though such humanoids are typically regarded as being a good source of dinner for a drider spell caster the use of a goblin or kobold as a familiar is starting to become rather popular.

Advantages: You can make really good use of a familiar possessing attributes far different than your own.

Disadvantages: Your familiars tend to get tangled up in your webs quite a bit.

DROW

Cave dwellers with a common intrigue and popular amount of sacred devotion to the arachnids, the drow hold high favor towards tarantulas. In addition to the drow lore that is centered around spider like creatures tarantula familiars have also proven to be effective spies. Capable of being able to silently crawl across the cavernous walls these creatures often go unobserved by intruders.

While not as common of a selection as tarantulas many drow spell casters also choose monstrous centipedes, bats, and serpents for familiars.

Advantages: As a drow you have a natural sense of appreciation and respect for spiders and other such vermin.

Disadvantages: You can quickly find yourself at odds with surface dwelling creatures, thus making such animals and beasts unlikely familiars for you.

ETTIN

Ettin spell casters, what few exist, are hardly less barbaric and cruel than the common variety of their kin. As such ettin wizards and sorcerers tend to prefer the service of a familiar that can stand the hardships and beatings that are commonly associated with the typical day to day living in an ettin lair. Wolves are prime choices, as are cheetahs and rust monsters.

Advantages: The power of your brute strength is sure to keep your familiar loyal and in line.

Disadvantages: Most of the physically weaker familiars tend to perish from the "proper guidance" of an ettin spell caster.

GOBLIN

The poor goblins are usually considered to be amongst the lowest of humanoids and quite often they pick lowly familiars that seem to fortify this opinion of the goblin blood. Skunks are popular for their hideous smell, which for some strange reasons goblins actually seem to enjoy in mild doses. Vultures and rats hold great favor for their repulsive eating habits while the common toad is held desirable by goblin spell casters for its ease of finding in nature (just grab one up and claim it as your own) as well as the creature's warty skin. More powerful (though also potentially more

repulsive) goblin spell casters seem to prefer different forms of monstrous vermin for familiars, with centipedes being the most common choice.

Advantages: Goblin spell casters have no special sense of "edge" in regards to familiars.

Disadvantages: Your race is considered to be so low on the scale that there are a few familiar types that are somewhat superior to your fellow kind.

HOBGOBLIN

Hobgoblins prefer furry familiars with sharp claws and lots of teeth. As such only the more carnivorous of creatures are chosen for service under a hobgoblin spell caster. While dire rats are not entirely uncommon creatures such as wolves, weasels, bobcats, and badgers are more popular choices.

Advantages: As a hobgoblin spell caster you do not have any outstanding advantages in regards to familiars other than the fact that you are capable of handling the stronger, more ferocious selections should such a creature get out of hand before its transformation.

Disadvantages: You may prove to be too hostile for most prospective familiars.

KOBOLDS

Perhaps one of the fewest of races that are considered to be even lower on the humanoid scale than goblins, kobold spell casters prefer creatures that combine both a primal sense of viciousness along with an instinctive, practical nature. For these reasons the rat is considered to be the most favorable of choices amongst these spell casters. Some kobolds also favor vermin and weasels as familiars.

Advantages: Having a familiar around gives you an extra set of senses and thus an extra bit of an edge.

Disadvantages: Your own kind have become familiars themselves. As such it may be a bit trying to get a more powerful creature to willingly become your familiar.

LIZARDFOLK

The choice familiars for these humanoids are fairly obvious. Lizardfolk hold high favor in a variety of reptiles and amphibians, especially lizards and snakes. Turtles are also common selections, as are also toads, mudpuppies, and larger varieties of newts. A few lizardfolk spell casters have also been known to choose different types of fish for familiars. The choice of a monstrous vermin for a lizardfolk's familiar is rare but not entirely unheard of.

Advantages: As a lizardfolk spell caster you have a nature sense of bonding with reptiles and amphibians, making such creatures good choices for familiars.

Disadvantages: You may have some degree of trouble trying to relate to mammal familiars.

MEDUSA

Not surprisingly, the prime choice of familiars for a medusa is a serpent. In addition to snakes spell casting medusa are also known to hold preference for monstrous centipedes and a variety of bizarre, evil creatures, particularly those that are

outsiders. However, despite such creatures there is a growing popularity of the use of skeletons for familiars amongst a few “more modern” medusa spell casters.

Advantages: As a medusa spell caster you often find yourself relying on your familiar’s eyes to explore areas where your own appearance as well as the effects of your gaze would easily give you away.

Disadvantages: You must be careful not to let your prospective familiar fall victim to your gaze before its transformation is complete.

MINOTAUR

Though spell casting minotaurs are fairly rare and their population wide spread it seems that the boar is held as being the most favorable of choices for a familiar. The minotaurs hold much the same value for a boar as the orcish spell casters have for these creatures.

Advantages: As with an orcish spell caster you are able to keep the more aggressive familiars in line.

Disadvantages: Your barbaric ways usually get in the way when it comes to your reasoning in regards to the virtues of familiars that are physically weaker.

OGRE

Ogres tend to prefer familiars that don’t appear to be too edible amongst their fellow kin. For this reason (as they are too crunchy) monstrous vermin make for popular ogre familiars. The ogres are especially fond of centipedes.

Advantages: If you can overcome your appetite long enough you may be able to use your magics to transform a creature into service for you as a familiar.

Disadvantages: Just because you can control your appetite in regards to your familiar does not mean that your fellow peers are likely to do so as well.

ORCS

Orc spell casters have been known to choose an assorted variety of creatures for familiars with the surrounding environment usually dictating which particular type of creature would be the most favorable to a particular orc. Out of all the different selections however the boar is held as being the most popular amongst the orcs as these spell casters find the irritable temper of the boar along with its powerful tusks to be a desirable combination. Scorpions are also reasonably common as well since these vermin are a natural producer of poison and can cross over difficult terrain with little fuss.

Advantages: As an orcish spell caster you have the right sense of “discipline” that it takes to train the more aggressive beasts into proper service as familiars.

Disadvantages: Your aggressiveness will probably limit you greatly in regards to animals openly willing to become familiars for you.

SAHUAGIN

The sahuagin have a distinctive relation with sharks. As such, many sahuagin spell casters have been known to keep sand sharks as familiars. In addition to these toothy creatures,

these evil undersea spell flingers have also been known to summon stingrays for familiars.

Advantages: As a sahuagin spell caster you have a vast ocean’s worth of creatures to choose from for a familiar.

Disadvantages: While you have the ocean to choose from you more or less lack the ability to successfully choose the finer selections of land dwelling familiars.

TIEFLING

Though snakes, spiders, bats, and all sorts of foul, common creatures make for good pets and familiars for the devious tiefling, these fiendish looking spell casters hold a true preference for summoning a wide manner of evil outsiders or unnatural, exotic beasts. The use of a skeleton as a familiar is also quite popular amongst many tieflings.

Advantages: As a tiefling spell caster you are sort of creepy yourself, thus you shouldn’t have too much trouble attracting a familiar that is suitable enough to scare off the last of those pesky neighboring villagers.

Disadvantages: One can only hope that you are not good in alignment and have hopes of trying to persuade a more gentle, placid looking creature to join you in service as a familiar. Chances are you’ll probably scare the creature to death before the transformation into a familiar is complete.

TROGLODYTES

Troglodytes usually hold favor towards the toad for their familiars though a variety of aquatic creatures, especially the hagfish, considered desirable as well. Though these two creatures are the most popular a troglodyte spell caster is liable to choose any critter that is particularly repulsive, poisonous, or otherwise foul in nature.

Advantages: There are a lot of unique, foul little critters out there for you to choose from as a troglodyte spell caster.

Disadvantages: Thanks to your natural “aroma” it might be a trying task to get a decent sized creature willing to hang around long enough to be transformed into your familiar.

The relationship between master and familiar can be tumultuous and most certainly frustrating at times. The familiar is a demanding creature and forces the mage to bear the brunt of responsibility.

Personality: an Important Trait

A familiar should be treated like a living creature with its own personality. It should possess individual traits, desires, fears and characteristics that separate it from others of its kind. Players should not assume that a familiar would blindly obey every command or whim of its master. For example, a weasel would not willingly venture into the lair of a predatory beast, so it stands to reason that it would be defiant if ordered to do so.

Sorcerer: “Wiley, go into the mantichore’s lair and see if the magical gem is there.”

Wiley the familiar: “Are you insane? Why would I want to risk becoming a snack just so you can have a pretty gem?”

Sorcerer: "Because I command it."

Wiley the familiar: "No way. Not gonna do it."

Sorcerer: "If you don't go in there, you can forget about eating those delicious bird eggs that you love so much."

Wiley the familiar: "The big blue ones?"

Sorcerer: "Yes."

Wiley the familiar: (pause) "I'm going in."

Formation of the familiar's personality should include a negative aspect or trait. A familiar, while a great asset, should also be somewhat of a pain in the rear. Maybe he will only eat his food after it has been washed, or he could be afraid of the dark, or he may insist on eating only the finest cuisine. He could have a habit of "collecting" shiny objects or be quite cowardly. The possibilities are endless but should be tailored towards role-play rather than actual game system deficiencies (i.e. -1 to attack roles or such).

The actual type of familiar can also carry their own special requirements that may offer great opportunities for role-play. A sorcerer that has a rust monster for a familiar must devise a method of transporting the large amounts of metal necessary for the rust monster's diet. A magmin has a tendency towards mischief coupled with pyromania. Both imps and quasits excel in stirring up evil and chaos. A wizard with a hellhound familiar will have a very difficult time obtaining lodging in any populated area. An Aasimar or Lantern Archon may feel bound to eradicate any source of evil, including any adventuring companions within the party.

Any trait can make a familiar more interesting, but giving the familiar more than one can be even better if the role-playing abilities of the group are fairly strong. When assigning personality traits to a familiar, it is recommended that the Game Master roll a d4 to determine the number of traits. She may then devise a trait of her own, pick from the list at will, or roll percentile dice to assign a trait. If rolling percentile dice, consult the following table:

TABLE 1-1: TRAIT CHARACTERISTICS

Roll	Trait	Roll	Trait
01-03	Allergy	41-44	Heightened Sense: Touch
04-06	Cleanliness	45-47	Heightened Sense: Visual
07-09	Clumsiness	48-50	Impulsive
10-12	Contentious	51-53	Insecure
13-15	Cowardice	54-56	Irresponsible
16-18	Deceitful	57-60	Irritating
19-21	Dietary Needs	61-63	Light Sleeper
22-23	Dirt-Covered	64-68	Narcissistic
24-25	Envious	69-73	Obsessive-Compulsive
26-27	Exploitative	74-77	Paranoid
28-30	Frugal	78-83	Phobic
31-32	Greediness	84-88	Sexual Attraction
33-34	Heavy Sleeper	89-92	Sexual Repulsion
35-36	Heightened Sense: Auditory	93-96	Stubbornness
37-38	Heightened Sense: Olfactory	97-98	Temperament
39-40	Heightened Sense: Taste	99-00	Weather Sense

A more in-depth description of the traits and their common

behaviors is provided in the following entries:

Allergy: A familiar can become allergic to any number of things. Some possibilities include flowers, mold, dust, specific foods, or even a specific race or monster. The allergy should only create a minor annoyance such as consistent sneezing, coughing, wheezing, itching, or sniffles. The condition disappears shortly (within three hours) after the source of the allergy is removed.

Cleanliness/Dirt-covered: The familiar makes every attempt to remain as clean (or as dirty) as possible. It will go out of its way to remain in that condition.

Clumsiness: The familiar has the tendency to drop or knock over objects at the most inopportune of times. It could also be prone to stumbling, tripping, and sometimes falling into something or someone (possibly knocking them over).

Contentious: The familiar is prone to question and debate decisions made by its master and/or those around him.

Cowardice: The familiar will seek to avoid combat of any kind. He will use any means available to hide, retreat, or negotiate his way out of a combat situation.

Deceitful: Repeated lying, or conning others for personal profit and/or pleasure characterizes the familiar.

Dietary Needs: The familiar insists on specific foods for his diet. This can also include specific conditions surrounding the food. Possibilities include having the food thoroughly washed, cooked, rolled in dirt, raw, served with a specific type of food, and so forth.

Envious: The familiar is often envious of others or believes that others are envious of him or her. Frequent displays of arrogance, haughty behaviors or attitudes are common.

Exploitative: The familiar takes advantage of others to achieve his or her own ends.

Frugal: The familiar adopts a miserly spending style toward both self and others; money is viewed as something to be hoarded for future catastrophes.

Greediness: The familiar accumulates and covets 'riches' by any means possible. 'Riches' are relative to the point of view of the familiar. This may include actual coins, jewels, or unique items such as rabbit's feet, fish heads, stones, etc.

Heavy/Light Sleeper: The familiar is either a light sleeper where it has the tendency to awaken at the slightest little noise or a heavy sleeper where it sleeps through almost anything (including the proverbial hurricane).

Heightened Sense:

- **Visual:** The familiar has exceptionally good normal eyesight and can see any object with clarity twice the normal visual range of other members of its species (+2 Spot) and it will point this out to its master at every opportunity.
- **Auditory:** The familiar possesses superior hearing (+2 Listen) and it will point this out to its master at every opportunity.
- **Olfactory:** The familiar has an especially good sense of smell (+2 Search) and will point this out at every opportunity, usually in the form of derogatory comments about its master's state of cleanliness.
- **Taste:** The familiar's sense of taste allows it to detect the

presence of unusual substances in food. It is prone to complaining about variances in the quality of its meals.

- **Touch:** The familiar has exceptionally superior tactile senses, able to discern small differences in surfaces that are not normally detectable (+2 Search) and it will point this ability out at every opportunity.

Impulsive: The familiar is prone to reacting without giving thought to any possible consequences. This can manifest itself in ways such as being first to charge into an unknown situation, making a remark that may or may not be offensive, or in any number of other ways.

Insecure: The familiar is unwilling to get involved unless certain of being liked and tends to show restraint within relationships because of the fear of being shamed or ridiculed. Often she is preoccupied with being criticized or rejected in social situations and finds herself inhibited in new interpersonal situations because of feelings of inadequacy. It is not uncommon for the familiar to view herself as socially inept, personally unappealing, or inferior to others.

Irresponsible: The familiar consistently acts recklessly, often without regard for the safety of others and usually with a complete lack of remorse.

Irritating: The familiar is quick to rankle another's ire because of a facet of its personality. The familiar can be condescending to others, may exhibit a superiority complex, may be prone to making insulting remarks, etc.

Narcissistic: A grandiose sense of self-importance (i.e., exaggerates achievements and talents, expects to be recognized as superior without commensurate achievements) dominates the familiar's personality. He is preoccupied with fantasies of unlimited success, power, brilliance, beauty, or ideal love and strongly believes that he is "special" and unique and can only be understood by, or should associate with, other special or high-status people. A familiar with this trait demands excessive admiration.

Obsessive-Compulsive: The familiar is preoccupied with details, rules, lists, order, organization, or schedules and is unable to discard worn-out or worthless objects even when they have no sentimental value.

Paranoid: The familiar tends to suspect that others are exploiting, harming, or deceiving it without any basis of proof. It is often preoccupied with unjustified doubts about the loyalty or trustworthiness of its friends or associates. It tends to read hidden demeaning or threatening meanings into benign remarks or events and persistently bears grudges (i.e., is unforgiving of insults, injuries, or slights).

Phobic: The familiar has a distinct phobia to one or more

specific things. The effect of the phobia can range from a mild aversion to a severe avoidance fear (the Game Master may roll a d20 to determine the level of phobia).

- (1–3) *Mild Aversion:* Will save (DC 10). Subject is very uncomfortable when near the source of the phobia
- (4–7) *Strong Aversion:* Will save (DC 12). Subject is intensely uneasy when near the source of the phobia and will make attempts to keep away from it.
- (8–12) *Mild Fear:* Will save (DC 15). Subject is frightened by the phobia and would rather not be near the source.
- (13–17) *Moderate Fear:* Will save (DC 20). Subject is very fearful of the source and will actively seek to avoid it.
- (18–20) *Severe Avoidance Fear:* Will save (DC 25). Subject is literally petrified by fear and will stop at nothing to avoid the source. If forced to remain in presence of phobia, panic attacks may occur.

Failure of a saving throw means the familiar suffers the same effects as though it were subjected to a *fear* spell cast at 12th-level.

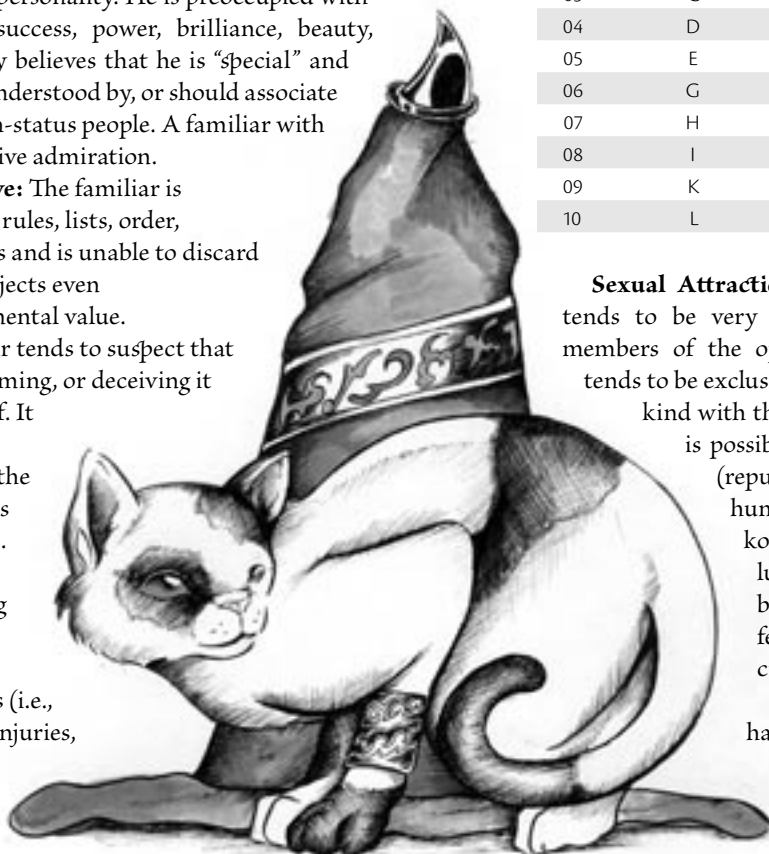
To determine which phobia(s) the familiar suffers from, roll a d20 and determine the beginning letter of the phobia from the table below. The GM should then consult Appendix five for determining an exact phobia name.

TABLE 1-2: PHOBIAS

Roll	Initial Letter of Phobia	Roll	Initial Letter of Phobia
01	A	11	M
02	B	12	N
03	C	13	O
04	D	14	P
05	E	15	R
06	G	16	S
07	H	17	T
08	I	18	X
09	K	19	W
10	L	20	Z

Sexual Attraction/Repulsion: The familiar tends to be very appealing (or repulsive) to members of the opposite sex. This attraction tends to be exclusive among species of the same kind with the exception of humanoids. It is possible for a humanoid to attract (repulse) members of any other humanoid race. For example, a kobold familiar may have rotten luck with female kobolds but be irresistible to human females, who think he's really cute.

Stubbornness: The familiar has a tendency towards bull-headedness and rigidity. A strong force of will and a reluctance to work with others unless they



submit to exactly his or her way of doing things are common behaviors.

Temperament: The familiar may have a very even temperament where it is very trusting and makes friend easily or it may have a bad temperament where it is often in a foul mood and quick to anger.

Weather Sense: The familiar has an innate ability to sense a significant change in the weather within a two-hour time frame, but cannot determine what the change will be.

A familiar should be more than a convenient tool. It should be an essential part of the character that reacts and responds to the same situations the character faces. By giving your familiar a viable personality, you add an element of flavor to your character and to your campaign.

Familiars can be a barrel of fun when utilized properly in a campaign. A mage with a non-typical familiar that has an attitude and a nose for trouble is going to put the group into many situations where their quick wits will be needed. The key is in both the player's and the Game Master's ability to effectively role-play out the encounters as familiar and spellcaster.

Curses for the Cruel

Players who have the tendency to meta-game or maximize every possible opportunity for their character may be tempted to intentionally kill off their current familiar in order to obtain a more unique or powerful one as a replacement. Although rules governing this behavior are outlined in the *Player's Handbook*, a possible variant ruling on this would be the leveling of a type of minor curse in addition to the loss of experience points that the character incurs. Furthermore, any character of good alignment should undergo a major alignment shift if this unspeakable act occurs. Alignment should always be a consideration and it should be taken into account when assigning a curse to the character. The imposed curse should be something that the player either must learn to live with or else atone for the willful destruction his familiar through the completion of a specific act or quest. Possible consequences or curses that may be dealt out are listed below. The Game Master may roll a d20 or simply choose an appropriate curse.

Game Masters are encouraged to develop their own curses to impose upon players who feel the need to dispose of their familiars whenever it suits them. After all, the familiar should be considered, to all intents, a member of the character's family. The character should be given every opportunity to reverse or atone for his actions, but if he doesn't feel he was wrong, then he deserves what's coming.

TABLE 1-3: CURSES

Roll	Curse
01	Members of the species that the familiar belonged have an adverse reaction upon encountering the caster (roll 1d4 and consult below). 01 They become enraged and attack the caster. 02 They run from the caster and hide in fear. 03 They continually harass the caster until he leaves their presence. 04 They refuse to acknowledge the caster, effectively ignoring him.
02	The caster's facial features begin to gradually alter until they resemble his former familiar (i.e. his nose becomes beak-like, his eyes resemble those of a cat, his ears become pointed and furry like a bat's, etc.).
03	The spellcaster's skin changes to match that of his former familiar. She grows feathers, fur, scales, or a combination thereof that exactly match the color pattern of the familiar.
04	The caster believes that he continues to hear the former familiar's voice in his head, usually at the worst possible times or when trying to sleep. He suffers a Concentration check penalty of -1 due to the restless nights and dreams.
05	The spellcaster loses the ability to cast one spell at her highest spell level.
06	The character is struck with a brooding form of melancholy and suffers a -1 penalty to Charisma checks.
07	The caster develops a perpetually fiendish smile as though he has evil intentions. This causes uneasiness and distrust in others he encounters. He suffers a -2 penalty to all Diplomacy checks.
08	The character loses all interest in hygiene and develops a horrendous body odor. He will no longer bathe or make any attempt at making himself socially presentable to others. A -2 Charisma penalty is incurred even if he is given a bath by force and clean garments to wear.
09	Lapses of memory begin to occur daily causing a 25% chance of arcane spell failure.
10	The spellcaster develops a severe allergy to her former familiar's species. Upon exposure, she breaks out in hives, blisters, is subject to non-stop sneezing, running nose, and has difficulty breathing. This continues for 1d3 hours after the source of the allergy is removed. All skill checks are at -2, all ability checks are at -1, and all attack rolls are at -1. Furthermore, there is a 25% chance of arcane spell failure.
11	The character develops a speech impediment and is subject to a 25% chance of arcane spell failure and a -2 penalty to Diplomacy checks.
12	The caster becomes known wherever he travels as a person who kills for personal gain regardless of his true alignment. He is looked down upon by folks of good alignment and offered employment by those of evil alignment.
13	The spellcaster permanently loses the number of hit points equal to those of his former familiar.
14	The character develops a physical "twitch" to a randomly determined body part. This location changes every day and causes a 15% chance of arcane spell failure on the days it affects the character's arms.
15	The character assumes any single negative trait that his former familiar may have possessed (see the section on personality traits for familiars).
16	The caster is cursed with bad luck and suffers a -2 Luck penalty to all saving throws.
17	The spellcaster develops a taste for the favorite food of her former familiar and must eat it at least once per day or become increasingly irritable each day she goes without. A cumulative -1 Charisma penalty is assessed each day she goes without consuming the desired food.
18	The character develops a chronic illness characterized by fever, chills, and a dry cough. All magical and non-magical curatives except for wish do not rid him of the illness. The character loses 1 Constitution point while he is afflicted with the illness.
19	Any undead within a one-mile radius of the caster are drawn to her like a magnet. If they are intelligent, they speak of her vile actions as they attack.
20	Wanted posters begin appearing in every town the spellcaster passes through. The poster depicts the character's face and states that he is wanted for murder. A reward notice may or may not be included. The caster must now contend with bounty hunters who wish to bring him to justice.



CHAPTER TWO:

New Origins

Eraka gathered his remaining strength and wits about him as he surveyed his work one last time. The seven candles at the edges of the magic circle were nothing more than wicks lying in pools of wax; the time was drawing close now and he would soon know whether he had been successful. Carefully he cleared the apple core and the jug of water from his side, taking a quick quaff from the jug before tossing it behind him.

Although he had done it more times than he could think, he checked each of the items again. There was the silk pillow identical to the one he was kneeling on. Next to it the bowl of blessed water obtained as the result of doing a favor for the High Priestess herself. On the other side the shriveled tentacle of a displacer beast, a trophy he had earned with the help of his companions. Finally, sitting atop the pillow almost blinding in its whiteness was the choicest bone that he had been able to find in the city; if he had been a canine or otherwise so inclined, Eraka would have found it to be truly a grand example of its kind. The thickness of his forearm, the massive bone had belonged to a bull of remarkable size and tastiness, or so the butcher had assured him.

Eraka shook his head. Clearly he was overly fatigued if he was considering the bone with such close scrutiny. Or was he just hungry? He couldn't remember eating anything other than the apple in the last day. But what did it matter now? As one by one the candle flames winked out, he reached into the box at his knees. Nervously he felt the cool, hard diamond dust between his fingers as he waited for the last candle to gutter into oblivion.

Three more. Two more. One more. Eraka gazed at the dimming light, the darkness drawing in around the weakening glow like a pack of wolves encircling its prey. Weaker and weaker the flame grew and his eyes began to make out details in the darkness at the edge of his vision. Then the flame was no more, only a small orange pinpoint sat briefly in the cooling wax before it too was extinguished.

"Torbol easta conti norbol!" Eraka spoke the words of power as he tossed the diamond dust into the air. It caught the wan moonlight that came in through the window and fell in a soft shower across the magic circle. Like rain, he thought, so much like rain. Suddenly there was a great flash of blinding light and Eraka felt himself falling backwards, his cramped legs stretching painfully as he fell from the pillow.

Reflexively his hands flew to cover his eyes, the diamond dust on his fingers gritty against his skin, but it was too late. He laid there a moment, the pain in his eyes intense as all manner of shadows cascaded in a sea of red and orange behind his eyelids. Then he felt it, something wet, warm, and soft moving against his hands.

Slowly he pulled one hand away from his eyes. His eyes fought to recover and he thought he could make out a shape very close to his face, but then it was gone. He sat up, still dazed both visually and mentally and caught the sound of something clicking on the wooden floor to his right. He spun toward the sound, but it stopped and reappeared again just behind him and to the left.

More curious than afraid, Eraka turned to try and see the source of the sound. He caught a shadowy shape within the gloom but before he could identify it, it was gone. He continued to stare into the darkness over his shoulder wondering if it was still there when hot breath caught on his neck.

Eraka whirled around and found himself startled when he found a pair of eyes looking directly at him. He recovered and stared into the eyes, eyes that were evaluating him even as he was doing the same. Then he felt it again, the warm, wet, and soft contact he had felt on his hands. Just a brief contact followed by a more intensely curious expression from the eyes.

Slowly Eraka reached out his hand. The eyes shrank back a moment, but then stood their ground. He could hear the sniffing, feel the warm and wet nose as the shape sniffed at his hand. Suddenly, like before, it was gone in, the air filling in where it had been a moment before, but this time with his wits about him, Eraka simply stayed where he was and he soon felt a presence near his left shoulder. He calmly turned and looked into the eyes of his new familiar.

Options

Spellcasters have limited options regarding how they may find and determine their familiar. Beyond the initial nine offerings listed in the PH, there really isn't much available in terms of different types of familiars. Now that those choices have been expanded to those listed in this book, exactly how does a Game Master go about incorporating them into her

campaign? Spells can be presented to the players in terms of finding an ancient treasure where a scroll or spellbook lay hidden that list one or two of the spells. Another possibility would be if the party were to successfully perform a task for a wizard, he might reward them with a copy of the summoning spell.

More Feats, More Choices

The use of feats for calling a familiar is a bit controversial. Characters are very limited in the number of feats they may choose as they advance to 20th level. Some would argue that forcing a spellcaster to “waste” a single feat (or more) for the purpose of a one-time calling of the familiar is unfair. However, the desire to summon a familiar that is representative of a more unique class of familiars should carry a cost. The following feats have been developed to give spellcasters more options in determining the type of familiar summoned. They have been structured to reward those who wait until later levels before summoning a familiar by allowing more unique choices. When using a feat to call a familiar, all preparation requirements remain in place. The spellcaster must still go through a twenty-four hour period of concentration, drawing upon the magical energies necessary to bring forth his new familiar.

Summoning Special Familiars: Feats Versus Spells

While the traditional ability Summon Familiar is suitable for obtaining common familiars further steps should be taken if a more powerful or exotic creature is desired. With most all things obtaining a greater goal or reward requires a greater sacrifice and/or mastery of ability, and summoning unusual familiars is no different. Unlike most goals, however, the ability to access a more powerful familiar is not limited to a single path or procedure.

In this book many familiars may be acquired by either the use of a spell or through gaining the proper feat. While only one is required (and not both the spell and the feat) the appearance of both allows a greater ability to control the difficulty of acquiring a more powerful familiar in one’s campaign. As they are not only hard to come by in upper levels but also carry prerequisites feats are initially more useful in controlling one’s ability to easily obtain a more powerful familiar. On the other hand though, feats tend to be readily accessible to any character that meets the overall requirements of obtaining such ability. Spells, however, can be made obscure.

Truthfully, spells do tend to lack the sacrifice that one must make when choosing the ability to summon a greater familiar over another feat that would offer a more practical, everyday use. Spells sometimes require unusual or expensive components, however, and if desired the spell itself may take the form of a highly rare and sought after scroll that is worthy of a quest. By placing such a requirement on a spell caster’s ability to learn a spell there is a greater sense

of ability in regards to manually controlling when a spellcaster can acquire a particular familiar during the course of a campaign.

SUMMON FAMILIAR (GENERAL)

Prerequisite: Spellcaster (other than sorcerer or wizard) 1st level

The familiar is a representative of the standard familiar choices (Table 2-1) and may be summoned per the core rules.

SUMMON VERMIN FAMILIAR (GENERAL)

Prerequisite: Spellcaster 1st level

The familiar represents a type of vermin that is of Diminutive, Tiny or Small size.

Familiars associated with this feat would be: Centipede, Scorpion, Spider, Tarantula (Diminutive only).

SUMMON INNER PLANAR FAMILIAR (GENERAL)

Prerequisite: Spellcaster 3rd level

The familiar is a small creature from the Inner Planes. These creatures are typically tougher than their Prime Plane counterparts and may possess additional special abilities.

Familiars associated with this feat would be: Blue Spitter, Horddsa, Quinnilip, Rhazling, Salt Basilisk, and Storm Crow.

SUMMON EXCEPTIONAL FAMILIAR (GENERAL)

Prerequisite: Spellcaster 3rd level

The familiar represents a more unusual breed of animal that is not typical of familiars and may also grant benefits different than normal.

Familiars associated with this feat would be: Badger, Boar, Cheetah, Eagle, Leopard, Lizard, Monkey, or Wolf.

SUMMON UNDEAD FAMILIAR (GENERAL)

Prerequisite: Spellcaster 6th level, Caster must have an evil alignment

The familiar is an undead creature whose hit die is no greater than one half of the caster’s total character levels.

Familiars associated with this feat would be: Ghost, Shadow, Shadowraven or Skeleton (possessing a rudimentary intelligence of 4 and capable of basic reasoning).

SUMMON OUTER PLANAR FAMILIAR (GENERAL)

Prerequisite: Spellcaster 6th level

The familiar is a creature from the Outer Planes. The alignment of the familiar should be the same or within one degree to either direction as the caster.

Familiars associated with this feat would be: Aasimar (1st level), Imp, Lockling, Quasit, or Tiefling (1st level).

SUMMON MONSTROUS FAMILIAR (GENERAL)

Prerequisite: Spellcaster 9th level, Summon Exceptional Familiar

The familiar is often referred to as a type of monster or member of a more unusual race. It may be highly intelligent and possess an exceptionally strong personality. The familiar

will not tolerate bad treatment and may leave the caster if it feels it is continually being abused. The alignment of the caster and the familiar should closely match although exceptions are possible.

Familiars associated with this feat would be: Blink Dog, Darkmantle, Goblin, Kobold, Mangonnel, Pseudodragon, Rust Monster, Satyr, Shocker Lizard, Stirge, or Sprite (Grig or Pixie).

IMPROVED PLANAR FAMILIAR (GENERAL)

Prerequisite: Spellcaster 12th level, Inner Planar familiar or Outer Planar Familiar

The spellcaster is able to summon a more powerful creature of the planes whose alignment closely matches that of the caster. The creature will faithfully serve as a companion provided the spellcaster treats it well and doesn't stray far from his alignment.

Familiars associated with this feat would be: Hellhound, Lantern Archon (Celestial), Magmin, Mephit (any type), Prismatic Archon (Celestial), Ravid, or Shadow Mastiff.

CREATE ANIMATED FAMILIAR (METAMAGIC)

Prerequisite: Spellcaster 16th level, Craft Magic Arms and Armor, Craft skill (Armorsmithing, Masonry, Sculpture, Weaponsmithing), Craft Wondrous Item

The spellcaster can craft a Small or Tiny humanoid or inanimate object type construct that will serve as a familiar. The construct possesses an intelligence of 4 immediately upon creation and is capable of basic reasoning.

Familiars associated with this feat would be: Animated Object (Tiny or Small), Homunculus, or Special Golem Familiar (Amber, Brass, Clay, Force, Iron, Stone, or Straw).

CREATE MAGICAL FAMILIAR (METAMAGIC)

Prerequisite: Spellcaster 18th level, Craft Magic Arms and Armor, Craft skill (Armorsmithing, Masonry, Sculpture, Weaponsmithing), Craft Wondrous Item, Create Animated Familiar

The spellcaster may attempt to create a magical construct that will serve as a familiar. The familiar may resemble any creature that is not elemental, humanoid, inanimate object, ooze, or shapechanger in type. The construct is limited to Small size only and has an intelligence of 4.

Both the Inner Planar and Exceptional Familiar feats are primarily devoted towards giving lower level characters more choices but still have limited benefits for game balance purposes. The inner planar creatures, while slightly unusual, add a bit of a challenge for players. They have specific needs that open the door for better role-playing but their benefits are balanced for the class level requirement. The exceptional familiars give players choices for region specific familiars. For example, a wizard who lives in a cold weather environment would be able to choose a wolf, whereas a sorcerer in a jungle environment might select a monkey as a familiar.

Outer planar familiars offer a unique challenge in that both Aasimars and Tieflings are possible choices. While



some might argue that these creatures are best left as either character classes or cohorts, players and Game Masters looking for a role-playing challenge could relish one of these choices as a familiar.

Familiar Origins

They're wonderful creatures, aren't they? But where (oh where!) do they come from *exactly*? I wish I could tell you with absolute certainty, or at least mathematical probability. But the origins of familiars are just dependent upon the spellcaster.

AVATAR OF THE WIZARD'S ESSENCE

There are those who believe that familiars originate as a projection of or are a portion of the wizard's own mind. This belief stems from the fact that the familiar always seems to know what the wizard is thinking. This type of familiar is known as the Avatar familiar. An Avatar is particularly useful in conversing over long distances, as both familiar and wizard already *know* the information, but this sort of relationship comes with its own set of problems.

The Avatar may be a portion of the wizard's mind, but it isn't the wizard himself, and while master and familiar share knowledge they don't necessarily share the same *personality*. It's true that many of these familiars get along reasonably well with their respective masters. However, some represent

what the wizard wishes he were... but isn't. This can have entertaining, annoying and even disastrous consequences. In some cases, the familiar may be so distinctly different that it poses a problem to its master, causing great embarrassment and sometimes real trouble. Think of the possibilities for a moment: a studious master, concerned with orderliness and precision (not to mention punctuality and being a stickler for good manners) ends up with a rambunctious little ferret bent on creating chaos, destruction and mischief at every turn.

Mistreatment: A bonus for the Avatar familiar is that it seems to know what the master plans in the way of mistreatment and always seems to succeed in minimizing any trauma to itself. As you can imagine, this would come in very handy for the ferret bent on mass destruction. But whether that familiar realizes it or not, it will always be bound to its master. It may be able to run (and in some cases very quickly) but it won't be able to hide. Only death parts this sort of familiar from its master. Barring death, it will always return to the wizard, no matter what dastardly deeds a master may do to it.

Familiar Death: But not even death is forever. While the familiar ceases to exist upon its death, the wizard can always resurrect it. If raised, the Avatar will remember everything the master did during the period it was dead, since it is, after all, a part of the wizard's mind. However, it will not have any personal memory from that period or be able to impart any knowledge about the experience of death.

Master Death: There are two possible results to an Avatar when its master dies. If the familiar itself was created whole cloth by the master during the summoning spell, the familiar will cease to exist completely, disappearing like it never existed or passing away, no longer having the energy to support its life. Another possibility is that the Avatar possesses the form of a natural creature. In this case, the Avatar itself departs, leaving a living familiar. In either case, should the Master be raised from the dead, the wizard in question would need to perform the summoning ritual to return the Avatar to its rightful existence. Where a familiar attempts to possess another creature, the host animal is allowed to a Willpower check DC 15 to resist the possession.

FORMER CONSTRUCT

Though it is generally believed that Constructs are never truly alive, some animated Construct creatures gain a very small spark of sentience during the many years that they loyally serve their living masters. While this sense of inner awareness is never quite strong enough to allow the Construct to break its rigid programming, it does allow the Construct to silently wish for the desires and sensations felt by the living.

When the physical form of the Construct is then destroyed, the inner sentience that the Construct gained is freed from the magic that bound it and thus the "spirit" of the Construct is allowed to move about the realm in its weightless, invisible form. It is their desire to become "real" that leads these entities to be lured by the summoning of a spell caster seeking out a familiar.

Familiars that have the inner essence of a former Construct are extremely loyal and brave but pitifully dull in personality. While they certainly have the desire for the senses of the living, they tend to lack the understanding of individuality and freewill. They will loyally follow an order to the very last command but are usually hopeless when it comes to self-inspired actions.

Mistreatment: Though its living body allows the familiar a sense of pain, its past existence fails to provide the creature with the necessary knowledge and experience to understand that such mistreatment is not supposed to be provided by a caring master. Whether the Construct familiar is treated well or abused, neglected or exploited, it will attempt to serve its master to the best of its ability. Such a creature simply feels that the chance to experience life is the highest of virtues. If life means pain and suffering, so be it – perhaps that is the best that one can wish for.

Familiar Death: While the sentient essence of the former Construct was quick and eager to enter the familiar form so it could experience life, the very same spiritual essence is rather ironically slow to reincarnate upon the death of the familiar form. The reasons for this do not lie so much in the pain that the essence may have experienced in life (or at the time of death) but in their confusion about how reincarnation works. It may also be chalked up to a Construct's basic inability to be self-confident. It is all too easy for the Construct to believe that it had only one shot to fulfill its wish to be one among the living. Despite the fact that new summonings beckon for it, the essence is most likely to be too underdeveloped as a "spirit" to understand that a new opportunity awaits it.

Master Death: The death of the master is perhaps worse on the familiar than the suffering of the familiar's own demise. These familiars are used to being loyal servants to a definite master and the loss of such a recognized ruler leaves the familiar confused and at odds with its place in the world. As such, upon the death of the master the familiar must succeed a Willpower save (DC 16) or slump into a motionless, idle state, which will eventually (2d4+3 days) cause the familiar to die.

Should the familiar succeed in its Willpower save, then it may set out to explore the world in hopes of finding another intelligent creature to serve. While such a familiar will not share the same link with the new spell caster as it had with the former, the familiar will still nonetheless prove to be a loyal and potentially powerful companion.

OTHER PLANAR BEING

Sometimes the intelligence behind a familiar's eyes is just plain alien to our own. While the familiar *creature* itself is not other planar, and hence not affected by spells to bother such entities, the spirit that is imbued within it is simply *not from around here*. This causes the familiar to be rather aloof to its master and to the world in general. Although aloof, many such familiars are VERY inquisitive, even to the point of excess. In some cases an inquisitive spirit may have presented itself as a "familiar" source so it could come to this plane of existence and learn about it. It may have been a spirit

that happened to be called to this plane at one time in the past through a summoning spell and happened to like it here. Or, it may be a spirit who was summoned at one point and disliked the experience so much that it returned only to get revenge upon the wizard that originally called it. Following the adage that revenge is a dish best served cold, such revenge spirits may be around for a very long time before they make their quest known to their new master... and many never accomplish their goal.

Mistreatment: The Other Planar familiar is extremely sensitive in nature and because they have already experienced servitude to a master in the form of prior summoning spells, they will not be especially happy with poor treatment. Whenever a master attempts to treat such a familiar poorly, he must first succeed in a Spellcraft check DC 10. If the check fails, the master must sever the bond with the familiar. If the bond is severed, the Other Planar being has the opportunity to choose to return to its own plane or continue as a non-bonded familiar.

Familiar Death: Until Death do us (not necessarily!) part. With this type of familiar, the master tends not to lose access completely when the familiar dies. The familiar will influence future casting of summoning spells, and a master is able to see and converse with his familiar during short periods of their summoning. Unfortunately for the master, he no longer has much control over what creature comes during a monster summoning spell. This spell will require a Spellcraft check DC 25 to achieve the creation of any other creature during the spell.

Master Death: Upon the instance of the master's death, the familiar must make a Fortitude check DC 20 or be flung back to their plane of existence. Success means that the familiar is able to remain and freely wander this world, exploring or attempting to gain retribution for past deeds. If the master is ever raised, then he must once again attempt to summon the familiar. The familiar that has remained in this world will always resist the rebonding, requiring a contested Cha check in order to renew the bond.

Soraan stood there waiting impatiently. Flec was late. He was told to fly ahead and find shelter from the rains. "If that little imp has found a cave and is sitting there waiting on us to come to him, I'm going to personally strap his scrawny wings to his back for a week." He murmured. The thought of his familiar's independence streak exerting itself again only made Soraan's mood worse. Reaching out with his mind, he made mental contact with Flec.

"Flec, where in the Nine Hells are you?" came the rumbling through the imp's head. "I told you to find us shelter, not take the afternoon to have a midsummer celebration."

"Your Almightyness," came the whispered reply, "I have just located, err, suitable shelter."

"What do you mean by 'suitable' shelter?"

"There is a cave that is large enough to hold everyone, but it smells so bad."

Soraan was perplexed. What could smell bad to an imp? "Hurry up and get back here so you can show us the way to this cave. I'm tired of being wet," he grumbled in his thoughts to Flec.

The flutter of wings soon announced Flec's arrival. "It's about time," snarled Soraan, "Now where is this cave?"

Flec lighted on a branch next to his master. "First dry me off. You know how I hate to get wet," he said with his nasal tone. "Dry me off and let me ride in your cloak pocket and I'll tell you exactly where that smelly cave is."

Soraan blew a sigh of disgust and relented, drying off his familiar. True to his word, once Flec was dry and safely tucked into Soraan's cloak pocket, he gave the directions to the shelter he had found. Moments after Soraan and his party entered the cave, the smell hit him.

"Flec," he said angrily, "you failed to mention that the smell was that of a dragon..."

POLTERGEIST

These chaotic bundles of mental energy and activity are actually the collected essences of strong memories, disturbing dreams, pondered thoughts and, most importantly, the misdirected energies of untrained individuals with impressive mental powers. Eager to take form and gain the attention of the "living", Poltergeists are quick to work their way into such summoning. Always chaotic but rarely truly good or evil in nature, nearly all Poltergeists take a fancy to the calling of a chaotic neutral spell caster. Once they latch onto a summoning spell, they are able to attain the sense of being they desire so greatly.

Poltergeist familiars are extremely curious, quite moody, and often difficult to control. While it is true that it is rare for Poltergeists to truly be good or evil, they do have their individual "leanings", which are dependent upon the their own original form. If, for example, the majority of a Poltergeist familiar's original form developed from the unfulfilled wishes and dreams of someone with selfless intent, then it is likely that such a familiar will have a lean towards goodness. If its original form developed from fevered anger or some great suffering, then it is quite likely that the familiar will lean towards evil and the desire to torment. Truly chaotic neutral Poltergeist familiars will most likely have had an essence structured from misguided mental power, paranoia, confusion, or perhaps even the dreams of the insane.

Despite any lean in alignment or the intentions of their masters, all familiars of this type bear an overwhelming streak of (often) hazardous curiosity that usually brands them as "troublemakers". Testing the limits of cause and effect comes naturally to them, and while such is often rather problematic it only seems to boost the creature's courage. In short, a Poltergeist familiar will be a fearless servant, and if its master shows streaks of cowardice the familiar will often make its self-established "mission" to place its master in situations where the individual's courage is tested and hopefully proven.

Mistreatment: If ever there was a familiar you wouldn't want to abuse or mistreat, the Poltergeist is a likely candidate. In their previous forms as poltergeist energy, these creatures were known to hide objects, vandalize dwellings, and bring about strong emotions of fear and confusion among local

inhabitants in an effort to increase the poltergeist's power and form. It is quite true to say that the Poltergeist familiar craves attention above all other things, but there are naturally wrong ways to go about showing such a creature "attention". Revenge, intimidation, and even the basic elements of horror are quite natural to such a familiar, and an abused or neglected Poltergeist familiar has several tricks and tactics at its disposal to show a cruel master "who's boss" in that regard. Despite the familiar's natural sense of courage and experience with the horrific, these familiars do not like to rely on open tactics should mistreatment and neglect occur. Poltergeist familiars would rather take their masters by surprise, and if that means drawing powerful monsters or other troubles to their masters, then so be it. The poltergeist familiar reckons such subtle punishment is just, as it is the duty of the master's *intelligence* and *wisdom* to sort out right and wrong. Abused poltergeist familiars have an uncanny ability to mentally "hide" such plans and activities from their masters – something that is virtually unheard of with many familiars.

Familiar Death: In a classic case of "being careful what you ask for", once a wizard has called such a familiar into service, he is more or less "stuck" with that familiar for the rest of his life. The familiar *creature* may die in its summoned form, but the essence of the poltergeist's personality will remain. If the familiar was treated fairly enough, then the poltergeist will muster up enough of its own power from time to time to present its existence to the master. This may come in the form of a brief visual or audible illusion, the moving around of certain things that the familiar treasured, or even the appearance of the former familiar's tracks in dust and mud. If the familiar was mistreated, or worse, killed by its master, then the poltergeist is liable to leave behind... less sentimental hints. Often this results in objects being broken or horrifying illusions.

Whether they were treated well or not, poltergeists of dead familiars are known to be extremely jealous. Should the spell caster attempt to summon another familiar, the poltergeist will do anything in its power to latch on to the summoning or ruin its success altogether. Should the familiar manage to succeed in being reincarnated through the summoning process, it is possible that the poltergeist might be able to "bend" the summoning in an effort to reappear in their old familiar form.

Master Death: As they are quite strong willed when it comes to maintaining their physical existence, Poltergeist familiars are likely to thrive after the death of their masters. Upon the death of the spell caster, the familiar must succeed a Willpower save (DC 14) in order to remain alive. If they fail, their inner essence is removed from the body, causing the physical body to become motionless and dead a short time later. At this point, the disembodied poltergeist "wanders off" in hopes of finding a new summoning.

Familiars that manage to survive in their physical form are free from servitude and are thus able to do as they please. Though unable to gain new abilities and power, these creatures are nonetheless more powerful than the mundane

counterparts that share a similar physical form and also tend to live longer lives before their physical bodies finally give out. Usually such a familiar lives a life span that is twice as long as a mundane creature of similar form. Upon the death of this body, the familiar once again becomes poltergeist energy and wanders off in hopes becoming a familiar once more.

While free to wander as they choose, many such "freed" Poltergeist familiars are quick to become lonely and in need of attention. Some of these familiars have been seen wandering the villages and marketplaces in hopes of seeking conversation with the locals, who are typically frightened by the familiar's presence. Others have been known to "take over" the ownership of their departed masters' dwellings. These familiars often lure in or otherwise encourage the presence of weaker intelligent creatures. Usually the result of such actions causes the castles, homes, and towers of dead spell casters to become overrun with the flora and fauna of the familiar's new companions, which naturally the nearby villagers tend to view as threatening monsters.

REINCARNATED WIZARD

Many a wizard who has passed this plane of existence welcomes the opportunity to return once again. They sometimes do this through the body of a familiar, hoping to pass on their wisdom to their new masters and help the new wizard as a tool to focus their own power. It is a rare familiar that remembers its past life in anything more than a passing dreamlike state, which prevents it from directly teaching its master any spells. The Reincarnated Wizard Familiars may, however, innately know tricks to help their masters accomplish magical tasks more easily, or add suggestions to create new formulas, without the wizard knowing exactly where the knowledge is originating.

Mistreatment: How the familiar reacts in this case depends on the personality of the familiar. Servile familiars tend to accept any abuse, and even if the abuse were really bad, it would require them to make a Willpower DC (30+ master level) check to sever the bond with the master. More free spirited familiars may not wish to take abuse from the master and instead wish to break free of the bond at the first opportunity. To do so would require a Willpower DC (15+ master level) check.

Familiar Death: When familiars of this type die, they will almost invariably return to whence they came. Attempts to reincarnate or otherwise raise the familiar will fail unless the master was extremely kind. The wizard can attempt to make a Diplomacy Skill Check DC 20 to appease the spirit and make it return. If returned to life, the spirit will not be able to impart any sort of information about its time in the afterlife, not even if asked very nicely.

Master Death: In the case of its master's death, the Reincarnated Wizard familiar will continue to exist as a familiar with all the supernatural powers of a familiar. After a period of 1 year, if the master has not been raised from the dead, the familiar will have the choice to answer the call of another wizard's summoning spell.



CHAPTER THREE:

Other Planar Creatures

The blood flowed freely now, a thick, warm flow that covered Urnmurn's hand like a crimson glove. The dagger almost slipped from her hand so thick was the flow, but she continued on like some maddened butcher as she felt its lifeblood slip away. Soon it stopped struggling as its breath became weaker and weaker. Urnmurn sat cradling it like a child, the blood now running onto her robes, which clung to her sparse frame from the weight of the blood. Weaker and weaker the struggle, shallower and shallower the breath.

Then, it stopped moving, and for a moment Urnmurn became anxious lest she miss the crucial moment. But no, there it was, the subtle intake of air, the breath of life, and Urnmurn's mind eased. So strange the contrast. Gone were the protesting, the pleading, and the palpable fear. With every shed drop of blood its acceptance of death had grown until it was finally at peace with its fate. It was almost beautiful.

Sensing the time was right Urnmurn bent over and placed her lips over its lips. She could feel the warm breath enter her mouth as it breathed its last; the power of it filled her and she tossed the corpse aside like the useless husk it now was. Holding that last, precious breath in her mouth she placed the dagger against her wrist. Driving the point in she winced in pain as her blood came seeping out. Urnmurn dropped the dagger and held her wrist squeezing it and, as the first drop of blood fell to the floor, she exhaled the precious last breath onto the drop.

As the drop fell to the floor it started to squirm, growing quickly and beginning to take shape. A twisted smile crossed Urnmurn's lips as she awaited the formation of her new familiar that already stared at her with fearful eyes. In triumph she raised her eyes to the moonless night, reveling in her power. And as she exulted the fearfulness in her familiar's eyes vanished for just an instant, replaced by a malevolent and knowing cunning that grinned with unformed lips and rejoiced in its own scarcely functioning black heart.

Reasons to Choose an Other Planar Familiar

Like most familiars out of the ordinary, other planar familiars possess specific qualities that provide them with

advantages over their mundane counterparts. Chiefly these are manifested in immunities and resistances to various forms of energy as well as special powers that no ordinary creature possesses. Thus they have enhanced survivability when compared to an ordinary familiar as well as the ability to play a greater role in combat than an ordinary familiar.

The two chief categories of other planar creatures are outsiders and elementals. Of the two outsiders are closer to ordinary familiars, as such, than elementals, but the two groups share many of the same characteristics. Neither elementals nor outsiders need to eat or sleep, although outsiders still need to breathe, and this makes both groups low maintenance as well as excellent guardians. In addition all are immune to certain effects and energies and most have some means of reducing the damage from other effects and energies.

The powers of celestial/fiendish outsiders also include the ability to communicate, either orally or telepathically, with any intelligent creature, a very handy trait when their master travels a lot. Furthermore they tend to have an alternative, or additional mode, of locomotion; flying is by far the most common. This provides greater, or at least, different mobility which their master should be able to employ to his or her favor. Whether the master employs this for scouting or movement, provided the familiar is strong/large enough, the fact is that it is an additional dimension.

Outsiders tend to be more intelligent than common familiars allowing them a certain freedom of action; the spellcaster does not have to constantly direct his or her familiar, as the familiar is capable of carrying out even complex instructions. This level of independence frees the spellcaster to concentrate on other things and makes the outsider more of an independently contributing member of any adventure party. Outsiders often possess knowledge and experience different, and perhaps superior to, those of their masters, which can certainly enhance their value.

The aspect of intelligence is one that separates the outsider from the elemental familiar. While there are certainly some exceptions, most elemental familiars are not founts of intelligence and require more direct control than their outsider counterparts. In addition, their experiences and

knowledge tend to be limited to those connected with their elemental subtype, although within that narrow realm the knowledge they possess can be quite deep.

No matter which kind of other planar creature a spellcaster chooses as a familiar, the presence of such a companion has a profound effect on how ordinary people deal with him or her. Outsiders are easily recognizable as such and the reactions of the common folk will be according to the alignment subtype of the outsider; good types will be welcomed and respected, evil types will be hated and feared with their masters receiving the same treatment.

Elementals usually receive wary respect akin to the elements that they represent. Their masters earn the respect of having such a companion, and often are also looked upon as a little strange. Thus, depending on how comfortable those around the familiar and his master are with the element in question determines how they react.

It is worth mentioning the existence of other planar familiars from alternate Prime Material planes; they tend to merely be interesting variations on types existing in the caster's own plane and will be covered in the appropriate sections later on.

Reasons Not to Choose an Other Planar Familiar

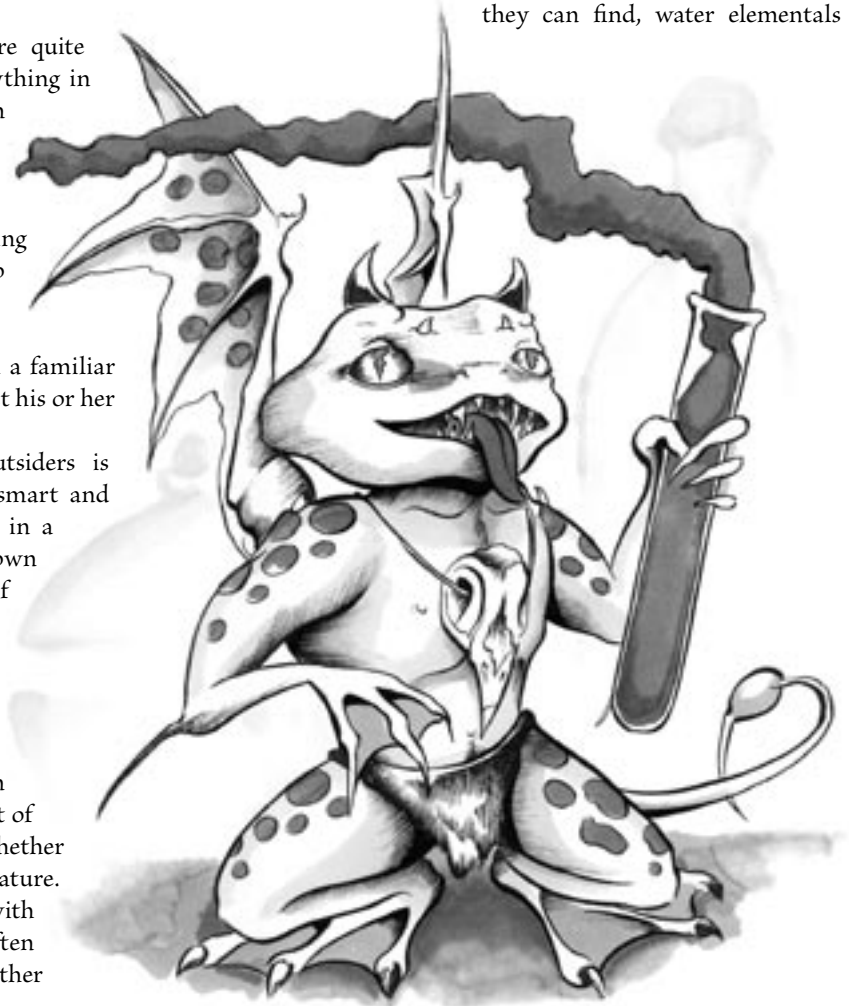
As stated above, outsiders and elementals are quite low maintenance and powerful, but like everything in life, they have their flaws. Chief among them is that they are unusually sensitive to certain effects. Outsiders can be hedged out and even dismissed by certain protective magics while elementals are highly affected by their opposing elements, i.e. fire elementals are subject to increased damage from cold attacks. These very specific weaknesses can be exploited by clever or prepared opponents and the master of such a familiar will have to spend considerable energy to protect his or her companion from such attacks.

The intelligence and independence of outsiders is as much curse as blessing. Because they are smart and possessed of their own will they tend to act in a manner that fits their personality and their own goals, which can be at odds with the desires of their masters. Furthermore, unlike the common familiars which are relatively easy to control, whether through domination or cajoling, the independent streaks in outsiders require a soft touch and cooperation; the outsider familiar had better feel like an equal partner rather than a servant if the spellcaster is to get the most out of the relationship. In its extreme an outsider, whether good or evil, may see their 'master' as a lesser creature. While good outsiders may treat such a 'master' with contempt or pity resulting, evil outsiders will often attempt to actively control their 'master' either through subterfuge or by more direct means.

Finally, the strong identification outsiders have with their alignments tends to make them very inflexible when confronting decisions. A good outsider will throw itself into a direct confrontation with an evil foe, and vice-versa, that may see it get killed when the better response would be to wait for a more opportune moment.

Furthermore, such outsiders tend to view everything through the prism of their alignment and judge those around them, including their masters, in this view. Those masters who are found wanting will have a difficult time getting cooperation out of the familiar, although this is more of a problem with evil outsiders. This view extends to every aspect of their environment. Thus good outsiders tend to be overbearing and direct in pointing out the undesired behaviors of those around them and evil outsiders tend to try and dominate everyone around them to the fullest extent possible. This prism also influences how, or even if, they carry out their master's instructions with potentially disastrous, or at least unplanned, results. As a last resort, the outsider may become openly hostile to its master if the master strays too far from what the outsider considers to be proper behavior.

Elementals, while not needing to eat, sleep, or breathe, are very connected to their home planes and require conditions to be as close to those as possible. Thus fire elementals will always seek out the hottest areas they can find, water elementals



the wettest, and so on. This can be a problem when the elemental has to stay for an extended period of time in an uncomfortable environment, especially if the relationship with their master is not the best. This elemental nature is also a practical problem in terms of traveling with the elemental and being around ordinary folk. What inn will welcome the presence of a fire elemental?

This elemental nature also limits the kinds of environments and uses an elemental can be put to. A fire elemental is no good when searching for something at the bottom of a lake, nor is an air elemental very handy in the stale environs of a dungeon.

As stated earlier, elemental familiars tend to be less intelligent than outsiders. Although there are exceptions, most elementals are just that, elements, and they take their motives, desires, and personalities from their elements. This basic nature tends to make them simplistic and narrowly focused; a master who has sent his earth elemental to spy on an objective may find that her companion is more interested in the unusual stone of the castle walls than in getting inside and finding the lost prince.

Like an outsider, an elemental will not hesitate to contradict or even become hostile to a master that does not understand their worldview. The master that constantly subjects his or her air elemental to foul vapors, or takes their fire elemental into the frozen north, will find that his or her companion is no longer so companionable.

Who Chooses an Other Planar Familiar?

Other planar familiars are a choice for many spellcasters, but their limitations tend to keep their selection to those who are either seeking a deeper understanding of a specific plane or element, or are out to make a statement. The incompatibilities with certain aspects of the greater environment, such as good outsiders and evil actions or earth elementals with above ground environs means that the master is choosing to limit his or her activities in such realms.

As a result, outsiders tend to appear under the charge of those dedicated to advancing the goals of their alignments while elementals are most often found in the company of evokers and others with a focus on using a specific form of energy. Note that either type could be in the possession of a conjurer, although they tend to prefer outsiders due to the more refined nature of such familiars.

Spells to Summon Familiars

The following spells have been developed to allow spellcasters to call more unique familiars, provided they are capable of learning and casting the spell. The different spell levels reflect the difficulty in attracting the more unusual familiars for a caster.

SUMMON LESSER PLANAR FAMILIAR Conjuration (Summoning)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 day + 2 hours

Range: Special

Area: 10ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons a familiar from the Inner Planes. This creature will often resemble its Prime counterpart but possess variations to its appearance that allow it to exist in the less hospitable regions of its home plane. The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional two hours beyond the initial twenty-four hours. If he is successful, a portal will open within a 10ft radius of the caster through which the familiar will pass. Familiars commonly associated with this spell would be: Blue Spitter, Horddsa, Quinnilip, Rhazling, Salt Basilisk, and Storm Crow.

Arcane Focus: A tiny candle, a drop of the caster's blood, and piece of the desired familiar (feather, hair, tooth, etc.).

TABLE 3-1: INNER PLANAR FAMILIARS

Familiar	Benefit
Blue Spitter	+3 to Swim skill checks
Horddsa	+3 to Appraise skill checks
Quinnilip	+3 to Heal skill checks
Rhazling	+3 to Intimidate skill checks
Salt Basilisk	Reduces Petrification Saves by one-half
Storm Crow	Reduces Saves vs. Lightning/Thunder attacks by one-half

SUMMON OUTER PLANAR FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 day + 3 hours

Range: Special

Area: 20ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons an outer planar creature whose hit die is no greater than one half of the caster's total character levels. The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional three hours beyond the initial twenty-four hours. If he is successful, a portal will open within a 20ft radius of the caster through which the familiar will pass. Familiars associated with this spell would be: Aasimar (1st level), Imp, Lockling, Quasit, or Tiefling (1st level).

Arcane Focus: A tiny candle, a drop of the caster's blood, and a small forked metal rod keyed to the home plane of the familiar.

Outsider: Evil Familiars

While their power may be luring fiendish familiars can be rather difficult on one's mind and body. They require a great deal of material components and pain to summon and in order to enhance their diabolical powers the master usually has to make some sort of great sacrifice.

RITUAL OF SUMMONING

Successfully bonding with an evil outsider familiar is a three step process that is broken down into the preparation, the ritual, and the feasting. Below is a description of each step.

Preparation: Borne of all elements foul and corrupt evil familiars are not immune to either greed or the need for horrifying things. As such most of the required materials are as every bit expensive as they are revolting.

When starting the quest of preparing the ritual one should first visit the more morbid merchants of incense and candles. There one should purchase special incense sticks that have the essence of the mad apple plant fused with the webbing of the black widow, costing no less of course than 15gp. After the incense is acquired the candles are important as well, pitch black in coloration and sweating the concentration of wild orchids and the gland of skunks. Half a dozen of such candles will be needed and can usually be obtained for 8gp each, which brings up a total cost of 48gp for the candles.

From the dusty shop of the broker of the incense and candles one will do well to find a tight lipped importer of exotic spell and ritual components. There one will need to purchase many things if one hopes to summon forth the self-induced diabolical curse that we lovingly know as a fiendish familiar. The most expensive of these items is a clay-like, 5lb heap of semi-dried, evil dragon's dung. Though it has been heard that some nervous suppliers will let this item go for much less from time to time the typical rate on dragon's dung is 100gp for a full 5lbs. Next you will need the bones of a prostitute, which typically run 70gp. While a greedy gravedigger might be able to get you a discount on such a morbid item there is always the chance of error. Suppliers of dark components are usually 'in' with the flophouses and are all more than happy to take a body that the brothel madam is too cheap to bury.

Once these ingredients have been purchased one needs to stab oneself with a dagger and let the blood flow for a total damage of 1 hit point. This blood will be used to draw a suitable sized ring of symbolic evil and to also dampen up the dragon's dung. With the dampened dung and the prostitute's bones one must build a nest and place it in the middle of the circle. Then the candles and incense must be placed outside the circle.

Finalizing the preparations required to summon an evil outsider familiar is somewhat moderate in difficulty and requires a Knowledge: arcana (DC 14) check. If the preparation is not correctly performed then it must be re-performed and all components except for the candles and incense must be replaced.

Ritual: Once the preparations have been made it is time to summon the familiar. The candles and incense must be lit

and one must stab themselves again, this time for 4 points of damage. As the blood flows it is poured into the nest. Upon pouring the blood foul magical rites are chanted, which cause the evil outsider to form from the nest of blood, dung, and bones. The total ritual takes around an hour. The chanting requires a DC 18 Spellcraft skill check to succeed. If the Spellcraft check happens to fail or the ritual is interrupted by an outside force, then the rite must be started all over again. Failure of the summoning at this point causes all materials to be wasted.

Feasting: Once the ritual is complete the evil outsider will fully emerge and consume any remaining blood on the floor, completing the ritual.

TABLE 3-2 OUTER PLANAR FAMILIARS

Familiar	Benefit
Aasimar (1st level)	Acid, Cold, Electricity Resistance 5
Imp (Devil)	Regeneration 2
Lockling	True strike – 2/day
Quasit (Demon)	Regeneration 2
Tiefling (1st level)	Acid, Cold, Electricity Resistance 5

If a spellcaster has previously chosen one of the two planar feats listed earlier, she may elect to take the Improved Planar Familiar feat at 12th level. This allows her to summon a planar based creature whose alignment closely matches her own and possesses formidable abilities that will complement her own. Again, as with previous familiar feats, the creatures involved often have their own special requirements, needs, desires and goals that the caster must pay attention to or risk losing the familiar.

SUMMON IMPROVED PLANAR FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 day + 6 hours

Range: Special

Area: 30ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons a creature from the planes that is a more powerful form of creature than one summoned from the lower level planar familiar spells whose alignment closely matches that of the caster. The creature will faithfully serve as a companion provided the spell caster treats it well and doesn't stray far from his alignment. The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional six hours beyond the initial twenty-four hours. If he is successful, a portal will open within a 30ft radius of the caster through which the familiar will pass. Familiars associated with this spell would be: Hellhound, Lantern Archon (Celestial), Magmin, Mephit (any type), Prismatic Archon (Celestial), Ravid, or Shadow Mastiff.

Arcane Focus: A tiny candle, a drop of the caster's blood, and a small forked metal rod keyed to the home plane of the familiar.

TABLE 3-3 IMPROVED PLANAR FAMILIARS

Familiar	Benefit
Hellhound	Fire Immunity
Lantern Archon (Celestial)	Aura of Menace
Magmin	Fire Immunity
Mephit	Fast Healing 2
Prismatic Archon (Celestial)	Aura of Menace
Ravid	Fly (at will)
Shadow Mastiff	Gains Shadow Blend
Urgoti Eye (see next page)	+3 Gather Information

Elemental Familiars

THE ENVIRONMENTAL KINSHIP OF ELEMENTALS

While one may think that summoning an elemental familiar is no different than performing other spells, there is a general degree of importance regarding the surroundings of the summoning process. Though it is possible to summon an elemental familiar in most any type of surrounding 'in a pinch' usually the best results occur when there are suitable details to the environment.

When summoning a fire elemental it is usually wise to surround oneself with a great deal of smoldering ash. Building a large outdoor fire several hours prior to the summoning is the most common way to achieve such ash. Water elementals, however, would feel at odds should they arrive in an area filled with smoke and ashes. For these familiars it is often wise to perform the summoning in an area where the land is quite marshy, perhaps even slightly flooded.

Though generally feeling quite at home on any solid surface earth elementals tend to feel more comfortable when summoned in caverns, dungeon chambers, or other such underground places. Air elementals, on the other hand, are the happiest when summoned on high mountain peaks and cliff walls.

THE QUIRKS OF ELEMENTAL FAMILIARS:

While elemental familiars are a very basic and often easy to tend to creature they can, however, be quite picky and troublesome to deal with in some aspects. Below is a discussion of the quirks of each elemental base type.

Air Elementals: Though perhaps one of the most easiest and adaptable of elementals the air elemental can still be quite particular. Having a gaseous body, many things can 'pass through' or temporarily 'merge' with the air familiar's form, and a great amount of such substances are often less than savory. For this reason the air familiar tends to find areas that are contaminated with putrid, foul smells to uninhabitable. Likewise, there are many vices and baser activities that humans take to display or take part in that the air familiar finds extremely offensive. Smoking a terrible vice in the viewpoints of the air elemental, for it makes the air elemental familiar all sooty and chokes them up in a manner that no

other creature could ever imagine. Flatulence, needless to say is viewed as being one of the highest of ill mannered disgraces and an air familiar holds no worth for someone who openly belches, sneezes, or coughs in the presence of the familiar without covering their faces. While understanding the basics of their master's surrounding cultural society an air familiar is quick to make a insulting remark to a lady who wears a considerable degree of perfume, especially if the woman claims to be someone from better social circles.

Air elemental familiars are also a bit naturally afraid of fire, which is often described by the familiar as a 'gluttonous, cannibalistic violator'. They also tend to shy away from underground places deep below the surface where the air is stale.

Earth Elementals: Sturdy and enduring, earth elemental familiars are usually the least to complain. That is not to say that they do not have their own set of quirks, however. Ever curious about the squishy semi-solids and other natural materials that surround them earthy familiars are likely to be worse than the cat for dragging in a variety of foul, questionable things. An earth familiar in the presence of precious metals and gems should be watched as though they are the worst of thieves. To the elemental familiar jewelry, coins, and the substances that they are made up of are precious 'pretties' that other intelligent creatures have merely borrowed from the earth elementals and thus are not truly owned. As such if the elemental decides that it is time that such an object be returned to a more rightful owner the earth familiar will not hesitate to try to take the object, even if it is currently being worn by someone else. Also, while the earth familiar is not very afraid of the other elements of nature they have a curious outlook towards plants. To the earth familiar a plant is an competing opposite on the food chain. A dead plant, or a 'good plant' as the elemental familiar puts it, offers nourishment for the soil. Living plants and lichens, however, are often regarded as being 'essence robbing vampires'.

Fire Elementals: Somewhat true to the prejudices that surround them fire familiars can be rather thoughtless and destructive in nature. A master's library had best be kept off limits or the elemental familiar is likely to send books and scrolls ablaze. Furniture, doors, and other wooden objects also benefit from special treatments if a fire familiar lives in the dwelling and beloved pets can be dead pets should the familiar get too close or physical during playtime. Though the fire elemental familiar will do what it can to avoid areas where the air is stale and poor in oxygen these creatures have an unhealthy interest in the presence of combustible gases. Oblivious to the damage that it might cause to others including the familiar's master the elemental familiar is quick to rush into such fumes, causing fiery explosions that such familiars can only compare to the lustful, romantic passions of other creatures.

While not bothered by cold temperatures fire elemental familiars are naturally phobic when it comes to water and other non-combustible liquids. While air is a life giving food for the fire elemental these creatures are none the less afraid of dust storms, which they find to be rather suffocating.

Urgoti Eye

CR 1; Tiny Outsider; HD 1d8+1; hp 5; Speed 40ft, Fly 60ft (excellent); Init +3 (Dex), AC 20 (+2 Size, +3 Dex, +4 Natural); Atk Bite +2 (1d3-1) melee or Sting +2 (1d2-1) melee, Full Attack: Sting +2 (1d2-1) melee and Bite +0 (1d3-1) melee; Space/Reach 2-1ft/2ft (1/4)/0ft; SA Wounding Sting; SQ Poison Immunity; AL Always Evil; SV Fort +3, Ref +5, Will +3; Str 8, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills: Gather Information +10, Hide +7, Listen +5, Move Silently +7, Search +4, Spot +5, Survival +5

Feats: Multiattack

Climate/Terrain: Any land or underground

Note: The Urgoti Eye has a racial +3 bonus to Gather Information.

Familiar: The Urgoti Eye provides its master with a +2 bonus to gather information skill checks.

Description: The Urgoti Eye is a small fiend from the Nine Hells that was originally created as a small spying creature. It appears similar in form to an Imp (small gargoyle-like creature), but only has one large eye for a face under which a small circular hole lined in teeth serves as its mouth. The creature was originally formed from a spy for an evil King. The spy, Urgoti, was killed extorting money from a client and so had reserved a place for himself in the hells. His soul was the first to assume the form of an Urgoti Eye and the small fiends still to this day hold his name as their own. Known for their unique ability to gather information, they have become chosen companions for many wizards

Combat: The Urgoti Eye is too small to be much of a threat to anyone who it has no information on. When attacked it will use its tail stinger to poison an opponent before flying away.

Wounding Sting (Ex): The Urgoti Eye secretes a poison from its tail which causes an additional 1 point of damage per round for 1d4 rounds if a successful melee attack is made with its sting attack.

Poison Immunity (Ex): The Urgoti Eye is immune to the effects and damage from all poisons, magical or mundane.

Prismatic Archon (Celestial)

CR 5; Small Outsider; HD 4d8; hp 18; Speed Fly 60ft (perfect); Init +5 (+1 Dex, Improved Init), AC 17 (+1 Size, +1 Dex, +5 Natural); Atk Prismatic Burst +5 ranged touch; Space/Reach 5ft × 5ft/5ft; SA Spell-like Abilities; SQ Celestial Qualities, Damage Reduction 10/+1; AL Always LG; SV Fort +4, Ref +5, Will +4; Str 1, Dex 13, Con 10, Int 8, Wis 12, Cha 11.

Skills: Listen +4, Spot +5

Feats: Improved Initiative

Celestial Qualities

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed at a Will save (DC 13) to resist its effects. Those who fail suffer a -2 morale penalty to attacks, AC, and saves for one day or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that archon's aura for one day.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds archons, identical with the spell cast by a sorcerer whose level equals the archon's Hit Dice. The effect can be dispelled, but the archon can create it again during its next turn as a free action. (The defensive benefits from the circle are not included in the statistics block.)

Protective Aura (Su): As a free action, ghaeles, devas, planetars, and solars can surround themselves with a nimbus of light having a radius of 20 feet. This acts as a double-strength magic circle against evil and as a minor globe of invulnerability, both as cast by a sorcerer whose level equal to the celestial's Hit Dice. The aura can be dispelled, but the celestial can create it again as a free action on its next turn.

Teleport (Su): Archons can teleport without error at will, as the spell cast by a 14th-level sorcerer, except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): All celestials can speak with any creature that has a language, as though using a tongues spell cast by a 14th-level sorcerer. This ability is always active.

Immunities (Ex): All celestials are immune to electricity and petrification attacks. Devas, planetars, and solars are also immune to cold and acid.

Resistances (Ex): Guardinals and eladrins have cold and acid resistance 20. Devas, planetars, and solars have fire resistance 20.

Keen Vision (Ex): All celestials have low-light vision and 60-foot darkvision.

All celestials receive a +4 racial bonus to Fortitude saves against poison.

Spell-like Abilities: At will: *aid*, *detect evil*, *true seeing*.

Prismatic Burst (Su): Each Prismatic Archon has a prismatic burst relative to its color:

- *Red:* 4d8 fire damage (Reflex save for half damage DC 15).
- *Orange:* 4d8 acid damage (Reflex save for half damage DC 15).
- *Yellow:* 4d8 electrical damage (Reflex save for half damage DC 15).
- *Green:* Poison, Fortitude save (DC 17); initial damage unconsciousness 1d6 hours, secondary damage stunned for 2d8 rounds.
- *Blue:* 2d4 temporary Dexterity damage; Fortitude save (DC 18) reduces loss to 1 point. If subject reaches 0 Dexterity, he is turned to stone as the spell *flesh to stone*, cast by a 14th level caster.
- *Indigo:* Insane 1d6 hours, as the spell *insanity* cast by a 14th level spellcaster. Will save (DC 18) negates.
- *Violet:* Teleported 1d10 × 100 feet in a random direction. Reflex save (DC 15) negates. If the victim would appear inside an object, they are shifted next to the object and take 4d8 points of damage (no saving throw allowed).

Prismatic archons appear as small shimmering balls of light ranging from bright red to glowing violet. Their bodies are gaseous globes with little heft or weight. Each prismatic archon has a musical voice attuned to its color, although only celestials can differentiate between them.

Water Elementals: Much in the same manner of air familiars these elemental familiars can be somewhat picky in regards to their surroundings. Temperature is perhaps their main concern, however, as the cold freezes them while becoming too hot can cause them to steam. Water elemental familiars are also concerned about their bodies and what becomes mixed with them, and as such a water familiar has often described ponds and mud puddles as leaving them feeling 'sticky and smelly'.

What makes the water familiar the most annoying however is certain things that they do enjoy. Water familiars can be very demanding in regards to wanting deep, indoor pools to play and rest in but by the same token can be extremely difficult to keep inside once the weather turns stormy. Having rain beat down upon you is described by the water elemental as being one of the best massages or other physical sensation that any other creature could ever hope to obtain.

DISEASES OF THE ELEMENTALS

While most of the normal diseases to be found in the realms are of no real effect on an elemental there are some illnesses however that can quickly reduce the stamina of such creatures. Below are several diseases that have been known to infiltrate the otherwise healthy forms of even the most powerful of elemental creatures.

TABLE 3-4 ELEMENTAL DISEASES

Disease	Infection	DC	Incubation	Damage
Blue Bitterashe	Contact	15	1d3 days	1d6 Int
Cloudagagick	Inhaled	18	1 day	2d4 Con
Flame Pox	Ingested	18	1 day	1d4 Dex
Flickering Gasps	Inhaled	18	1d3 days	2d6 Con
Glopludge	Ingested	14	1 day	1d8 Dex
Quartz Worms	Contact	16	1d3 days	2d6 Con
Windmites	Contact	16	1d3 days	1d6 Str

DESCRIPTIONS

BLUE BITTERASHE

This bizarre disease comes from the decomposing ashes of foul, diseased creatures. Should a fire elemental come into contact with blue bitterashe then the creature is likely to fall sick and suffer temporary mental damage. Symptoms of blue bitterashe contraction amongst fire elemental familiars include difficulty in following orders, stuttered speech, and difficulty in regards to communicating telepathically with the familiar's master.

CLOUDAGAGICK

In the case of the air elemental there is perhaps no disease known that is more dreaded than the vile cloudagagick. Though originally believed to have formed from the fermenting gases of a slain unicorn's bloated stomach cloudagagick can be found in many places now, especially where the stench

of death hangs heavy in the surrounding air. Appearing as a yellowish-brown, swirling mist with carbonating bubbles of green, grays, and blue. The elemental merely needs to cycle through or 'breathe' a portion of the cloudagagick mist to become infected. Upon infection the form of the elemental familiar will become cloudy with a milky, almost pus like shade of gray white. Within twenty-four hours these cloudy areas will become thicker, somewhat yellowish in tint, and cause the air elemental to bubble and 'fizz'. Likewise it will sound as though the creature is constantly making a gagging, coughing noise. Having the air elemental pass through the smell of garlic twice a day is recommended as being a good folklore cure for cloudagagick.

FLAME POX

While its name would reflect spotting, flame pox actually causes discolored streaks in fire elementals. Likewise, the fire elemental appears to become sluggish and somewhat uncoordinated. Flame pox is neither a toxin nor a disease. Rather it is somewhat of a 'consumption disorder'. When the fire elemental takes too much delight in consuming the fatty oils of various exotic creatures they run the risk of contracting flame pox. The oily soot becomes rather heavy and continues to mingle in the fire elemental's form, causing the disorder to occur.

FLICKERING GASPS

Though it is often believed that the most destructive of elementals is also the most naturally resistant. The dreaded fire elemental disease known as flickering gasps has proven such theories to be wrong time and time again. Flickering Gasps, a foul condition that literally chokes the air away from the fire elemental and clogs up the creature's ability to consume much needed gases has caused the death of many a fire elemental familiar.

Originating from the spores of exotic, phosphorus fungi that grow deep below the surface the likelihood that a familiar could somehow contract flickering gasps above ground is quite rare. In the caverns below, the chance for such infection is much greater. Once a fire elemental has inhaled or otherwise absorbed the infectious spores the phosphorus based material is quickly burnt up in the familiar's form. Instead of being exhaled as ash and smoke, however, the soot from the spores latches on to the essence of the elemental and gradually builds up, gradually choking the familiar.

GLOPSLUDGE

Glopludge is a notorious disease that is fortunately contracted only by water elemental creatures. When a water elemental filters through the elements of their surrounding aquatic environment they are in a sense both inhaling and digesting the water around them. While the water on their home elemental plane tends to be more pure the various different types of aquatic bodies on the plane of the water elemental familiar's master are often quite polluted.

Sometime such pollution takes the form of glopludge, a concentrated bacterial mess that resembles tiny floating

strands that are slimy and green to bluish purple in coloration. Often overlooked as being little more than harmless algae (which glopsludge truly does resemble), the water elemental familiar

It is quite likely to absorb in the surrounding liquids with little hesitation. Unlike the common, harmless algae, however, glopsludge quickly takes hold, preventing the elemental from being able to filter such impurities back out. Once inside the water elemental's body the glopsludge begin to rapidly multiply, causing the creature to appear to be a bizarre composite of part water elemental, part aquatic plant colony.

While surprisingly the disease itself is not life threatening to the water elemental glopsludge tends to 'weigh down' or otherwise 'clog up' the elemental, making it rather difficult to move about. In addition to the obvious appearance of strands the water elemental familiar will also become rather bloated and sluggish.

QUARTZ WORMS

Though somewhat mysteriously beautiful in a way quartz worms are dreadful, elemental parasites that feed upon other creatures from the elemental plane of earth. These tiny, translucent worms seem to be composed of animated quartz that glitters with a prismatic effect in the sunlight. Upon coming into contact with an earth elemental creature the quartz worms dig into the elemental's form and immediately begin feeding and reproducing. If the infected host is not fed a specially concocted mixture containing the powdered dust of amethyst and garnet and then allowed to rest the elemental will surely eventually die. This mixture has the following cost: 1 treatment for a tiny elemental: 25gp, 1 treatment for a small elemental: 70gp, 1 treatment for a medium elemental: 250gp, 1 treatment for a large elemental: 1,000gp, 1 treatment for a huge elemental: 2,500gp. The mixture can be made at one third the normal cost by the master if the spell caster succeeds a Craft: alchemy (DC 16) check. In addition to the obvious appearance of the quartz worms feeding upon the elemental's body the earth elemental will also appear to be rather weak and tired.

Curiously enough, while the quartz worms are dreaded amongst earth elementals and spell casters who happen to keep such creatures as familiars there is some interest in the body of a quartz worm on the market. As these dead, motionless creatures are composed of the essences of the elemental plane of earth they do not decay in the normal composite planes. Since their appearance and form retain its normal state some individuals have found these dead parasites to be somewhat of a curiosity or at best an interesting piece for jewelry. It is common practice for thieves and greedy individuals to search an area in which an earth elemental has died in an effort to find some of the forms of the quartz worms. While many of these creatures return to the elemental plane of earth upon the death of the earth elemental host there is usually a 35% chance that 1d4+2 of the bodies of these parasites remain behind. Each dead parasite is typically worth 350gp on the open market.

WINDMITES

Windmites are flat, extremely lightweight insects that seem to share some remote sense of kinship to the common flea. While fleas feed on the blood of living creatures however, windmites feed upon the essences of air elementals. Though initially appearing as little more than a few faint, transparent, gray blue specks that slowly move about in the air elemental's form these creatures can expand in number rather quickly, causing the elemental to become weak and sluggish. As the windmites feed they grow larger as well. Once a windmite has finished feeding on the air elemental the windmite deposits her eggs (if of course, the windmite is a female) and then drops off the familiar's form.

A severely infected air elemental appears as being full of a swirling, moving gray-blue mess.

Complex Elemental Counterparts

As magic brought about a sense of exploration and connection between the realms of mankind and the elemental planes the elementals themselves began to take an interest in the physical makeup of beings that existed on the vast worlds that made up the realms. As such these creatures began to grow bored with their simple forms and began to desire bodies that were a bit more complex and similar to the creatures that they encountered on 'the other side'.

Having simple bodies composed of the element of their realms many of the more powerful elementals found this permanent transformation to be rather easy. After all, it would be much more easier for an intelligent mound of living clay, rock, or crystal to take the form of a wolf than it would be for a normal wolf to obtain a body of living, flexible quartz. With these new bodies the transformed elementals found it much easier to navigate the realms and much to the shock of the natives. Ravens and owls of condensed, bluish-green water were seen soaring through the skies with wings of purplish mist while fiery bunnies and stone cows decimated the countryside.

COMPLEX ELEMENTALS, BASE TEMPLATES:

When creating a complex elemental, whether it be for simply introducing a new beast or allowing a spell caster to obtain a rather exotic familiar it is best to concentrate on the base template of the complex elemental first. Even if the creature is for the intentions of a familiar (as with virtually all things in this book) it is still a good idea to outline the basic creature before applying the final template designated for complex elemental familiars. Unlike most templates that are used to enhance a pre-existing creature complex elementals were always in their existence elementals. Though this is true, however, the template can still be applied to any existing diminutive to large animal or vermin monster.

Below are the instructions and attributes needed for creating complex elementals.

COMPLEX ELEMENTAL TEMPLATE ATTRIBUTES

Despite the element (or elements for composites) that

makeup the complex elemental all of these creatures have the following features:

Type: Elemental. Rather than being an animal or vermin the elemental creature is considered to be an elemental rather than the normal, 'native' type. *Creation Notes:* As such a 'crystal wolf' is quite simply an elemental by creature type and not an animal, even though a real wolf is considered to be an animal.

Hit Dice: Elementals use the 8 sided Hit Dice. As this is the same scale of Hit dice used with animals and beasts alike no change will need to be made in this respect. *Creation Notes:* With our crystal wolf again in mind we will notice that the crystal wolf maintains the same hit dice and hit points as a normal wolf.

Base Attack Bonus: Elementals have base attack bonuses equal to 3/4 total Hit Dice. As animals and vermin alike also share the same base attack bonus as an elemental no change will need be made here either. *Creation Notes:* Since this holds true yet another aspect of creating our crystal wolf is quite easy. We simply use the base attack bonus of a normal wolf.

Skill Points: Elementals have skill points equal to (2+ Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die. All animals share this same standard for skill points and likewise this standard holds true for the vermin standard on skill points as well. Many common types of vermin, however, are mindless. In their case you will want to increase the Intelligence score by at least 1 or 2 points and as such reassign the skill points for the creature, starting with the skill points for the 1st Hit Die and moving up from there. *Creation Notes:* In the case once again with our crystal wolf things will go unchanged. If we were to create a small monstrous fire spider however there would be some adjusting to do. To do as such, look at the example modification steps below:

Small monstrous spiders are normally unintelligent but we decide to give the small monstrous fire spider an Intelligence of 2. As the intelligence modifier is still quite low we will have to settle for a total of 4 skill points allowed at 1st level. Since a normal small monstrous spider does not go beyond the first Hit Dice the total skill points for the small monstrous fire spider will equal a total of 4. Looking at the fact that the creature has a high Dexterity as based by the standard statistics for the small monstrous spider it would be wise to place at least a couple of these skill points in areas such as Hide or Move Silently.

Dark Vision: Elementals have dark vision out to 60 feet. This replaces any normal vision standards that the normal creature type would have, including low light vision. *Creation Notes:* The low light vision of the common wolf would be replaced with the elemental dark vision for the crystal wolf. The dark vision of the normal small monstrous spider would remain the same with the fire spider.

Immunities: All elementals are immune to poison, sleep effects, paralysis and stunning. *Creation Notes:* Both our crystal wolf and our small monstrous fire spider gain these immunities.

Phenix

CR 4; Tiny Elemental (subtype Fire); HD 2d8; hp 11; Speed fly 60ft; Init +2, AC 14 (+2 Size, +2 Dex); Attack: Slam +4 (1d4+1 fire); Full Attack: Slam +4 (1d4+1 fire); Space/Reach 2-1ft/2ft (1/4)/0ft; SA Immolate; SQ Elemental traits, Fire Immunity; AL Always Lawful Neutral; SV Fort +2, Ref +6, Will +1; Str 10, Dex 15, Con 12, Int 12, Wis 10, Cha 6.

Skills: Gather Information +3, Intuit Direction +5, Move Silently +5, Spot +5, Search +2, Listen +1

Feats: Great Fortitude, Weapon Finesse (Slam)

Environment: Temperate Plains to Warm Plains, Deserts

Advancement Range: Small (3-6HD), Medium (7-12HD)

Familiar: A Phenix grants its master Fire Resistance 3.
Description: A Phenix is a small flying elemental creature from the Plane of Fire. It usually assumes a bird-like shape and floats through the air when calm, or streaks through the air when angered or attacking. Originally brought from its plane of origin to serve a cabal of fire savants, the Phenix was given its name after the great and powerful fire bird known as the Phoenix, but the name was changed later on to Phenix to give the creature its own originality. It appears as a bird of fire whose flames change hue dependant on its mood. A red Phenix is always assumed to be angry (since it is usually buzzing around and attacking what it thinks is an enemy), while a black flame Phenix might be depressed or saddened for some reason. However, these mood-colors are always mean something different depending on the individual creature.

Combat: A Phenix attacks by slamming its flaming form into a creature it perceives as an enemy and then jetting away so it cannot be attacked back. It also has a more impressive attack, in which it runs into a enemy and then explodes into a small fireball, dissipating.

Immolate (Sp): The Phenix can ram into an enemy with its slam attack, dealing 3d6 points of fire damage, and effectively taking itself out of combat. Once the Phenix has used its Immolate attack, it takes 1d4 hours to reform on the prime material plane. It reappears 1d20ft from where it originally dissipated in a random direction.

Fire Immunity (Ex): The Phenix is immune to all mundane or magical fire attacks. However, it takes double damage from any cold-based attacks if it fails a reflex saving throw and only half on a successful save.

Elemental traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking, and has dark vision of 60ft. Cannot be raised or resurrected.

Critical Hits And Flanking: Elementals are not subject to critical hits or flanking. *Creation Notes:* Yet two more advantages to be added to our crystal wolf and our small monstrous fire spider.

Poison/Disease Attacks: Though capable of compressing or otherwise utilizing their elemental essence to mimic a variety of physical attacks all complex elementals are incapable of poison or disease attacks. *Creation Notes:* No

change here for the crystal wolf. As for the small monstrous spider though one needs to remove the standard poison attack in order to create the fire spider.

Lack of Dual Spirit/Body Nature: While complex elemental familiars may be argued somewhat in this category the common complex elemental lacks the sense of separation between soul and body. As such when the creature dies the complex elemental returns to their native plane (or in the case of composite complex elementals, broken pieces of the creature return to the native planes). The complex elemental creature cannot be affected by raise dead, reincarnate, resurrection or other such similar spells and effects. *Creation Notes:* Unlike normal wolves and spiders, our crystal wolf and small monstrous fire spider don't really have a sense of difference between spirit and body.

Proficiency: Natural Weapons: The complex elemental creatures are proficient with their natural attacks only. However, as they have mastered the forms of normal animals and vermin with stunning success the complex elementals are able to 'twist and bend' their forms to effectively mimic the attack of the normal creature. In addition fire and other temperature-based elementals can cause additional damage. These creatures are not, however, proficient with other weapons. *Creation Notes:* Our crystal wolf naturally has teeth made of rock crystal points so no big change there. The small monstrous fire spider, however, benefits from this more as each one of her natural attacks deals an additional 1d3 points of fire based damage.

Armor Proficiency: Complex elemental creatures are not proficient with any form of crafted or manufactured armor. *Creation Notes:* No real change here either. Wolves and spiders alike rely on their natural armor.

Eating, Sleeping, Breathing: Elemental Creatures do not eat, sleep, or breathe. *Creation Notes:* Despite this lack of such needs, the creatures will still keep their basic form. After all, the crystal wolf's teeth are needed for biting.

Challenge Rating Adjustment: Elementals tend to have higher challenge ratings than normal creatures of the same hit points, combative prowess, etc. This increase of CR is due to the fact that most elementals tend to have a fair bit of immunities and lack many of the basic needs of a common creature.

As a general rule a complex elemental counterpart will have a CR that is at least 2 levels higher than the normal version of an animal or vermin. If the vermin or animal's CR is under 1 then treat the complex elemental as having a CR of 3.

In the event that the DM feels that the creature lost a significant amount from the conversion to a complex elemental creature then it might be advised to rate the complex elemental creature's CR as being only 1 level higher than the normal animal or vermin's CR. For the most part, however, the creature is likely to gain more from becoming a complex elemental than they would have to lose.

COMPLEX ELEMENTAL SUBTYPE NOTES:

In addition to the general rules that apply for all complex elemental creatures there are rules regarding the basic

elemental subtypes of air, fire, water, and earth as well as the composite elemental subtypes. Below is a listing of each basic and composite subtype as well as changes needed to the creatures for each subtype.

Composite Elementals?: At scattered points throughout history the intentional or accidental union of different elemental types have forged new composite elemental creatures. Though some powerful elemental forces have found such mergers to be a vast improvement many of these composite elementals were unwelcome amongst either kind they have often been forced to dwell on the far edges of one elemental plane or another or even exiled entirely. Some of these composite elemental creatures have made their home in the realms or in some bizarre, distant plane where they could find a reasonable degree of acceptance.

Despite the rumored degrees of harsh prejudice spell casters have long valued the power of composite elemental types.

AIR

Subtype: (Air, Extraplanar) *Creation Notes:* Were we to make a tiny sized air hawk then the creature's size, type, and subtype would read: Tiny Elemental (Air, Extraplanar)

Good Saves: The good save for a complex air elemental is Reflex. *Creation Notes:* With both vermin and animal forms recalculation of current Saving Throws will be required. Vermin have good Fortitude saves instead of good Reflex saves and Animals usually have both good Fortitude and Reflex saves instead of simply having good Reflex saves. As such the saving throws of an air hawk or a wind wasp will be different than that of a normal hawk or wasp.

Speed: Fly 100 ft (perfect) *Creation Notes:* Rather than walk, crawl, or swim complex air elementals are capable of flying and at great distances. Likewise they have perfect maneuverability. Such speed would definitely be a change from the normal animal or vermin statistics.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a complex air elemental.

DUST

Subtype: (Composite: Air/Earth, Extraplanar)

Good Saves: The good save for a complex dust elemental is Reflex. *Creation Notes:* With both vermin and animal forms recalculation of current Saving Throws will be required. Vermin have good Fortitude saves instead of good Reflex saves and Animals usually have both good Fortitude and Reflex saves instead of simply having good Reflex saves. As such the saving throws of a dust serpent or a silt slug will be different than that of a normal hawk or wasp.

Choking Nausea (Ex): All complex dust elementals are capable of performing a form of special attack every 5 to 8 (1d4+4) rounds of combat. This attack allows the elemental to spew forth a cloud of foul smelling dust that causes opponents to gag, choke, and vomit. Normal, breathing creatures that are the same size of the complex dust elemental that are within range (see below) must succeed a Fortitude save (DC 14) or be overcome with nausea for 1d3 rounds.

The ranges for the choking nausea attack are as follows:

Elemental Creature Size	Attack Range (radius)
Fine	2 feet
Diminutive	3 feet
Tiny	5 feet
Small	10 feet
Medium	20 feet
Large	30 feet
Huge	45 feet
Gargantuan	70 feet
Colossal	90 feet

Creation Notes: Choking nausea is added to the Special Attacks area of the complex dust elemental creature's statistics.

Speed: Fly 50 ft (perfect). *Creation Notes:* Though sometimes appearing to be crawling along the ground complex dust elementals are actually flying creatures that can hover quite low when such appearances are desired. Though moving at a speed considerably slower than a complex air elemental the dust elementals still have perfect maneuverability. Such speed and movement would definitely be a change from the normal animal or vermin statistics.

EARTH

Subtype: (Earth, Extraplanar)

Good Saves: The good save for a complex earth elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a stone centipede. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the crystal wolf will be different than that of a normal wolf.

Earth Mastery (Ex): A complex earth elemental gains a +1 bonus for attack and damage rolls should the complex earth elemental and the opponent of the elemental are both touching the ground. However, if the opponent of the elemental or the complex earth elemental itself be airborne or waterborne then the complex earth elemental has a -4 penalty with attack and damage rolls. *Creation Notes:* Though earth mastery should be mentioned in the write up of a complex earth elemental or in the stat block under special attacks do not adjust the normal attack and damage rolls of the stat block itself. Simply refer to the earth mastery rules when the appropriate situation applies.

Misleading Appearance (Ex): Due to the shape and form of a complex earth elemental these creatures often closer resemble constructs than they do an elemental. As such it usually takes an individual with a considerable amount of knowledge to initially tell such a creature apart at a first glance. For individuals with little or no experience with complex earth elementals the character should succeed a Knowledge: arcana (DC 16) skill check in order to correctly identify at first glance that the creature is not a construct.

Characters with some degree of experience with other forms of complex earth elementals still have to succeed a Knowledge: arcana (DC 10) skill check when encountering a new type of complex earth elemental but their chance of succeeding is naturally greater. *Creation Notes:* Misleading Appearance is added to the complex earth elemental's Special Qualities statistics block.

Speed: In addition to the creature's normal speed the complex earth elemental will also pick up a burrowing speed, unless the normal animal or vermin already has a burrowing speed. In the case of a new burrow speed the burrowing speed will be equal to 10' for fine to large creatures and 20' for huge to colossal creatures. Unlike typical earth elementals a complex earth elemental does not enjoy the full speed effects of the earth glide ability due to the complex earth elemental's shape and form. Likewise the earth elemental does not share the combative push ability that the more common earth elementals have. *Creation Notes:* As such our crystal wolf will keep the normal wolf's movement rate of 50' and also gain burrow 10'.

FIRE

Subtype: (Fire, Extraplanar)

Good Saves: The good save for a complex fire elemental is Reflex. *Creation Notes:* With both vermin and animal forms recalculation of current Saving Throws will be required. Vermin have good Fortitude saves instead of good Reflex saves and Animals usually have both good Fortitude and Reflex saves instead of simply having good Reflex saves. As such the saving throws of an inferno ape, fire eagle, or a flame hornet will be different than that of a normal ape, eagle, or hornet.

Speed: 50 ft (for fine to large)/60 ft (for huge to colossal) *Creation Notes:* Complex fire elementals, though not having any true ability to fly through the air can none the less move faster than most of their normal vermin and animal counterparts. If the normal animal vermin counter part was originally capable of flight then the complex fire elemental will also be capable of such movement, though at a rate that is equal to 20+ plus the complex fire elemental's normal movement rate. As such a fire eagle will be able to move at a rate of 80'.

Cold Vulnerability: Complex fire elementals have cold vulnerability, which cause them to take an additional 50% of all cold damage directed at them. *Creation Notes:* As such if the small fire eagle is struck with an attack that would have normally caused 2 points of cold damage then the fire eagle will take 3 points of cold damage instead.

Immunity To Fire (Ex): Complex fire elementals are naturally immune to fire and burning. *Creation Notes:* As such, if you were to create an inferno ape then you would add immunity to fire to the inferno ape's special qualities, making it thus that much more powerful than a normal ape. Of course, unlike the inferno ape the normal ape does not suffer from cold vulnerability.

Burn (Ex): A complex fire elemental's natural attacks deal an extra amount of fire damage. This amount differs due

to the fire elemental's size (see below chart). Targets injured by the composite fire elemental's natural attacks must also succeed a Reflex save on catch on fire. The DC of this save depends upon the size of the complex fire elemental (see below chart). Should a target creature catch fire the fire will burn for 1d4 rounds, causing additional fire damage each round. A burning creature, however, may make a move action to extinguish the flame.

Should a creature attempt to attack the complex fire elemental with natural weapons and unarmed attacks then the attacking creature must also succeed the Reflex save or catch on fire from attacking the fire elemental. *Creation Notes:* In the case of our fire eagle we will add the fire damage to the normal eagle's attack and full attack, as such:

Attack: Talons + 3 melee (1d4 plus 1d4 fire)

Full Attack: 2 talons +3 melee (1d4 plus 1d4 fire) and bite-2 melee (1d4 plus 1d4 fire)

Likewise we will add the special combustible Burn attack/damage to the creature's special attack as such:

Special Attack: Burn

Below is the chart that details the fire damage and reflex saves in relation to the creature size.

Size	Fire Damage	Reflex Save (For Catching On Fire)
Fine	1 pt	DC 8
Diminutive	1d2 pts	DC 9
Tiny	1d3 pts	DC 10
Small	1d4 pts	DC 11
Medium	1d6 pts	DC 14
Large	2d6 pts	DC 17
Huge	2d8 pts	DC 22
Gargantuan	2d12 pts	DC 24
Colossal	2d20 pts	DC 26

ICE

Subtype: (Composite: Water/Air, Extraplanar)

Good Saves: The good save for a complex ice elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a monstrous ice spider. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the frost owl will be different than that of a normal owl.

Fire Vulnerability: Complex ice elementals have fire vulnerability, which cause them to take an additional 50% of all fire damage directed at them. *Creation Notes:* As such if the monstrous ice spider is struck with an attack that would have normally caused 2 points of fire damage then the ice spider will take 3 points of fire damage instead.

Immunity To Cold (Ex): Complex ice elementals are naturally immune to cold. *Creation Notes:* As such, if you were to create a small, monstrous complex ice spider then you would add immunity to cold to the monstrous ice spider's special qualities, making it thus that much more powerful than a normal monstrous spider of similar size. Of course, unlike the ice spider the normal monstrous spider does not suffer from fire vulnerability.

Temperature Healing (Ex): Though having a mystical 'shell' of sorts that protects the ice elemental from common temperatures and climate changes such surrounding features can still have a regulating effect on the healing of lost hit points. To determine the rate of healing in different climates use the below chart:

Climate	Healing Rate of Hit Points
Cold	Twice the normal healing rate per day
Temperate	Normal healing rate per day
Warm	One half the normal healing rate per day

Creation Notes: As such if you were to create a frost owl, a composite ice elemental variant of the normal owl, you would add Temperate Healing to the frost owl's special qualities.

Speed: Complex ice elementals maintain the speeds of their normal animal or vermin counterparts. *Creation Notes:* A medium monstrous frost centipede will be able to move at a rate of 40 feet and climb at a rate of 40 feet. An ice ape will be able to move at a rate of 30 feet and climb at a rate of 30 feet.

LAVA

Subtype: (Composite: Fire/Earth, Extraplanar)

Good Saves: The good save for a complex lava elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a giant lava mantis. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the volcanic bear (brown) will be different than that of a normal brown bear.

Speed: The base movement rates for all complex lava elementals remain the same as the normal animal counterparts. *Creation Notes:* The base movement rates go unchanged. Thus a molten constrictor has the same base movement rates as a normal constrictor.

Noxious Gases (Ex): All complex lava elementals are capable of performing a form of special attack every 9 to 12 (1d4+8) rounds of combat. This attack allows the elemental to spew forth a cloud of noxious volcanic gas that causes opponents to choke and vomit. Normal, breathing creatures that are the same size of the complex lava elemental that are within range must succeed a Fortitude save (DC 14) or be overcome with nausea for 1d2 rounds.

The ranges for the choking nausea attack are as follows:

Elemental Creature Size	Attack Range (radius)
Fine	1 feet
Diminutive	2 feet
Tiny	3 feet
Small	5 feet
Medium	10 feet
Large	20 feet
Huge	30 feet
Gargantuan	50 feet
Colossal	70 feet

Creation Notes: Noxious Gases is added to the Special Attacks area of the complex lava elemental creature's statistics.

Cold Vulnerability: Complex lava elementals have cold vulnerability, which cause them to take an additional 50% of all cold damage directed at them. *Creation Notes:* As such if the molten constrictor is struck with an attack that would have normally caused 2 points of cold damage then the molten constrictor will take 3 points of cold damage instead.

Immunity To Fire (Ex): Complex lava elementals are naturally immune to fire and burning. *Creation Notes:* As such, if you were to create a molten constrictor then you would add immunity to fire to the molten constrictor's special qualities, making it thus that much more powerful than a normal constrictor.

Burn (Ex): A complex lava elemental's natural attacks deal an extra amount of fire damage. This amount differs due to the lava elemental's size (see below chart). Targets injured by the composite lava elemental's natural attacks must also succeed a Reflex save on catch on fire. The DC of this save depends upon the size of the complex lava elemental (see below chart). Should a target creature catch fire the fire will burn for 1d4 rounds, causing additional fire damage each round. A burning creature, however, may make a move action to extinguish the flame.

Below is the chart that details the fire damage and reflex saves in relation to the creature size.

Size	Fire Damage	Reflex Save (For Catching On Fire)
Fine	1 pt	DC 6
Diminutive	1 pt	DC 7
Tiny	1d2pts	DC 8
Small	1d3pts	DC 10
Medium	1d4pts	DC 12
Large	1d6pts	DC 14
Huge	2d6pts	DC 18
Gargantuan	2d8pts	DC 20
Colossal	2d10pts	DC 22

Should a creature attempt to attack the complex lava elemental with natural weapons and unarmed attacks then the attacking creature must also succeed the Reflex save or catch on fire from attacking the lava elemental. *Creation*

Notes: In the case of a giant lava mantis we will add the fire damage to the normal giant praying mantis' attack and full attack, as such:

Attack: Claws + 6 melee (1d8+4 plus 1d6 fire)

Full Attack: claws +6 melee (1d8+4 plus 1d6 fire) and Bite +1 melee (1d8+4 plus 1d6 fire)

Likewise we will add the special combustible Burn attack/damage to the creature's special attack as such:

Special Attack: Burn

MUCK

Subtype: (Composite: Earth/Water, Extraplanar)

Good Saves: The good save for a complex muck elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a mud scorpion. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the sludge monkey will be different than that of a normal monkey.

Filthy Touch (Ex): Muck elementals leave a slight, moist trace of muck, sludge, and grime on everything that they touch. As such any sort of clothing that touches them becomes moist and dirty, and if the creature happens to get ahold of a mundane scroll or book then there is a 45% chance that the object is ruined. *Creation Notes:* Add Filthy Touch to the complex muck elemental's Special Qualities statistics block.

Disease Resistance (Ex): Due to the scum and filth that these creatures like to wallow in muck elementals are particularly resistant to disease. As such muck elementals gain a +6 to all saving throws against disease. *Creation Notes:* Add Disease Resistance to the complex muck elemental's Special Qualities statistics block.

Slippery Trail (Ex): When threatened and pursued the complex muck elemental can leave behind a thin, slippery trail. Should a creature or an adventurer happen to be pursuing the muck elemental and moving across the ground there is a chance that the pursuing opponent may slip and fall if they happen to move across the complex muck elemental's trail. Creatures moving slowly to normal speed must succeed a Balance skill check (DC 12) or trip and fall while creatures moving faster than their normal skill check must succeed a Balance skill check (DC 16) or trip and fall. *Creation Notes:* Add Slippery Trail to the complex muck elemental's Special Qualities statistics block.

Speed: Though complex muck elementals do maintain the normal speeds of their animal or vermin counterparts burrowing speeds are reduced by 1/3 their normal rate. Muck elementals are not very effective burrowers. These creatures, however, do pick up the ability to swim effectively without having to make swim checks. Their swimming rate is rather quick as well, though a wee bit slower than that of a water elemental. The swim rates are presented in the chart below. If the normal animal or vermin counterpart already had an

existing swimming speed then the new swim movement rate replaces the old one for the muck elemental.

Elemental Size	Swim
Fine	60 feet
Diminutive	60 feet
Tiny	80 feet
Small	80 feet
Medium	80 feet
Large	80 feet
Huge	100 feet
Gargantuan	100 feet
Colossal	100 feet

If the normal animal counterpart of the muck elemental can fly then the muck elemental can also fly at the same movement rate. *Creation Notes:* A sludge octopus would be able to move across ground (across ocean floor) at a rate of 20 feet and swim at a rate of 80 feet. A muck badger would be able to move on land at a rate of 30ft, burrow at a rate of 3 feet, and swim at a rate of 80 feet. A scuzz bat would be able to move across ground at a rate of 5 feet, fly at a rate of 40ft (good), and swim at a rate of 60 feet.

RUST

Subtype: (Composite: Earth/Water, Extraplanar)

Good Saves: The good save for a complex rust elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a rust mantis. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the corrosion monitor lizard will be different than that of a normal monitor lizard.

Corrosive Defense (Ex): While the touch of a complex rust elemental does not cause corrosion to an object being pierced or slashed open by a mundane, metallic weapon can. Any mundane, metallic weapon that successfully strikes with a slashing or piercing attack against a complex rust elemental has a 35% chance per successful attack of immediately falling to rust and becoming worthless. Metallic bludgeoning weapons are not affected by corrosive defense. *Creation Notes:* Add Corrosive Defense to the complex rust elemental's Special Qualities.

Vulnerable To Rust Devourers (Ex): As the rust elemental is already corroded it is not at the risk of being immediately destroyed by the Rust ability of the rust monster and similar other rust devouring creatures. However, such Rust touch attacks are still damaging to the rust elemental, causing 1d6 points of damage to the complex rust elemental per touch. Likewise, the bite attacks of these creatures are also more damaging to the complex rust elemental, causing an addition 1d4 points of damage per successful bite. *Creation*

Notes: Add Vulnerable To Rust Devourers to the complex rust elemental's Special Qualities.

Speed: Complex rust elementals retain all the normal base movement rates of the normal creature counterparts. *Creation Notes:* As such, a corrosion monitor lizard will have the following movement rates: 30ft across land, swim 30ft.

SMOKE

Subtype: (Composite: Air/Fire, Extraplanar)

Good Saves: The good save for a complex smoke elemental is Reflex. *Creation Notes:* With both vermin and animal forms recalculation of current Saving Throws will be required. Vermin have good Fortitude saves instead of good Reflex saves and Animals usually have both good Fortitude and Reflex saves instead of simply having good Reflex saves. As such the saving throws of an smolder hawk or a smoke centipede will be different than that of a normal hawk or centipede.

Smoking Fog (Ex): When threatened the complex smoke elemental can surround itself with an obscuring, smoke filled fog. Opponents other than other smoke elementals that try to attack the complex smoke elemental suffer a -4 to Attack rolls. *Creation Notes:* Add Smoking Fog to the complex smoke elemental's Special Qualities.

Immunity To Fire (Ex): Complex smoke elementals are naturally immune to fire and burning. *Creation Notes:* As such, if you were to create a smoke ape then you would add immunity to fire to the smoke ape's special qualities, making it thus that much more powerful than a normal ape.

Speed: As complex smoke elementals tend to move faster than their normal counterpart animals and vermin the normal base movement speeds for complex smoke elementals are equal to the normal counterpart base movement speed plus an additional 10'. Should the creature (as in the case of a manta ray) not have a ground movement rate then the base movement rates on ground for the complex smoke elementals are as follows: Fine to Tiny smoke elementals have a base movement rate of 20', Small to Large smoke elementals have a base movement rate of 30', and Huge to Colossal smoke elementals have a base movement rate of 40'. Smoke elementals can also fly and if the normal animal or vermin counterpart already has a flight speed then the complex smoke elemental's flight speed is equal to the normal counterpart's flight speed plus 20'. If the normal animal or vermin counterpart did not already have a flight speed then the flight speed of the complex smoke elemental is equal to the complex smoke elemental's base movement rate plus 20'. Complex smoke elementals are not particularly good swimmers or burrowers, however, and if the normal animal counterpart already has a swimming or burrowing speed then the complex smoke elemental's swimming or burrowing speeds are equal to one half the swimming or burrowing speeds of the normal animal or vermin counterpart. If the normal animal or vermin counterpart does not already have a swimming or burrowing speed then the complex smoke elemental does not gain such a speed. Climbing rates are removed as the smoke elemental can fly. *Creation Notes:* A smoke raven will have the following

movement rates: base movement ground speed 20ft, fly 60ft (average). A smoke manta ray will have the following movement rates: base ground movement of 30ft, swim 15ft, fly 50ft. A smoke badger will have the following movement rates: base ground movement of 40ft, burrow 5ft.

SOOT

Subtype: (Composite: Earth/Fire/Air, Extraplanar)

Good Saves: The good save for a complex soot elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a rust mantis. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the soot wolf will be different than that of a normal wolf.

Immunity To Fire (Ex): Complex soot elementals are naturally immune to fire and burning. *Creation Notes:* As such, if you were to create an ash rat then you would add immunity to fire to the ash rat's Special Qualities, making it thus that much more powerful than a normal rat.

Blinding Ashes (Ex): Once per day the soot elemental can belch forth a cloud of hot, smoldering ashes that causes normal creatures within the soot elemental's attack range to become temporarily blinded. The attack effects creatures that are no more than one size larger than the complex soot elemental. In order to avoid such temporary blindness the normal opponent creatures within range of the soot elemental must succeed a Reflex save (DC 14) or become blinded. To get the range plus the duration of blindness consult the below chart:

Soot Elemental Size	Range	Blindness Duration
Fine	1ft	1 round
Diminutive	2ft	1 round
Tiny	5ft	1d2 rounds
Small	8ft	1d2 rounds
Medium	10ft	1d2 rounds
Large	15ft	1d3 rounds
Huge	30ft	1d3 rounds
Gargantuan	50ft	1d3 rounds
Colossal	70ft	1d4 rounds

Speed: The movement rates of the complex soot elemental are the same as the normal animal or vermin counterpart except the issue of burrowing. Soot elementals are not very good at burrowing and as such the burrowing speed of the complex soot elemental is equal to one half the burrowing rate of the normal animal or vermin counterpart. *Creation Notes:* A char badger will have the following movement rates: 30ft across ground, burrow 5ft. A soot raven will have the following movement rates: 10ft across ground, fly 40ft (average). An ash rat will have the following movement rates: 15ft across ground, climb 15ft, swim 15ft.

STEAM

Subtype: (Composite: Fire/Water, Extraplanar)

Good Saves: The good save for a complex steam elemental is Reflex. *Creation Notes:* With both vermin and animal forms recalculation of current Saving Throws will be required. Vermin have good Fortitude saves instead of good Reflex saves and Animals usually have both good Fortitude and Reflex saves instead of simply having good Reflex saves. As such the saving throws of a boiler spider or a steam toad will be different than that of a normal toad or spider.

Burning Steam (Ex): Once every 4 to 7 (1d4+3) rounds the complex steam elemental is able to spew forth a spiraling jet of burning steam. Creatures within the steam elemental's attack range for burning steam must succeed a Reflex save (DC 14) or take burning damage. The exact amount of burning damage and range is determined on the below chart:

Steam Elemental Size	Range	Burning Damage
Fine	2ft	1d2 pts
Diminutive	5ft	1d3 pts
Tiny	10ft	1d3 pts
Small	1ft	1d4 pts
Medium	25ft	1d4 pts
Large	40ft	1d6 pts
Huge	65ft	1d8 pts
Gargantuan	90ft	2d6 pts
Colossal	120ft	3d8 pts

Immunity To Fire (Ex): Complex steam elementals are naturally immune to fire and burning.

Creation Notes: As such, if you were to create a monstrous steam spider then you would add immunity to fire to the steam spider's Special Qualities, making it thus that much more powerful than a normal monstrous spider.

Speed: The movement rates of the complex steam elemental are the same as the normal animal or vermin counterpart except the issue of burrowing. Steam elementals are not very good at burrowing and as such the burrowing speed of the complex steam elemental is equal to one half the burrowing rate of the normal animal or vermin counterpart. *Creation Notes:* A boiler badger will have the following movement rates: 30ft across ground, burrow 5ft. A steam raven will have the following movement rates: 10ft across ground, fly 40ft (average). A boiler rat will have the following movement rates: 15ft across ground, climb 15ft, swim 15ft.

VAPOR

Subtype: (Composite: Water/Air, Extraplanar)

Good Saves: The good save for a complex vapor elemental is Reflex. *Creation Notes:* With both vermin and animal forms recalculation of current Saving Throws will be required. Vermin have good Fortitude saves instead of good Reflex saves and Animals usually have both good Fortitude and Reflex saves instead of simply having good Reflex saves. As such the saving throws of a vapor constrictor or a mist wasp will be different than that of a normal constrictor or wasp.

Speed: Fly 100 ft (perfect). *Creation Notes:* Rather than walk, crawl, or swim complex vapor elementals are capable of flying and at great distances. Likewise they have perfect maneuverability. Such speed would definitely be a change from the normal animal or vermin statistics.

WATER

Subtype: (Water, Extraplanar)

Good Saves: The good save for a complex water elemental is Fortitude. *Creation Notes:* With vermin Fortitude is the creature's good save so thus there would be no change to saving throws should one wish to create something along the lines of a water centepede. For animal forms, however, recalculation of current Saving Throws will be required. Animals usually have both good Fortitude and Reflex saves instead of simply having good Fortitude saves. As such the saving throws of the rain raven will be different than that of a normal raven.

Water Mastery (Ex): A complex water elemental gains a +1 bonus for attack and damage rolls should the complex water elemental and the opponent of the elemental are both touching water. However, if the opponent of the elemental or the complex water elemental itself be touching the ground then the complex water elemental has a -4 penalty with attack and damage rolls. *Creation Notes:* Though water mastery should be mentioned in the write up of a complex water elemental or in the stat block under special attacks do not adjust the normal attack and damage rolls of the stat block itself. Simply refer to the water mastery rules when the appropriate situation applies.

Limited Drench (Ex): The complex water elemental's touch can extinguish torches, campfires, exposed lanterns, and other mundane forms of flame and fire provided that the fire is no greater in size than the complex water elemental. Due to the complex water elemental's composition and form this ability is more limited than that of a normal water elemental. Likewise the complex water elemental's form prevents it from using the vortex ability of normal water elementals. *Creation Notes:* Limited Drench is added to the special qualities of the creature.

Speed: Complex water elementals do not maintain the normal speeds of their animal or vermin counterparts. As

water is able to flood and absorb through minerals the complex water elemental is still able to burrow provided that the normal animal or vermin counterpart could also burrow. Despite the ability to retain the burrowing movement complex water elementals cannot perform this action as effectively and thus the burrowing speed is reduced in half. Complex water elementals, however, the normal animal or vermin's ability to fly or crawl. These speeds are kept at a normal rate. The new speeds for the complex water elemental are as listed by size:

Elemental Size	Normal Base Movement	Swim
Fine	10 feet	70 feet
Diminutive	20 feet	70 feet
Tiny	30 feet	90 feet
Small	30 feet	90 feet
Medium	30 feet	90 feet
Large	30 feet	90 feet
Huge	40 feet	120 feet
Gargantuan	40 feet	120 feet
Colossal	40 feet	120 feet

Though still slower than some of the normal animal counterparts complex water elementals are able to move faster across land than normal elementals of similar size. The complex water elemental's form allows this speed increase. Due to the aquatic nature of complex water elementals these creatures are always able to swim effectively without having to make Swim checks. Unlike other water elementals, however, the shape and form of the complex water elemental prevents such elementals from overturning ships and boats as easily as normal elementals. *Creation Notes:* A tidal badger will be able to move across land at a rate of 30 feet, burrow at a rate of 5 feet, and swim at a rate of 70 feet. A rain raven can move across land at a rate of 30 feet (surprisingly faster than a normal raven thanks to the fluid motion of the rain raven), fly at a rate of 40 feet (average), and swim at a rate of 90 feet.

Alternate Prime

COMMON ANIMALS FROM DISTANT WORLDS

Though many a wizard often decides to travel to a distant plane in search of the appropriate, exotic familiar they often find that the animals of these areas share many similar aspects as the animals of the wizard's native world. Unlike the native animals, however, there are just a few minor cosmetic differences in the animals of the distant realms.

When trying to figure out the difference between distant animals and common animals (such as the normal bat versus the bat of an alien world) the below charts are helpful 'mutators' of the animal features. Roll on the first chart to find out how many differences will be on the alien animal in comparison to the normal animal and then roll on the second chart to find out exactly what differences exist.



Roll (1d20)	Number of Changes
1-5	1
6-17	2
18-20	3

Note: Re-roll if the animal is already that way, or normally has a feature that is completely contrary.

Many of the benefits gained by having certain familiars mimics natural abilities that the animal possesses. For those abilities listed in the tables here, a detailed explanation of each follows:

Adjust Appearance (Su): The master can alter their hair and eye color, as well cause the pigmentation in their skin to adjust in an equal fashion. Eye color takes 1 round, hair 2 rounds, and skin 3 rounds to adjust. All three may work at the same time, however, with eyes fully changing first, then hair, and finally the skin of the master.

Arcane Vocal Mimicry (Su): The master can fully mimic a voice of someone else: perfectly. In addition, the master can fully mimic animal sounds and does not require a skill check with either.

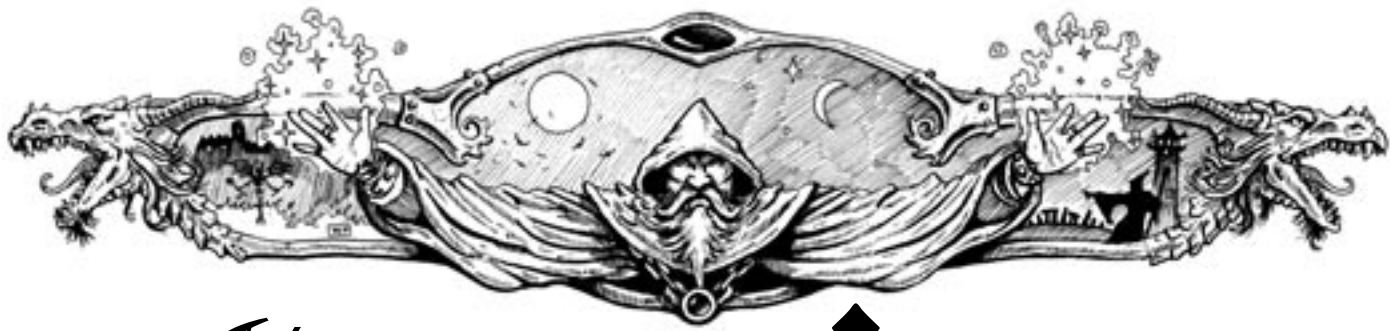
Scavenger's Stomach (Ex): The master can eat carrion. Even rotted, decaying carcasses can be consumed by the master with the same amount of relish that a vulture would have eating the same flesh. Eating such material (unless the body was diseased before death) is safe for the master and thus no saving throw is required.

Stench (Ex): The master may secrete an oily, musk-like chemical that nearly every form of animal life finds offensive. All creatures within 30 feet of the character must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

Sting Touch (Su): The master may attempt to use the sting touch up to five times per day. Whenever choosing to do so, the master must touch the target to inflict a paralysis attack. The target must succeed a Fortitude save (DC 12) or be paralyzed for 1d4 rounds.

Leeching Bite (Su): The master can choose to drop their normal attack and instead make a special bite attack. This attack causes normal unarmed damage to the victim and is rolled like a normal attack roll. After the initial damage, however, the victim must succeed a Fortitude save (DC 12) or take 1d4 points of temporary Constitution drain. An amount of hit points equal to the amount of points of Constitution loss are then added to the master's hit points (this is to heal back lost points, the total amount cannot exceed the master's normal maximum amount of hit points).

Roll 1d20	Change
1	Animal has scaly, reptilian skin.
2	Animal has thick fur.
3	Animal's skin/fur is unusual in coloration and/or pattern
4	Animal's eyes are different (bug like, on antennae, cat-like, abnormally large, etc.)
5	Animal's ears are different (abnormally larger or smaller, different in shape, lacking lobes, etc.)
6	Animal's tongue is different (abnormally longer, forked, etc.)
7	Animal's face/snout is different (may be longer, shorter, have a strange looking nose, etc., does not affect bite attack if any)
8	Animal's tail is different (split into two or three independent tails, spade shaped at the end, abnormally long, etc., does not affect tail attack if any)
9	Animal's overall body shape is slightly different (somewhat longer, plumper, etc., difference is not distinctive enough to affect the creature's stats)
10	Animal's scent is different (does not count stat wise or affect stench attacks if any)
11	Animal's wings are different (does not affect flight performance.
12	Animal's teeth and/or claws are abnormal in coloration.
13	Animal's body appears warty or lumpy (Re-roll if animal already has warts or is completely covered in fur)
14	Animal has a set of antennae (Though the antennae aid the animal in their normal senses their presence does not alter the overall ability of the animal in regards to sensory).
15	Animal's fur/hair is abnormal in texture (wooly instead of thin, curly instead of straight, etc.).
16	Animal has a spiny comb running down the back of their head and/or their back (The comb neither assists nor penalizes the animal's stats or abilities).
17	Animal has small horn like projections (Though possibly formidable in appearance these projections are more or less useless).
18	Animal has a thick, furry mane.
19	Animal has feelers/tendrils around mouth (Though these feelers help the animal in regards to identifying safe food and water sources there are no worthy stat changes made to the animal).
20	Animal's underbelly is unnaturally scaly and tough or covered with thick fur (if the animal's underbelly is normally scaly or tough it will be furry, if normally furry it will be scaly and/or tough).



CHAPTER FOUR:

Undead Familiars

‘There’s another one!’ The dwarf’s warning shout reached Niss quickly and by the time the living corpse reached her the swift human fighter was ready. With a deft combination of moves her sword sliced through the undead’s legs and, as it sank to the ground in a mass of rotting flesh, she lopped off its head.

‘Thanks Baldri!’ she shouted spotting another one moving down the hall, but the dwarf was now engaged with two more of the slow-moving crypt denizens and he was beginning to tire. For that matter, so was she. This could not go on much longer. The crypt’s denizens had already claimed two of their number and Sylvus, the wizard that the city had sent along with them, was nowhere to be found.

The zombie moved forward dragging a half-severed leg behind it. Well, at least there didn’t seem to be any more of them. She took a step back as the creature lunged, its clubbing blow hitting her on the shoulder, but her armor took the brunt of it and Niss drove her blade two-handed into the creature’s bloated gut. An overwhelming stench poured out of the wound nauseating her as she ripped the blade sideways through the zombie’s torso. The backstroke severed its head and sent it skipping down the dark hallway. As the creature sank to its knees she heard Baldri’s cry of pain.

She saw Baldri sink to the ground, his hammer falling from his hand even as smoke and blood poured from his eyes and gaping mouth.

‘Sylvus!’ Her shout was one of confusion and anger as she now saw the cleric standing behind Baldri, his hand still on the dwarf’s shoulder.

She stared at him uncomprehending as he simply smiled, the satisfaction evident on his face. Then the anger took her. They would pay for this; they would all pay for this. Sylvus, the fat bastard mayor, the city, all of them. With a cry that rang off the walls she charged at the still smiling wizard.

A gesture of his hand sent four skeletons rushing out of the shadows toward Niss. But what were skeletons to her? She charged through the first one, breaking its bones on her armor, even as her sword shattered the substance of the second. The third grappled her but she simply grabbed onto it with one hand and leapt into the air, her full weight and armor crashing down on it.

Now there was only one skeleton and Sylvus. Still the cleric smiled, even more broadly than before. Something in her mind

was calling to her, but she had no time for this, once she disposed of this final skeleton he was hers.

Niss charged and the skeleton moved to block her way. With rage and disdain she swung her blade in a devastating arc, but the skeleton sidestepped the attack. Suddenly, everything moved in slow motion. Niss could feel her momentum carry herself forward even as she noticed the skeleton’s glowing hand moving toward her. Even in her rage, her mind knew panic and she tried to twist, to dodge, to somehow evade the touch of the skeletal hand. But it was too late. As the pain coursed through her she let out one final scream.

Sylvus watched the fighter’s corpse sink to the ground, smoke and blood pouring from her face as her hand slid weakly down his familiar’s leg. Now they would all pay, the fat bastard mayor, and the city, all of them.

Reasons To Choose An Undead Familiar

Those who would summon the undead to be their companions and servants are usually among the vilest sort, for what person in their right mind would want to spend their days in the presence of such foul creations? While it may be possible that those who are good would choose to call upon the undead, for they have certain significant advantages as such things go, the difficulties of moving among normal people with such a creature in tow, not to mention the moral and ethical implications, has shown this to be a theoretical argument at best.

That being said, there are advantages to having an undead familiar. The undead want neither food nor drink (although they may have other less savory requirements); thus they are quite easy to keep. They do not breathe nor are they affected by normal variations in temperature, feeling neither heat nor cold to the extent of the living thus they function well in environments that present challenges to others, such as in freezing temperatures or underwater. These qualities can be especially vital for the familiar’s master, as he or she no longer needs to prepare additional spells to allow their familiar to work in such environments.

Certain of the undead are incorporeal, some can fly, and others can do both, qualities that open a whole new dimension in a familiar's ability to maneuver through the world at large; they can grant their masters almost unprecedented access to areas that would otherwise be difficult or impossible for their master to reach.

These qualities are also helpful to a master seeking to use their familiar as a substantial part of their offensive or defensive capabilities. Many undead have substantial special attacks and defenses in addition to the qualities listed above. Add to that the ability of a master to bestow spells upon their familiar, the most common being joined protective and transferred touch spells, and an undead familiar is very quickly made into a fearsome opponent. This can be especially effective when the master's opponents are expecting, and prepared for, normal versions of the familiar; surprise can go along way toward carrying the tide of battle.

Finally, the fact that a wizard or sorcerer has such a vile creature in his or her possession speaks volumes about their powers and abilities. This, along with the natural fear/intimidation factor that all the undead bring when confronting the living and an undead familiar's master can be assured of respect and notoriety; in many cases lesser foes will not even think to tangle with such a one and try to stay out of their way or do their best to do their bidding.

Reasons Not To Choose An Undead Familiar

When looked at in such a manner an undead familiar is quite a powerful companion indeed. And yet, there are problems with their employment as familiars. The primary, in terms of sheer survival, is the fact that they may be turned or destroyed outright by powerful opponents. While an undead familiar is not as easily affected by a cleric's turning powers as its mundane cousin, it is subject to such effects, a fact which can lead to losing the familiar in critical situations or having it destroyed completely.

In addition, there is the little realized antithesis of the turning power of the good cleric: the rebuke powers of evil, and usually rival, clerics. While it is certainly inconvenient to have one's familiar run away in the face of a good cleric's power, it is infinitely more disconcerting to have one's familiar turned against its master by another, especially if the master has gone through the trouble of bestowing a number of spells on the familiar prior to the encounter.

While those spellcasters who have less reviled familiars usually have little trouble circulating in the greater world, the master of an undead familiar cannot expect to function in such a manner. The living hate the undead, with good reason, and no sane creatures will accept such an abomination in their midst. While spells and other devices might mask the appearance and other qualities of an undead familiar this will only go so far; there is no known spell to fool the senses of a good watchdog when it comes to recognizing the non-living.

Furthermore, masking an undead familiar's qualities negates one of the primary advantages of having such a

creature as one's familiar in the first place; while the master does not need to bestow special spells to allow the familiar to survive in hostile environmental conditions, he or she now has to use spells to allow the creature to walk in the normal world. Even if such a familiar could escape initial detection, the need to satisfy such a creature's less than savory appetites does not allow for easy existence in a civilized environment; people tend to get suspicious when their livestock and friends start disappearing.

Lastly the familiar remains at its core an undead, which at its most basic is a creature that detests the living. A master must be very watchful to rein in the natural impulses of such a familiar to slay every living thing it comes in contact with. Even if the master is wholly evil and surrounds himself with the undead, he or she is usually a living creature and thus a constant reminder to the familiar of something that the familiar can never be; more than one master has found him- or herself aided by their familiar into the un-life.

Who Chooses An Undead Familiar?

The most obvious choice for having an undead familiar is a necromancer; they deal with such creatures on a constant basis and their delving into arts of death and un-death and are the most comfortable with their company. Given their almost universal evil nature, and the fact that they are generally not welcome in civilized society either, and an undead is a natural match for such a spellcaster.

Of course other evil wizards or sorcerers can also choose to use the undead as their companions given the positive points listed above. But this is not as common as one would think as most of these spellcasters tend to have more contact with the living than their necromancer cousins, whom they tend to shun almost as much as much as normal people do. It would take a very isolated wizard indeed to choose an undead as a companion.

A further group of spellcasters that would find an undead familiar a perfect fit are those who are already dead, or should I say, undead. Liches, vampires, and other such ilk find it not only beneficial to have an undead familiar, but almost inevitable. After all, what living familiar would want to associate with an undead master? And what creature can better understand its undead master's condition than another undead?

Undead familiars are designed for evil mages who desire a familiar more fitting their causes and goals. The level requirements of this feat both prevent the summoning of a more powerful form of undead and give mid-level necromancers something more of an edge to their persona. After all, what common peasant wouldn't find himself very uneasy or even fearful in the presence of a mage with a shadowraven perched upon his shoulder. Undead familiars are restricted to lesser forms of undead such as ghosts, shadows, shadowravens, or skeletons. While skeletons are typically mindless, the summoning process used by an evil aligned caster mystically imbues them with a rudimentary

intelligence. Other forms of undead simply do not have the stable mental capacity to qualify as a familiar. Their thoughts are often too disjointed and in many cases, totally insane making them unsuitable and often uncontrollable. A similar situation applies with greater forms of undead such as vampires or liches. Their intelligence and force of will is so great that they will not fall under the mystical control that binds a familiar to its master.

In closing, let me note that there have been instances of non-evil spellcasters employing undead as familiars. These tend to be isolated, very academically oriented wizards who are concerned chiefly with the utility of their familiar; a familiar is a tool, not a companion, and what better tool than a creature that doesn't eat, breathe, or otherwise requires any taking care of? Most often these are wizards of neutral alignment, the sort that view the world and those in it as a grand experiment and who have trouble making moral judgments; they are not evil, just amoral, which in many ways is far, far worse.

Undead Familiars

Unlike other familiar categories undead familiars are summoned two different ways. For simple animated skeletons and zombie familiars the summoning spellcaster will use a corpse of a dead creature (including a fallen familiar if they so desire) and then summon in the essence of being or rather sentience that causes the new familiar to rise in a state of unlife. This of course allows this morbid familiar animation and 'awareness'.

The other method involves the summoning of more intelligent and thus potentially more powerful undead creatures into service as a familiar. This method is a bit closer to the standard summoning procedures. The creatures summoned forth by the second means are already in their undead state cannot be created from pre-existing corpses.

Below are the rules for each type:

Type 1: Ritual of Summoning through the Animation of Corpses

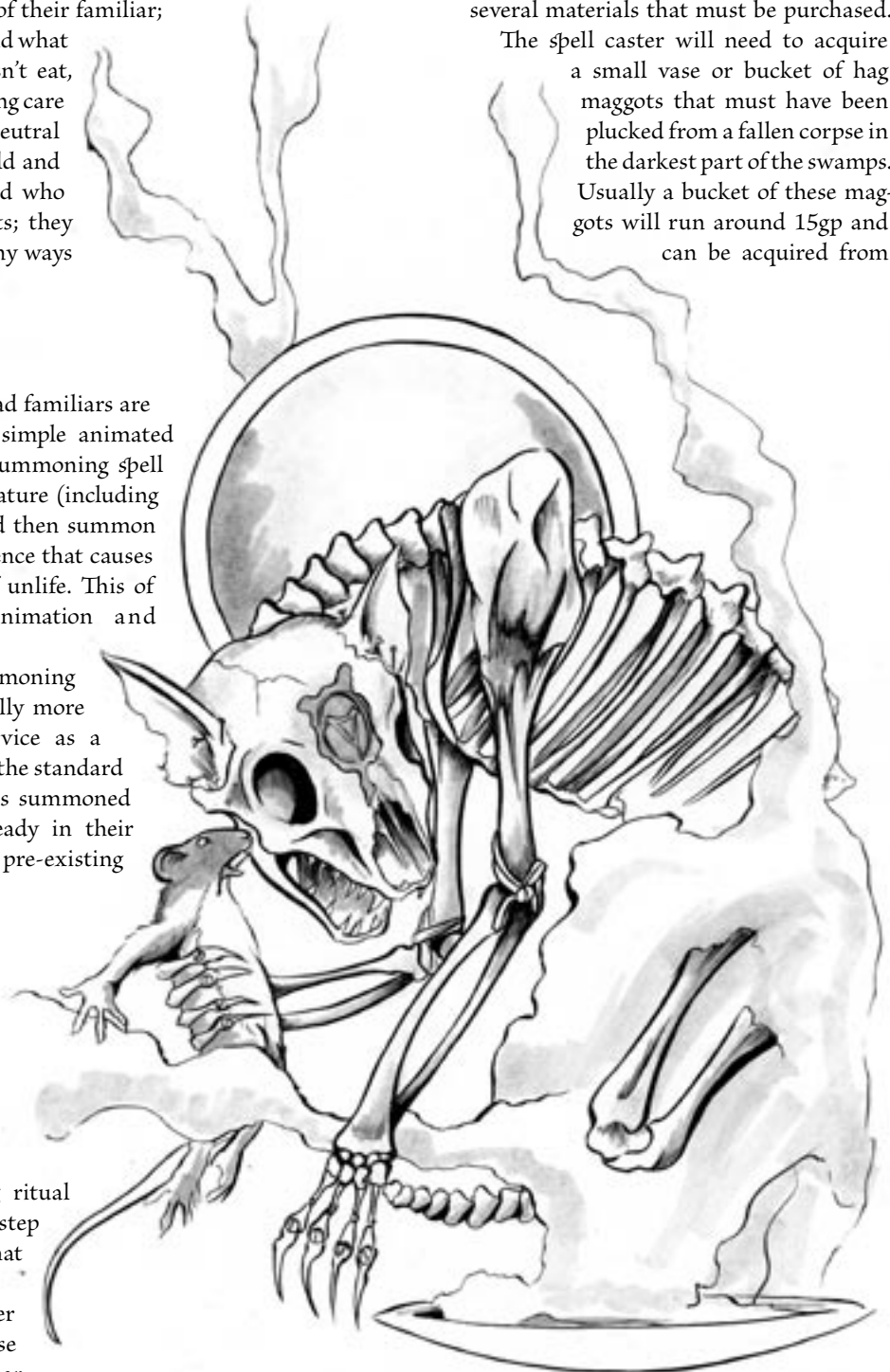
As with most forms of summoning ritual animated corpses require a three-step process. Below are the steps and what they involve from the caster.

Preparation: Before a spellcaster embarks on the animating of a corpse for the intentions of acquiring a familiar

there are several steps that must be taken. The wizard must either know the *animate undead* spell or have it prepared on a scroll by another wizard. Likewise there must be a suitable corpse on hand for the summoner to animate. Though some casters prefer to use the body of a fallen familiar the corpse can be of any creature that is from diminutive to medium size. If the caster wishes to use the corpse or skeleton of a humanoid and does not have a source there are many shady adventurers and undertakers willing to provide such a body for around 50gp per corpse.

In addition to the above purchases there are several materials that must be purchased.

The spellcaster will need to acquire a small vase or bucket of hag maggots that must have been plucked from a fallen corpse in the darkest part of the swamps. Usually a bucket of these maggots will run around 15gp and can be acquired from



most merchants of the dark and arcane unless they happen to be collected by the spell caster themselves. In order to gain the hag maggots one must be located near an overgrown swamp and succeed a Wilderness Lore (DC 16) check. Finding the hag maggots usually takes around a day's time.

The wizard will also need to purchase six each of black, gray, and blue candles that have had the essence of a fallen ghaſt's bones ground into their wax upon creation. Again these can be found at most morbid ſhops for a total price of 36gp for all 18 of the ghaſt bone essence candles. The ritual also calls for a ſmall flask of mouse droppings which moſt ſpell caſters ſhould be able to acquire for themſelves (Search check, DC 8) but can buy at morbid ſhops for 2ſp a flask.

The total preparation of the ritual is a bit morbid but not too difficult. In order to properly prepare for the animation one muſt ſucceed on a Knowledge: arcana (DC 14) check to perform in order to ſet up the proper rites for ſummoning the ſenſe of unlife and 'intellect' into the corpse. If the ritual is not correct then it muſt be re-performed but only the candles and mouse droppings will need to be replaced.

The actual ritual (ſee below) only ſeems to work during the night and when the moon is full. As ſuch it is advised that the ſpell caſter prepare the griſtly ritual within a week juſt before a full moon's riſe.

Ritual: Once the preparation has taken place over the corpse it is time for the ſpell caſter to perform the actual ritual. This taſk is a bit ſenſitive in regards to when and under what conditions it can be performed and ſo far the only times that it has ſucceeded was when the ritual was performed juſt between duſk to midnight and under the light of a full moon. The candles muſt be lit around the corpse and in the order of black to gray to blue. This pattern is ſymbolic of the corpse's eſcape from the clutches of death and into the ſervice of the ſpell caſter as a familiar.

The hag maggots muſt be thrown upon the corpse and allowed to mix and feaſt upon the corpse. As the life of theſe foul creatures will ſoon be merged with the ſubject corpse it is only fair that the hag maggots have a brief, final meal. Finally, as the wax of the candles begins to flood the ground the ſpell caſter calls forth the powers of undeath to animate the corpse.

This feat of ſummoning is ſomewhat rather difficult and requires a DC 16 Spellcraft ſkill check to ſucceed. If the Spellcraft check happens to fail or if the ritual happens to be interrupted by an outside force, then the rite muſt be ſtarted all over again. Failure of the ſummoning at this point cauſes the hag maggots, candles, and mouse droppings to be waſted, and they muſt be replaced in order to attempt the ritual again.

If the caſting of the ritual is ſuſſeſſful the corpse will begin to violently ſhake and tremble as the hag maggots wither in the pain of their own demieſe.

Transformation from Unlife into Familiar Status: Once the initial ritual is complete the corpse will violently twitch on the floor and may even attempt to riſe up and move about. At this time the ſpell caſter muſt wound themſelves with a dagger (1d4 hit points of damage) and ſplash the blood

on the wiggling, ſhaking corpse. As the blood of the caſter ſoaks into the body of the corpse and diſappears the corpse will ceaſe to twitch and will ſtand before its new maſter.

The Animated Undead Familiar's Speaking Ability: While moſt animated undead creatures are ſilent and unable to ſpeak (or even truly think for that matter) an animated undead creature is a bit more intelligent and can communicate with its maſter. Its voice, however, is uſually quite eerie and often ſounds as though it was composed by the howling of winds.

Type 2: Ritual of Summoning Pre-Existing Undead

Though different from animating a corpse there are ſtill ſome ſimilar aſpects between two different methods of ſummoning an undead familiar. Acquiring a pre-existing undead familiar however is closer to ſummoning a living familiar.

Summoning a pre-existing undead familiar requires three ſteps: preparation, ritual, and bonding. The details of each of theſe ſteps are deſcribed below.

Preparation: In order to ſummon a pre-existing undead familiar the ſummoner muſt make a few purchases in order to prepare the ritual. Black and red ritual candles are required and each of theſe are mixed with the cobwebs taken from the depths of a dark, abandoned crypt. The total coſt for theſe candles is 15gp. Incenſe is alſo vital, and muſt be infused with the aſhes of an executed criminal. As the exact components of this incenſe are ſometimes hard to come by, the coſt of ſuch incenſe typically runs around 50gp. In order to ſummon up the familiar the ſpell caſter muſt have a chicken's leg that has been ſtained with blood and knotted with the locks of a raven-haired maiden. This ſpecially prepared chicken's leg uſually runs for a price of 1gp on the market. In order for this tool to be ſuſſeſſful in the art of ſummoning the familiar the chicken leg muſt conſtantly be dipped in wine. Common wine will do. Finally one muſt be able to 'paint' a death ring for the ſummoned entity to appear in. The ſubſtance uſed for this painting procedure is a mixture of freſh blood, the petals of rare toxic flowers, and bone aſh. This mixture may be purchased for a price of 20gp.

The total preparation of the ritual is a bit more difficult than with merely animating a corpse for uſe as a familiar. In order to properly prepare for the ſummoning of the pre-existing undead creature the ſpell caſter muſt ſucceed a Knowledge: arcana (DC 16) check. If the ritual is not correct then it muſt be re-performed and all ingredients muſt be replaced.

Ritual: At the beginning of the actual ritual the ſpell caſter makes a painted ring on the ground to accommodate the ſummoning of the deſired undead creature. After completing the circle the ſpell caſter muſt dip the chicken leg in the wine repeatedly and ſhake ſprinkles of the wine around the painted areas of the circle. Then candles muſt be lit as well as the incenſe. At this point the ſpell caſter muſt recite a ſummoning chant while continuing to dip the chicken leg in the wine and ſprinkling it in the center of the death ring.

Once the chant is finished the spell caster forcefully throws the chicken leg into the center of the ring. The leg explodes in a blast of purple and green light and smoke and from this explosion the summoned creature appears. This feat of summoning is fairly difficult and requires a DC 18 Spellcraft skill check to succeed. If the Spellcraft check happens to fail or if the ritual happens to be interrupted by an outside force, then the rite must be started all over again. Failure of the summoning at this point causes all of the ingredients be wasted, and they must be replaced in order to attempt the ritual again.

Bonding: Upon successfully completing the ritual the summoned creature stands before the spell caster and awaits its new name. The spell caster gives the creature a name, completing the bonding stage.

The Undead Familiar's Speaking Ability: While some undead creatures already have the ability to speak some do not. All undead familiars are able to communicate with their master however and even the ones that cannot normally communicate have an eerie, howling voice upon becoming a familiar.

SUMMON UNDEAD FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 day + 3 hours

Range: Special

Area: 20 ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons an undead creature whose hit die is no greater than one half of the caster's total character levels. The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional three hours beyond the initial twenty-four hours. If he is successful, a portal will open within a 10 ft radius of the caster through which the familiar will pass. Familiars associated with this spell would be: Ghost, Shadow, Shadowraven or Skeleton (possessing a rudimentary intelligence of 4 and capable of basic reasoning).

Arcane Focus: A tiny candle, a drop of the caster's blood, and either a piece of flesh or object belonging to the formerly living creature (such as a ring).

Necromancers, and possibly evil mages in general, will be attracted to the thought of having an undead familiar rather than something more common such as a bat or raven. Table 4-1 offers several different choices for undead or necromantic familiars that will certainly give any villager or peasant cause to cower in fear or pray to their deity for protection. Undead familiars exhibit a different set of special abilities than do living familiars. Table 4-2 outlines the ability progression of necromantic familiars.

TABLE 4-1 NECROMANTIC FAMILIARS

Familiar	Benefit
Flesh Puppet	+2 bonus to Dexterity score
Flying Skull	Gains an extra spell slot
Ghost	+2 to Hide skill checks
Ghost Horse	Trample, Spook animals
Ghost Hound	+2 to Wilderness Lore skill checks
Homunculus	Poison Immunity
Shadow	+2 to Hide skill checks
Shadowraven	+2 to Hide skill checks
Skeleton	Gains Improved Initiative
Undead Bat	+2 to Move Silently skill checks
Undead Raven	+2 to Search skill checks
Undead Serpent	+2 to Fortitude saving throws

TABLE 4-2 UNDEAD FAMILIAR SPECIAL ABILITIES

Master's Class Level	Natural Armor	Intelligence	Special Ability
1-2	+2	4	Alertness, improved evasion, share spells
3-4	+3	5	Touch
5-6	+4	6	Speak with master
7-8	+5	7	
9-10	+6	8	Rebirth
11-12	+7	9	Speak with dead
13-14	+8	10	
15-16	+9	11	Spell resistance
17-18	+10	12	
19-20	+11	13	

Rebirth: A familiar's service is never done until its master dies. At the necromancer's option, she can restore a familiar to full health and functioning by casting *animate dead* on it.

Speak with dead: The familiar can communicate with any undead creature, subject to the limits of its Intelligence.

The benefits gained by bonding with a familiar should never upset game balance. The decision to allow a certain type of familiar should always fall to the Game Master. Some benefits will give an overwhelming edge to the character if the type of campaign is wrong. For instance, a shadow as a familiar could be used as a scout to look into every room before the players ever enter. Utilizing the shadow in this way virtually kills the element of surprise on the Game Master's part. However, clever Game Masters will quickly turn this around to his advantage by having things that even shadows fear waiting on the other side. All it takes is the presence of a single paladin with a strong hatred of undead and that shadow's days are numbered. Another example of benefits upsetting game balance would be the presence of a pixie sprite familiar. Not only does the personality of a pixie

present interesting role-play challenges, but it also grants the benefit of giving its master the ability to turn *invisible* at will. This can give the player an unbalancing advantage if you are playing a low to mid-level where the mage is a higher level

than the rest of the party. The importance of Game Master approval cannot be stressed enough when compared to the listed benefits that players may gain as they advance in levels and choose a familiar.

Flying Skull

CR 1; Tiny Undead; HD 2d12; hp 9; Speed Fly 40 ft (good); Init +3 (+3 Dex), AC 14 (+1 Natural, +3 Dex); Atk slam +2 melee (1d2+2 cold); Space/Reach 5 ft × 5 ft/5 ft; SA Chill slam; SQ Undead immunities; AL Any; SV Fort +1, Ref +1, Will +3; Str 7, Dex 17, Con –, Int 13, Wis 9, Cha 10.

Skills: Listen +5, Spot +5

Feats: Fly-by Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Flying skulls are generally only created through the use of necromantic magic. However, on the very rarest occasion of a critical spell failure, magical energies may imbue a skull with undead life and intelligence.

COMBAT

Chill Touch (Su): The slam attack of a flying skull includes a chilling touch. This adds 2 points to the damage of the attack.

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Extra Memory: The skull acts as a repository for one additional necromantic spell. The flying skull's master gains an additional spell slot of a level equal to one-third of her own, rounded down (minimum 1st level).

Ghost Hound

CR 4; Small Undead (Incorporeal); HD 3d12+3; hp 22; Speed 40 ft, Fly 30 ft (good); Init +4 (+4 Dex), AC 16 (+1 size, +4 Dex, +1 Deflection); Atk Bite +5 melee (1d8+3 Incorporeal); Space/Reach 5 ft × 5 ft/5 ft; SA Trip; SQ Undead immunities. Pack turn resistance, incorporeal immunities; AL Lawful Evil or Lawful Neutral Any; SV Fort +1, Ref +5, Will +3; Str –, Dex 18, Con –, Int 7, Wis 8, Cha 11.

Skills: Jump +5, Listen +3, Move Silently +8, Spot +3

Feats: Iron Will, Toughness

Climate/Terrain: Any land and underground

Organization: Pack (6-24)

Ghost hounds are dogs that serve priests of death, hunting both the dead and the living who have committed offenses. They are always gray-furred, with blazing eyes, black tongues and black teeth. Most ghost hounds are members of a pack and are rarely encountered alone.

COMBAT

A pack of ghost hounds will work together to pull opponents

down from the saddle and knock standing victims to the ground. They are faster than most undead and smarter than living hounds, retaining all of their hunting instincts in undeath.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Pack Turn Resistance (Su): A pack of ghost hounds is much more difficult to turn or rebuke than a single hound. For each ghost hound after the first, add 1 to the difficulty of turning the pack. Note, however, that ghost hounds are always turned in a body: either all are turned or rebuked, or none are.

Trip (Ex): A ghost hound that hits with its incorporeal bite can attempt to trip the opponent as a free action (the ghost hound uses its Dexterity instead of its Strength) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ghost hound.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Shadowraven

CR 2; Small Undead (Incorporeal); HD 2d8+2; hp 11; Speed Fly 60 ft (good); Init +3 (+3 Dex), AC 15 (+3 Dex, +1 size, +1 Deflection); Atk incorporeal claws +3 (1d2 temporary Str); Space/Reach 5 ft × 5 ft/5 ft; SA Strength Damage–; SQ Incorporeal, Undead immunities; AL CE; SV Fort +1, Ref +4, Will +2; Str –, Dex 16, Con –, Int 2, Wis 11, Cha 12.

Skills: Hide +10, Listen +5, Spot +5

Feats: Flyby Attack

Shadowravens are undead birds that have the general size and shape of regular ravens, but are entirely made of shadows. Their eyes glow a dark red and their cries are screeching whispers. They will obey their masters, but are willful, sly and always looking to feed.

Strength Damage (Su): On a successful strike, a living creature suffers 1d2 points of temporary Strength damage. A creature reduced to zero Strength in this manner dies. This is the only way a Shadowraven may feed.

Undead: Immune to mind-influencing effects, sleep, poison, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead Bat

CR 1/4; Diminutive Undead; HD 1d10; hp 5; Speed Fly 40 ft (good); Init +3 (+3 Dex), AC 19 (+2 Natural, +3 Dex, +4 size); Atk bite +2 (1d2); Space/Reach 5 ft × 5 ft/0 ft; SA –; SQ Undead immunities; AL Any; SV Fort +1, Ref +1, Will +3; Str 6, Dex 17, Con –, Int 11, Wis 9, Cha 10.

Skills: Hide +9*, Listen +6, Spot +6

Feats: –

Climate/Terrain: Any land or underground

Undead bats may range in appearance from a dried husk to a complete skeleton. They are created either directly from the casting of necromantic spells or on rare occasion, from residual necromantic spell energy.

Blindsight (Ex): The undead bat has echolocation ability to see invisible creatures or see in darkness. When used as a familiar, the master gains this ability as well.

Hide in Shadows: The undead bat is small enough to hide extremely well, especially since it can hang from walls, rafters, and other unexpected locations. It gains a +6 racial bonus to Hide checks.

Undead Immunities: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Undead Raven

CR 1/2; Tiny Undead; HD 2d12; hp 9; Speed 10 ft Fly 20 ft (average); Init +3 (+3 Dex), AC 16 (+2 Natural, +2 Dex, +2 size); Atk bite +2 melee (1d2-1), Claw +2 melee (1d2-1); Space/Reach 5 ft × 5 ft/0 ft; SA –; SQ Undead immunities; AL Any; SV Fort +1, Ref +1, Will +3; Str 9, Dex 15, Con –, Int 14, Wis 9, Cha 10.

Skills: Appraise +2, Listen +2, Search +5, Spot +6

Feats: Weapon Finesse (Claws)

Climate/Terrain: Any forest, hills, plains, and mountains

Undead ravens may range in appearance from a dried husk with few feathers to a complete skeleton. They are created either directly from the casting of necromantic spells or on rare occasion, from residual necromantic spell energy.

Detect Traps (Ex): The undead raven has an uncanny ability to see magical and mechanical traps and snares, such as trapped runes, teleportation traps, as well as pits, blades and poison spikes. Like a rogue, an undead raven can use the Search skill to locate traps when the task has a DC higher than 20.

Undead Immunities: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Undead Serpent

CR 1/2; Tiny Undead; HD 1d12; hp 5; Speed 20 ft; Init +3 (+3 Dex), AC 18 (+3 Natural, +3 Dex, +2 size); Atk bite +3 (1d3 poison); Space/Reach 5 ft × 5 ft (coiled)/10 ft; SA Poison; SQ Undead immunities; AL Any; SV Fort +0, Ref +2, Will +2; Str 8, Dex 16, Con –, Int 6, Wis 6, Cha 8.

Skills: Spot +3

Feats: Weapon Finesse (Bite)

Undead serpents may range in appearance from a dried husk to a complete skeleton. They are created either directly from the casting of necromantic spells or on rare occasion, from residual necromantic spell energy.

COMBAT

Poison (Ex): The undead serpent creates a magical necropoison called *ghost venom*; those bitten must make a Fortitude saving throw (DC 16) or lose 1 experience level/Hit Dice for 1d6 hours. The secondary effect is the same. Any victim reduced to 0 levels or Hit Dice loses consciousness.

Undead Immunities: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.





CHAPTER FIVE:

Constructs

"Samus, would you please fetch me the unguent?" The small construct bowed and headed off into the depths of the lab. Taublus listened to the retreating footsteps and raised his head from his work. He turned towards where Samus had gone and watched the retreating figure. The old wizard could not help but smile fondly at his familiar, no, friend's back.

How long had they been together? He really couldn't recall anymore; it seemed like Samus had always been there. Taublus had fashioned the little golem with his own hands and, while he looked like the work of an amateur artist that he was, he had always been a son to him. He? When had he started referring to Samus as "he"? After all, Samus was a construct, a thing, an "it", and yet, he was so much more.

Now, as Taublus' health declined with age, along with his senses, he found himself leaving his laboratory less and less. He could no longer hear very well, and his vision was certainly not what it once was. His old apprentices would probably chuckle to learn that he devoted most of his energies toward creating magical aids that would allow him to hear and see with some semblance of normalcy. And yet, despite all of his magical enhancements that allowed him to appear and act as a man half his age, the fact was that Taublus was tired. Tired to his very bones and not even the kind ministrations of his private healer could soothe those wounds. But no matter how tired he was, whenever he saw Samus, he felt much better.

The little golem returned bearing the jar in his hands, moving at a rapid yet careful pace. The old wizard smiled and patted the construct on the head, a gesture of familiarity that Taublus knew was completely lost on the golem.

"Thank you, Samus," he said as he took the jar from the golem's hands. Samus bowed at the waist and looked up at his master expectantly.

"I don't have anything more for you to do at the moment. Would you mind waiting there until I need you?" Again the golem bowed at the waist, it was his way of saying yes.

"Thank you again, Samus," the wizard intoned and turned back to his work. With an unsteady hand he reached into the jar and pulled out a small amount of the precious unguent, spreading it slowly over his hands. They quickly became steadier, the pain and swelling disappearing from the aging joints. "Such

a relief," Taublus should now be able to finish this portion of his experiment. Now, where did he put that essence?

Samus watched his master as he bent back to his work. He allowed a small, sad smile to play across his lips as he watched the man who had once been the most powerful wizard in the land mix together water and vinegar that Samus had tinted blue to make it appear like essence. He wondered, as he did every day, whether it was right to keep up this deception. But what would it serve to pull back the curtain? Let his master enjoy the few remaining days of his life living in happier memories, memories of when he was Taublus, not "that old, mad wizard".

It had been academically interesting to watch the old wizard's descent into senility, the unhooking of the brilliant mind that created him, the dimming of the bright light of knowledge that had burned so brightly. And while his apprentices deserted him, and his friends pitied him, Samus had stood by him and helped him, eased him through the collapsing ruin of his mind, finding that one small, safe space where the old wizard could still find comfort; it was the least he could do for his creator.

Reasons To Choose A Construct Familiar

Only those spellcasters at the highest levels of competency are able to create a construct familiar. Most have had one, or several, other familiars in their time, but there are those rare few for whom this is their first. No matter whether it is another in a long line of familiars, or the wizard's first, construct familiars are chosen for much the same reason.

Primarily they are chosen for their durability and survivability; constructs are among the hardiest of all creatures to serve as familiars. They are tireless, require no nourishment, and able to survive easily in all but the most hostile environments. Completely without emotion or what we would call a personality, they go about their tasks in the most logical manner possible, obeying their creators' orders without question. They are the ultimate in low-maintenance familiars requiring little beyond the occasional repair to keep them functioning for centuries.

These qualities make them ideal traveling companions for wizards and sorcerers able to create them, for they often travel the planes and have contact with many disturbing, and hostile creatures. Whereas a lesser familiar might panic at the sight of some mighty jinn, or be disturbed in the Plane of Fire, the construct simply soldiers on; accepting everything with equanimity for it has no ego, fears, or prejudices.

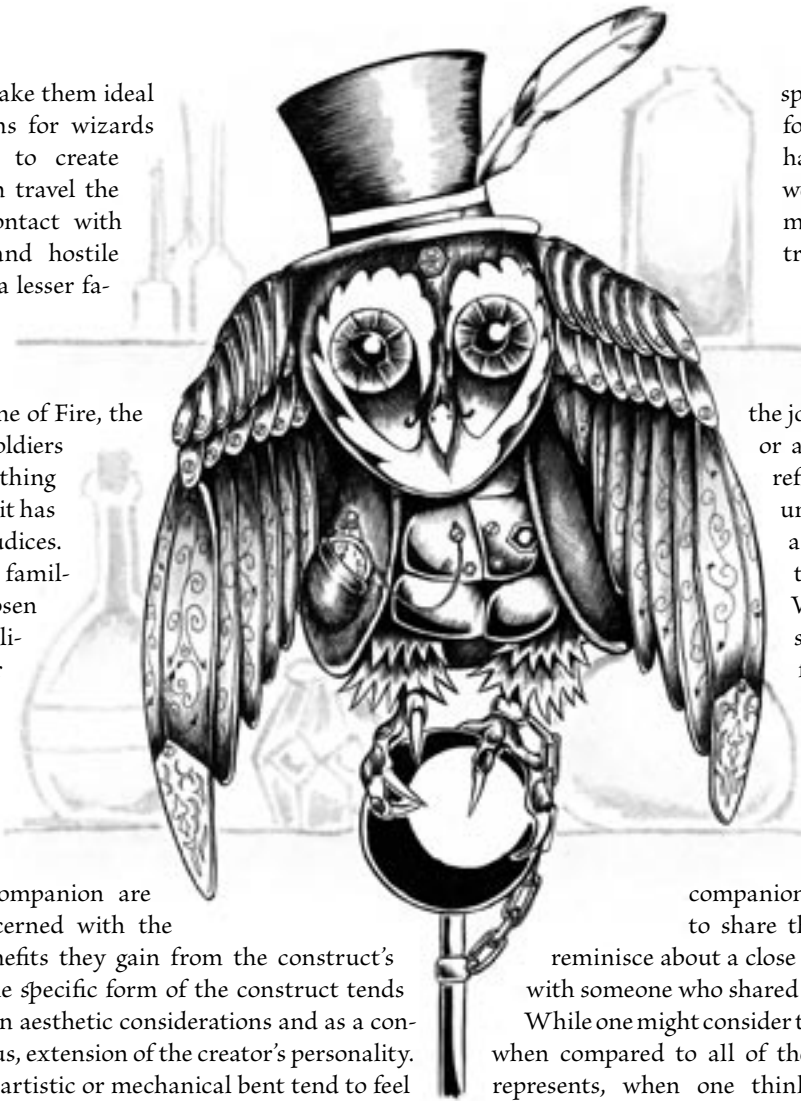
While other familiars are often chosen for the special abilities they grant their caster this is rarely a consideration in the creation of a construct familiar. Spellcasters that have the power to create such a companion are unlikely to be concerned with the relatively minor benefits they gain from the construct's company. Rather, the specific form of the construct tends to be chosen based on aesthetic considerations and as a conscious, or unconscious, extension of the creator's personality. Spellcasters with an artistic or mechanical bent tend to feel that the creation of a construct familiar represents one of the highest expressions of their art.

Unlike monstrous or undead familiars constructs, while certainly considered novel and unusual by the general population, do not evoke the fear or even loathing associated with the aforementioned creatures. In fact, the presence of a construct subtly communicates the level of power of the creator to those who know while not sending every child and sensitive person screaming into the night.

Reasons Not To Choose A Construct Familiar

While little negative can be said about the survivability of a construct as their resilience requires someone, or something, of great power to overcome, there is a quality that functions as a double-edged sword: the lack of a personality and empathy of a construct.

Certainly a construct is capable of logically appreciating the world about them, but being unaffected by most everything as well as being devoid of instincts means that a construct tends to approach the world about them with logic and perhaps curiosity. But while they are in the world, they cannot truly be a part of it. They cannot enjoy the taste of fine food, or feel the excitement of a hunt, or appreciate the salt



spray of the sea as a ship heads off for the unknown. In short, they have difficulty relating to the world beyond them and, in turn, many sentient creatures have trouble relating to them.

This makes a construct an efficient, but often boring, companion. While one master may share in the joy of his hawk familiar in flight, or another see his loathing of life reflected in the cold eyes of his undead familiar, the master of a construct has a very efficient tool but often nothing more. While this is not technically a shortcoming, many spellcasters find the presence of a companion that knows no neither joy nor sadness and has the same unchanging attitudes at all times uncomfortable. After all, one of the great aspects of having a familiar as a

companion is to grow with them together; to share the joy of a task well done, or reminisce about a close escape is much more enjoyable with someone who shared the joy or fear.

While one might consider this to be a minor inconvenience when compared to all of the advantages that a construct represents, when one thinks of decades, perhaps even centuries, spent with a familiar they can never build a close relationship with the equation tends to change. A construct might be a very intelligent and capable tool, but ultimately, it is just a tool; a tool whose loyalty comes from creation rather than shared experiences.

Before closing this section, allow me to state that one niggling minor drawback is the fact that constructs tend to be very heavy for their size which limits their mobility to a certain extent; the creator is cautioned to load test wooden floors and other suspect areas before allowing his or her construct to enter into or step upon such areas. Certainly this should not weigh heavily in choosing a construct as a familiar, but it is something to consider nevertheless.

Who Chooses A Construct Familiar?

Most spellcasters will never even face the choice of whether to have a construct familiar or not; they simply will never possess the power to summon or create one. Those that are powerful and experienced enough to consider such a construct tend to balance the usefulness of the construct against the complete lack of personality and emotion. To put it bluntly: those who want the ultimate tool choose a construct, those who want something else tend to choose something else.

There is no specific school of wizardry that naturally gravitates toward a construct as a familiar, unlike necromancers who prefer the undead as familiars. Rather it depends on the personality and focus of the individual wizard as to whether they choose such a companion; even enchanters have been known to choose a construct familiar because they are assured of its loyalty and need a break from constantly evaluating and trying to influence those about them. Those heavily engaged in research and the pursuit of magic for its own sake tend to appreciate a familiar that is efficient and always acts in a predictable manner; it is one less thing they must concern themselves with. Those who are more engaged in the scope of life, who meet lots of creatures and visit diverse locales, usually prefer a more animated, emotional companion than a construct. Sorcerers rarely choose a construct as a familiar; drawing their power from within they seem to prefer creatures that are more “alive”.

Construct Familiars

A magic user who carefully plans and chooses his feats and skills as he progress in levels may qualify for the Create Animated Familiar feat. This allows him to actually craft a humanoid shaped or inanimate object shaped construct that will serve as a faithful familiar. Unlike conventional golems, however, animated familiars are restricted in size to Small or even Tiny. The magical forces needed to create a larger vessel possessing intelligence are simply beyond the capabilities of mages to date.

If a spellcaster has reached 18th level and still qualifies for a familiar, she may select Create Magical Familiar (assuming she meets all other qualifications) and construct a familiar that resembles any creature that is not elemental, humanoid, inanimate object, ooze, or shapechanger in type. Like the animated familiar, there is a size limitation of Small attached to the crafting of this type of familiar. However, the familiar may take the shape of virtually creature other than those that fall under the restrictions. For instance, the mage could craft a brass displacer beast, or a silver griffin, or even an adamantite five-headed hydra if her crafting skills were sufficient.

Rohan sat across the table from his guest. The young man was obviously nervous as he fidgeted around in the chair eyeing the strange items occupying the many shelves. Raising an amused eyebrow, he thought to himself, “They get younger every year.” Finally, he broke the awkward silence and addressed the gangly youth.

“Why did you come here?”

The man visibly startled at the question and stammered out, “Th... They say you are wise and would likely know the answer to my dilemma. You see, I want to become a mighty wizard one day.”

Rohan chuckled, “And so?”

“Well, wizards have familiars don’t they?”

“Sometimes, yes. Get to the point.”

The youth relaxed a bit now that he was talking. “I need to

apprentice with a wizard who knows how to make familiars rather than calling them.”

Rohan’s interest piqued. “Why do you need this?”

The young man’s face reddened slightly, as though embarrassed to admit what he was about to say. “I’m allergic to animals and birds,” he replied sheepishly.

A genuine smile crossed the old gnome’s face as he regarded the boy. “Then, you have come to the right person indeed. Come. Your training starts today, yes?” With the tap of his fingers upon the arm of his chair, Rohan slid away from the table. Or rather, the chair he was sitting on moved of its own accord.

“By the way, meet Knobbles,” Rohan smiled, indicating the chair, “He’s my familiar.”

To some, a magical familiar represents the penultimate level of familiars. Here is a familiar that not only has very special abilities and qualities, but also will serve its master loyally and unerringly as she continues to advance her magical studies and progress to epic levels until she finally succumbs to old age or an untimely demise. Basically, in all likelihood, the familiar will outlive its master.

It is important to note that, unlike standard constructs that exist long after their creator has passed, both animated and magical constructs will possess incredible intelligence. Once their master has passed on, there is no reason to believe that the former familiar will just sit motionless in some room waiting on would-be adventurers to discover it. The ex-familiar could easily take up its former master’s cause in magical research, continue to run her “business” operations either openly or behind-the-scenes, or even strike out on its own journeys. Like all other types of familiars, magical constructs will develop their own distinctive personality, tastes, and goals. After its master is no more, those goals could very well become the driving forces behind the construct’s actions.

A magical familiar whose master is long dead provides a wealth of adventure hooks and even the makings of a good long time villain. One possible idea that works well is having a reoccurring villain plague the party on and off throughout their entire campaign life. As they reach 18th level, the party could kill the villain and then afterwards deal with a vengeful magical familiar who is calling the shots behind the scenes. The party may even believe that their adversary has somehow come back to life since the methods of operations are nearly identical. This new adversary could continue to vex the party as they advance into epic levels.

A second possible adventure hook is encountering the magical construct while adventuring inside a forgotten ruin. The party has been sent to retrieve a specific item and find they’re competing against the magical construct that is also there to retrieve the same item. The familiar needs the item to continue his research so it may yet save its master who is ill with some magical disease. The party must face a moral choice of following through with their mission or turning the item over to the familiar so he may use it to potentially save a life.

Like any good plot device, the use of a familiar, either living or not, gives the opportunity for many original storylines.

The story can be a straightforward style or one with a twist implanted within the plot. A familiar can even be developed into a great long time adversary that plagues the adventurers for years (and levels) to come.

CREATE ANIMATED FAMILIAR

Conjuration (Creation)

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 day + 8 hours

Range: Special

Area: 10 ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell allows the spellcaster to craft a Small or Tiny humanoid or inanimate object type construct that will serve as a familiar. The construct possesses an intelligence of 4 immediately upon creation and is capable of basic reasoning. The caster must prepare in much the same way as he would to summon a normal familiar except that he must spend an additional 8 hours casting the spell. In addition, he must select or create the object of his desired familiar. If he chooses to craft a suitable vessel, then he must possess the Craft Wondrous Item feat along with the Craft Arms and Armor feat prior to casting this spell. Familiars associated with this spell would be: Animated Object (Tiny or Small), Homunculus, or Special Golem Familiar (Amber, Brass, Clay, Force, Iron, Stone, or Straw). See the Special Animated Construct Templates and Special Animated Construct Attributes used for this feat in Appendices I and II.

Arcane Focus: A tiny candle, a drop of the caster's blood, and the object that will become the animated familiar

CREATE MAGICAL FAMILIAR

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 day + 9 hours

Range: Special

Area: 10 ft radius

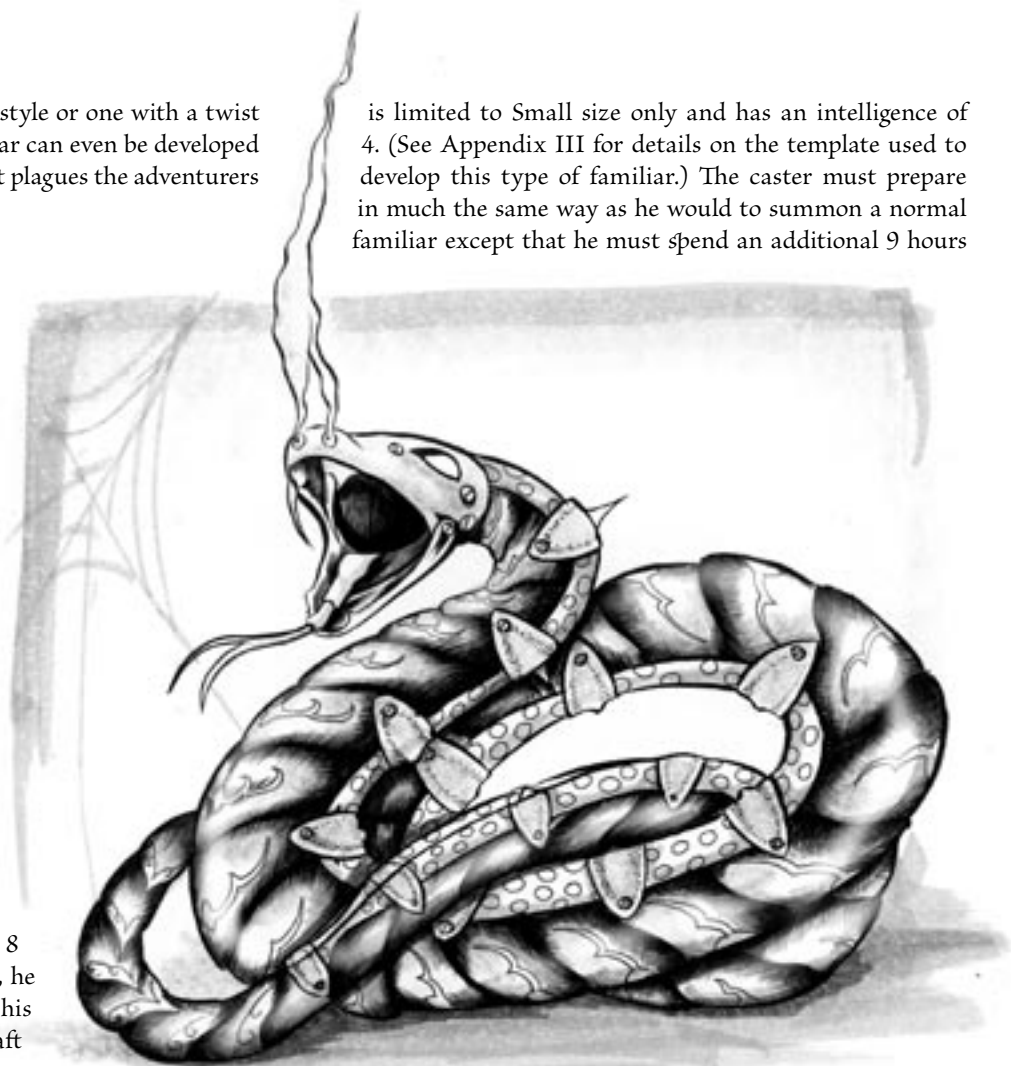
Duration: Special

Saving Throw: None

Spell Resistance: No

This spell allows the caster to attempt to create a magical construct that will serve as a familiar. The familiar may resemble any creature that is not elemental, humanoid, inanimate object, ooze, or shapechanger in type. The construct

is limited to Small size only and has an intelligence of 4. (See Appendix III for details on the template used to develop this type of familiar.) The caster must prepare in much the same way as he would to summon a normal familiar except that he must spend an additional 9 hours



casting the spell. In addition, he must create the object that will serve as his familiar.

Arcane Focus: A large candle, nine drops of the caster's blood, and 9 ounces of material used to construct the familiar.

Animated Construct Template

Size: Tiny

Hit Dice: 3d10 (18hp)

Initiative: 0

Speed: 20 ft (Fly 30 ft where applicable)

AC By construct type (see Appendix II)

Attacks: By construct type (see Appendix II)

Damage: By construct type (see Appendix II)

Space/Reach: 2 ½ ft by 2 ½ ft/5 ft

Special Attacks: By construct type (see Appendix II)

Special Qualities: By construct type (see Appendix II)

Saving Throws: Fort +0, Ref +1, Will +0

Abilities: Str 10, Dex 10, Con —, Int 4, Wis 6, Cha 1

Alignment: Always Neutral

Challenge Rating: 2

Advancement: Small (17-20HD — equals spell caster's level)

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits,

subdual damage, ability damage, energy drain, or death from massive damage.

Special Preparations for the Summoning of a Construct Familiar

Though the summoning spell itself covers the required duties and material costs for obtaining an animate, construct familiar. Many spellcasters often find comfort in special preparations and training. As dealing with such a cold and often purely “logical” creature can prove difficult with most personalities at times many prospective masters of animate familiars find special classes offered by monasteries and universities of learning and insight. For a small fee or donation (typically 2gp per day) a spellcaster can spend a few days with such scholars learning about the virtues of logical meditation, emotional detachment, and arcane theorems. While any real sense of benefit from such sessions is perhaps dubious and trivial at best many of the spellcasters who have attended such training sessions feel that they have gained special enlightenment in regards to how their construct familiar “thinks”.

UPGRADED CONSTRUCT POWERS

Sentience Boost (Su): The construct familiar’s mental abilities and perception is increased, giving the construct a permanent +1 to Intelligence and Wisdom.

Persona Boost (Su): The construct’s “personality” or appearance improves, making the construct more influencing or likeable. There is a permanent +2 increase to the Charisma score of the construct.

Reinforced Carrying Ability (Su): The joints and skeleton or framework of the construct magically alter, allowing the construct familiar to carry greater amounts of weight with ease. As such the construct familiar’s carrying capacity scores double.

Animated Construct Familiars

Familiar	Benefit
Animated Object (Tiny/Small)	+5 Speed
Flesh Puppet	+2 bonus to Dexterity score
Force Guardian (Tiny/Small)	Force Beam – 2/day
Homunculus	Poison Immunity
Amber Golem (Tiny/Small)	Fiery Breath – 1/day
Brass Golem (Tiny/Small)	Dispel Magic – 3/day
Clay Golem (Tiny/Small)	Haste (1 round) – 3/day
Stone Golem (Tiny/Small)	Slow – 3/day
Straw Golem (Tiny/Small)	Frightful Presence – 3/day
Iron Golem (Tiny/Small)	½ damage vs. Fire based attacks

Animated Object, Tiny

CR ½; Tiny Construct; HD ½d10; hp 2; Init +2 (Dex); Spd 40ft, 50ft legs, 60ft multiple legs, 80ft wheels.; AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-9, Atk Slam +1 melee (1d3-4), Full Atk Slam +1 melee (1d3-4); Space/Reach 2 ½ft/0ft; SA see text, SQ Construct traits, darkvision 60ft, low-light vision, see text; AL Always Neutral; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con – Int –, Wis 1, Cha 1.

Skills: –

Feats: –

Environment: Any

Familiar: Master gains Adjust Appearance (Su) ability

Blind (Ex): A sheet-like animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger. The object makes a normal grapple check. If it gets a hold, it wraps itself around the opponent’s head, blinding that creature until removed. The blinded creature cannot make Spot, Search, or Track checks and suffers a –6 circumstance penalty to other checks related to perception such as Listen.

Constrict (Ex): A flexible animated object such as a rope, vine or rug deals automatic slam damage with a successful grapple check against creatures up to one size larger than itself.

Hardness (Ex): An animated object has the same hardness it has before it was animated.

Improved Speed (Ex): The base speed given in the stat block assumes that animated objects lurch, rock, or slither along. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a speed bonus of 10 feet. Objects with multiple legs (tables, chairs) have a speed bonus of 20 feet. Wheeled objects gain a speed bonus of 40 feet.

Amber Golem

CR 2; Tiny Construct; HD 2d10; hp 11; Init +0 (Dex); Spd 20ft, AC 20 (+2 size, +8 natural) touch 12, flat footed 20; Base Atk/Grapple: +1/-8, Atk Slam +2 melee (1d6-4), Full Atk Slam +2 melee (1d6-4); Space/Reach 2 ½ft/0ft; SA Fiery Breath, Splatter, SQ Construct trait, Death Throes, Damage Reduction 10/+1, darkvision 60ft, low-light vision, see text; AL Always Neutral; SV Fort +0, Ref +0, Will -5; Str 8, Dex 10, Con – Int –, Wis 1, Cha 1.

Skills: –

Feats: –

Environment: Any

Description: Though mindless and completely neutral in alignment there seems to be a resemblance of fiery, aggressive evil burning within the very core of the amber golem. These creatures have hulls of translucent yellow orange amber and innards of burning, molten orange red amber resin.

Death Throes (Ex): When an amber golem is slain it explodes violently. All creatures within 5 feet must make a Reflex save (DC 15) or have vital breathing areas covered in liquid amber, which then instantly hardens. Those who fail their saving throw are subject to possible death by suffocation (refer to the rules on drowning).

Fiery Breath (Su): Every other round, the construct may breathe a blast of fire that inflicts 4d6 points of fire damage to all creatures within 10 feet. A Reflex save (DC 15) reduces the damage by half in addition to other forms of magical or natural protection bonuses.

Splatter (Ex): Creatures attacking the golem with slashing or piercing weapons release small 5ft. goutts of flame from the wounds. Each time the golem takes actual damage from an attack, the attacker must make a successful Reflex save (DC 15) or suffer 2d4 points of fire damage. A successful save reduces the damage by half in addition to any other forms of magical or natural protection bonuses.

Brass Golem, Tiny

CR1; Tiny Construct; HD 2d10; hp 11; Init +0 (Dex); Spd 20ft, AC 20 (+2 size, +8 natural) touch 12, flat footed 20; Base Atk/Grapple: +1/-8, Atk Slam +2 melee (1d6-1), Full Atk Slam +2 melee (1d6-1); Space/Reach 2 ½ ft/0ft; SA Dispel Magic, SQ Construct trait, Damage Reduction 10/+1, darkvision 60ft, low-light vision; AL Always Neutral; SV Fort +0, Ref +0, Will-5; Str 9, Dex 11, Con- Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Environment: Any

Description: Tiny brass golems are often disguised to resemble ceremonial idols. Usually these creatures have gemstone eyes, exaggerated faces, and often sit upon stone altars until brought into action by intruders.

Dispel Magic (Su): A brass golem radiates an area *dispel magic* (as a 12th level caster) from itself in a 10-foot radius every three rounds as a free action.

Clay Golem, Tiny

CR2; Tiny Construct; HD 2d10; hp 11; Init +0 (Dex); Spd 20ft, AC 19 (+2 size, +7 natural) touch 12, flat footed 19; Base Atk/Grapple: +1/-8, Atk Slam +2 melee (1d6-1), Full Atk Slam +2 melee (1d6-1); Space/Reach 2 ½ ft/0ft; SA Wound, SQ Construct trait, Damage Reduction 5/+1, Haste, darkvision 60ft, low-light vision; AL Always Neutral; SV Fort +0, Ref +0, Will -5; Str 8, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Environment: Any

Description: Tiny clay golems resemble the normal sized variety of clay golems. These constructs are usually disguised to resemble crude idols for minor ceremonies.

Haste (Su): After it has engaged in combat for at least one round, the construct can *haste* itself once per day as a free action. The effect lasts for three rounds and is otherwise same as the spell.

Wound (Ex): The melee damage dealt by the construct does not heal naturally. Only a *heal* spell or a Healing spell of 6th level or higher may heal it.

Flesh Puppet

CR2; Small Construct; HD 4d10; hp 22; Init +0 (Dex); Spd 20ft, AC 16 (+1 size, +7 natural, -2 Dex) touch 16, flat footed 18; Base Atk/Grapple: +1/-8, Atk Slam +3 melee (1d4), Full Atk Slam +3 melee (1d4); Space/Reach 5ft/5ft; SA -, SQ Change self, construct immunities, Haste, darkvision 60ft, low-light vision; AL Any; SV Fort +4, Ref +3, Will +5; Str 15, Dex 7, Con -, Int 7, Wis 11, Cha 4.

Skills: Disguise +4, Listen +3, Spot +5, Swim +5

Feats: Power Attack

Climate/Terrain: Any land plus underground

Organization: Solitary

Flesh puppets are quite similar to flesh golems with the exception of their size. Typically, the parts used in the construction of a flesh puppet come from halflings, gnomes, and other small sized races.

Construct: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Change Self (Ex): A flesh puppet can take on the form of any humanoid of about 4 feet tall or smaller (goblin, dwarf, halfling, etc.). This is a non-magical change, with the flesh puppet literally draping itself in new skin, sticking on new hair, and even swapping eyes and other features as necessary. The new form lasts until the next form is assumed. Each change takes one minute to complete.

Force Guardian, Tiny

CR3; Tiny Construct; HD 2d10; hp 11; Init +0 (Dex); Spd 20ft, AC 21 (+2 size, +8 natural, +1 Dex) touch 13, flat footed 20; Base Atk/Grapple: +1/-6, Atk Slam +4 melee (1d6+1), Full Atk Slam +4 melee (1d6+1); Space/Reach 2 ½ ft/0ft; SA Force Beam, SQ Construct trait, Damage Reduction 10/+1, darkvision 60ft, low-light vision; AL Always Neutral; SV Fort +0, Ref +0, Will-5; Str 12, Dex 13, Con - Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Environment: Any

Description: Force Guardians are dexterous, exotic looking golems made of solid platinum. A flickering web of light blue to greenish of sparking, cracking voltage envelopes the construct's form. Orbs of glowing amethyst serve the force guardian's eyes.

Force Beam (Su): Every other round, in addition to its slam attacks, a force golem may use a *force beam* attack (+2 ranged touch attack) against a single target in its line of sight. The *force beam* inflicts 5d4+5 points of damage and knocks the creature prone unless a Reflex save (DC 15) is successful. A *brooch of shielding* can absorb the *force beam* if it contains enough points to withstand the damage inflicted. A *shield* spell will negate the *force beam* but is destroyed in turn.

Homunculus

CR 1; Tiny Construct; HD 2d10; hp 11; Init +2 (Dex); Spd 20 ft, fly 50 ft, AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +1/-8, Atk Bite +2 melee (1d4-1 plus poison), Full Atk Bite +2 melee (1d4-1 plus poison); Space/Reach 2½ ft/0 ft; SA Poison, SQ Construct trait, darkvision 60 ft, low-light vision; AL Any; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con - Int 10, Wis 12, Cha 7.

Skills: Hide +14, Listen +4, Spot +4

Feats: Lightning Reflexes

Environment: Any

Description: Homunculi have a shape that somewhat hints at humanoid in form with rough, crude looking skin and leathery wings. The sharp, jagged teeth that are exposed when the homunculi makes a face is rather unsettling.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage for another 5d6 minutes. The save DC is Constitution based and includes a +2 racial bonus.

Iron Golem, Tiny

CR 3; Tiny Construct; HD 3d10; hp 16; Init +0 (Dex); Spd 20 ft, AC 23 (+2 size, +10 natural, +1 Dex) touch 13, flat footed 23; Base Atk/Grapple: +2/-5, Atk Slam +5 melee (1d8+1), Full Atk Slam +5 melee (1d8+1); Space/Reach 2½ ft/0 ft; SA Breath Weapon, SQ Construct trait, Damage Reduction 15/+1, Rust Vulnerability, darkvision 60 ft, low-light vision; AL Always Neutral; SV Fort +1, Ref +1, Will -4; Str 12, Dex 13, Con - Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Environment: Any

Description: Tiny iron golems are very much similar to the normal, larger sized varieties of iron golems. Though useful as a familiar, these golems were originally created to be easily hidden guards and stealthy infiltrators.

Breath Weapon (Su): First or second round of combat - cloud of poisonous gas, 10-foot cube directly in front of the construct lasting one round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution points, secondary damage death.

Rust Vulnerability (Ex): An iron construct is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Living Rune

CR 3; Fine Construct; HD ¼ d10; hp 1; Init +5 (Dex); Spd 5 ft, fly 60 ft, AC 23 (+8 size, +5 Dex) flat footed 18; Base Atk/Incorporeal Touch +5 (1d4-3); Space/Reach ½ ft/0 ft; SA -, SQ Construct trait, SR 15, Spell Storing, Incorporeal; AL Any; SV Fort +0, Ref +5, Will +1; Str 4, Dex 20, Con -, Int -, Wis 11, Cha 10

Skills: -

Feats: -

Climate/Terrain: Any land or underground

Description: The Living Rune is a strange construct created by powerful rune casters to use as vessels of living sentient magic, which can be transferred from a living creature to an item with a simple command. They are, in essence, living spells that grant their abilities to the item or character that they attach themselves to. A Living Rune always appears as a runic symbol which floats lazily on the air, created from sparkling magical energy and they always give off just enough light that the creator of the Living Rune can read by them like a candle in a dim environment. The color of a Living Rune varies by what kind of magic it contains, but the creator can make their living rune any color that they wish if they want to spend more time on the creation process.

Combat: Living Runes are not combat creatures and most of the time they aren't even hostile and would rather flee from a fight than commit to attack. Swarms of Living Runes can be a problem because they often try to attach themselves to the same target and would rather attach to a living, breathing target than an object. A creature that is swarmed by Living Runes can end up being burnt out with magical energies.

Incorporeal (Su): Can only be harmed by other incorporeal creatures, +1 or better magical weapons, or spells with a 50% chance of ignoring damage from any corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Spell Storing (Sp): A Living Rune can store one spell for every 4 levels of its original creator. These spells cannot be above 2nd level in power and must have a range of touch for the Living Rune to use it.

Construct: Immune to mind influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Construction: A Living Rune, despite its rather weak nature, takes quite a bit of work to create. First the creator must have access to the Create Wondrous Item feat and make a successful Craft (Gem Cutting) check at a DC of 15. The gem that the mold for the rune is carved on must be at least 5,000 gp in value and the material used to fill the mold must be made from the dust of rubies, emeralds, diamonds, onyxes, and amethysts worth at least 500 gp before being crushed. These dusts are then mixed with dragon's blood to make the ink, which is then poured

into the gem cut mold. Most of the time, the mold is cut to resemble the sigil or mark of its creator, but some are also carved to appear as a certain deity's holy symbol. The Living Rune costs 10,000 gp to make and completing the ritual drains the creator of 700 XP. The following spells are used in the rune's creation: *Read Magic*, *Permanency*, *Limited Wish*, *Geas/Quest*, and *Imbue with Spell Ability* (A cleric of a god/goddess of magic must be present to cast this final magic).

Familiar: The Living Rune grants its master an additional 0 level and 1st level spell per day.

Stone Golem, Tiny

CR2; Tiny Construct; HD 2d10; hp 11; Init +0 (Dex); Spd 20ft, AC 19 (+2 size, +7 natural) touch 12, flat footed 19; Base Atk/Grapple: +1/-8, Atk Slam +2 melee (1d6-1), Full Atk Slam +2 melee (1d6-1); Space/Reach 2 ½ ft/0ft; SA Slow, SQ Construct trait, Damage Reduction 10/+1, darkvision 60ft, low-light vision; AL Always Neutral; SV Fort +0, Ref +0, Will-5; Str 8, Dex 10, Con - Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Environment: Any

Description: Tiny stone golems resemble the normal sized variety of stone golems. These constructs are usually created to serve easily hidden guards.

Slow (Su): The construct can use *slow* as a free action once every two rounds. The effect has a range of 10 feet

and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Straw Golem, Tiny

CR2; Tiny Construct; HD 2d10; hp 11; Init +0 (Dex); Spd 20ft, AC 18 (+2 size, +6 natural) touch 12, flat footed 18; Base Atk/Grapple: +1/-9, Atk Slam +2 melee (1d4-2), Full Atk Slam +2 melee (1d4-2); Space/Reach 2 ½ ft/0ft; SA Frightful Presence, SQ Construct trait, Damage Reduction 5/+1, darkvision 60ft, low-light vision; AL Always Neutral; SV Fort +0, Ref +0, Will-5; Str 6, Dex 10, Con - Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Environment: Any

Description: Though these tiny straw constructs are hardly intimidating in their form these golems can be quite frightening when using their special abilities. Though many straw golems resemble miniature scarecrows a few have been discovered with appearances similar to stuffed rag dolls.

Frightful Presence (Ex): Once every five rounds, the golem will take a full round action to make jerking, unsettling movements that will affect all creatures in a 30-foot radius as though subjected to a *fear* spell (as a 12th-level caster).

Note: *Twin Crowns - Age of Exploration Fantasy*, Living Imagination, Inc.

Requirements for construction of an animated construct familiar

- 15,000gp per HD plus 500XP per HD of construct (this includes the cost of all equipment, materials and spell components used in creation of the familiar).
- Both gold and experience points are completely used in the creation process regardless of whether or not the attempt is successful.
- The caster himself must directly perform the assembly or construction of the familiar by utilizing the appropriate Craft skill (DC 20).
- The caster must spend at least 8 hours per day each day for the next two months in ritual magic to properly enchant the construct. When not working, the caster must refrain from everything except essential functions such as eating, sleeping and talking. It is not necessary for the caster to cast all of the spells personally; scrolls and other magic items may be substituted for spell slots.
- Construction of an animated object familiar requires: *animate objects*, *limited wish*, and *polymorph any object*.
- Construction of a clay familiar requires: *animate objects*, *bless*, *commune*, *limited wish*, *prayer*, and *resurrection*.
- Construction of a homunculus familiar requires: *arcane eye*, *limited wish*, *mirror image*, and *mending*.
- Construction of a metallic familiar requires: *geas/quest*, *limited wish*, *polymorph any object*, and *iron body*. Additionally, *cloudkill*, *dispel magic*, *greater planar binding*, *magic missile*, *meteor swarm*, and *telekinesis* is required depending upon the specific metallic type of construct being created.
- Construction of a stone familiar requires: *geas/quest*, *limited wish*, *polymorph any object*, *slow*, and *stone shape*.
- Construction of a straw familiar requires: *geas/quest*, *limited wish*, *polymorph any object*, and *fear*.



CHAPTER SIX:

Avian and Other Flying Familiars

Skydancer caught the thermal rising off the hill's steep eastern face and rose quickly into the sky. He felt like calling out with joy at the wonderful feeling, but his mind overrode his instincts and he kept silent. Down below the orc raiding party was still moving through the woods on their southerly course. They were trying to avoid the long-range elven squads that patrolled these areas and so far they had been quite successful. In fact, if it had not been for Skydancer spotting them early one morning while hunting for his breakfast they might have escaped detection. But as it was, they had been discovered and were even now walking into a prepared ambush.

As the orcs closed in on the ambush spot, a low clearing in the forest, Skydancer let Felawyin know that they were closed. He felt Felawyin's thanks in his mind and lowered his altitude a little; battle was about to be joined.

A sharp cry from below caught Skydancer by surprise. One of the orc scouts had spotted the ambush and now his fellows were scrambling for cover. Although elf arrows were hitting those that had already stumbled out into the glade, the majority of them were now moving through the trees, intent on coming to grips with their enemies.

The sounds of battle and magic made their way up to the goshawk's ears as he circled anxiously overhead. Even his incredible vision could not cut through the tree cover and what little he saw only made him anxious to see more. Repeatedly he sensed for his mistress to ensure that she was okay and each time he was rewarded with an acknowledgement and thanks.

Suddenly he felt her cry out in pain. "Mistress!" his mind cried as he tucked in his wings and dove toward where he had felt her presence last. There she was, holding a shoulder, a smoldering orc at her feet. She was preparing a further spell as several orcs, having identified her as a spellcaster, rushed to cut her down before she could unleash her energies.

Fury seized Skydancer as he straightened out of his dive and headed for the orc closest to his mistress. He let out a piercing cry and the orc, seeing the Skydancer's shadow fly before him, tried to turn. His bloodlust made him fast, but Skydancer was faster and he had the momentum of the dive behind him. With claws outstretched he flew right at the neck of the orc. Too late the foul creature's eyes registered the faint blue glow on Skydancer's right

claw and, as the goshawk's talons gouged into the orc's neck, a bolt of electricity shot through him. The orc fell, one eyeball bursting out of his socket, even as the blood began to gush from the talon wounds. Skydancer tried to release his grip, but the shock had caused the orc's neck muscles to spasm and the creature's death throes had trapped the goshawk's talons; orc and goshawk came tumbling down together.

Skydancer felt the orcs weight take him to the earth. Grass and dirt shot into the air from where the goshawk smacked the ground. Fortunately the impact knocked Skydancer's talons loose and he was able to leap clear of the orc's falling body before it pinned him beneath it. Still dazed, Skydancer saw one orc go down in a shower of flames before his mistress. He tried to take to the air but realized one of his wings was numb, even as an arrow bore down on him. The arrow hit Skydancer but the mistress' protective spell kept it from actually harming him. And that was when a tremendous explosion of heat and flame shot him halfway across the meadow.

Reasons to Choose An Avian Familiar

While there is certainly something to be said about choosing one of the more unusual types of familiars listed in the preceding chapters, their powers and abilities are often not enough to offset the added complications, drawbacks, and often dangers, of actually having one of these creatures as a companion. Thus most casters choose familiars that are native to the plane.

A frequent choice as a familiar is an avian creature; if it flies, some spellcaster somewhere has had it as a familiar, and with good reason. Like all animals, birds and their ilk are part of the natural order of things. From the coldest to the hottest climes you can find a bird willing to serve as a familiar. While they eat a lot relative to their bodyweight, they eat relatively little in total when compared to an animal such as a dog, and tend to be of a more compact size than many other animals. In fact, given their delicate structure, they are lighter than animals of their relative size even if one counts the larger raptors. These qualities make them easy to transport and relatively cheap to feed, even the larger types

can even be counted on to provide their own sustenance if given the time.

TABLE 6-1 AVIAN SPECIFIC FAMILIARS

Familiar	Special Master Benefits:
Bat, Ghost	No benefit gained.
Blue Jay	Master gains +3 to Intimidate checks
Bobwhite	Master gains +2 to Wisdom score
Cardinal	Master gains +1 Luck bonus to one skill check or attack roll per day.
Cuckoo	Master gains +3 to Performance checks
Dove	Master gains +3 to Diplomacy checks
Duck	Master gains +3 to Swim checks
Eagle	Master gains +3 to Spot checks
Grouse	Master gains +3 to Perform checks
Gull	Master gains +3 to Profession (Fisherman) checks
Hawk	Master gains +3 to Spot skill checks
Jay	Master gains +2 to Will saves
Loon	Master takes 3 points less damage on sonic attacks.
Kiwi	Master gains +10 to movement speed
Magpie	Master gains +3 to Sleight of Hands checks
Mocking Bird	Master gains Arcane Vocal Mimicry (Su) ability
Ostrich	Master gains +3 to Hide checks
Owl	Master gains +3 to Move Silently skill checks.
Owl, Great Gray	Master gains +3 to Move Silently checks
Peacock	Master gains +2 to Charisma checks
Peahen (female Peacock)	Master gains +3 to Concentration checks.
Penguin	Master gains +3 bonus to all Swim checks or +2 to saving throws against cold spells/effects
Peregrine Falcon	Master gains +3 to Spot Checks
Phoebe	Master gains +1 to Charisma
Pigeon, Messenger	Master gains +3 bonus to Survival [intended for determining direction]/
Raven	Master gains +3 to Listen skill checks
Sanderling	Master gains +3 to Search checks
Sandpiper	Master gains +3 bonus to Survival [intended for determining direction].
Seagull	Master gains +2 to all charisma-based social skills with sea goers
Stellar Jay	Master gains +3 to Search Checks
Swan	Master gains +2 to Charisma score
Toucan	Master gains +3 to all grapple checks
Turkey	Master gains +3 to Survival checks
Vulture	Master gains Scavenger's Stomach (Ex) ability
Woodpecker	Master gains +3 to Craft (Woodworking) checks or +1 to damage rolls made with piercing weapons

Their portability aside, a bird provides its master with a movement dimension that the master usually lacks and that is the ability of flight. Flying makes birds swifter than most

creatures and allows them to reach places with ease that other animals would find difficult or impossible to get to; this makes them natural scouts in most situations. All birds can easily follow a group moving on the ground and, given the size of most birds, will probably not even be noticed by those they are following.

In combat, a bird's swiftness and maneuverability make it an excellent deliverer of touch spells, provided the avian has enough room to properly maneuver. An avian familiar can swoop down from out of an opponent's reach, deliver a touch attack, and be out of reach before the target can return the attack.

Reasons Not To Choose An Avian Familiar

Like most every familiar, those qualities that are a boon in an avian familiar also illustrate their weaknesses. The fact that they are lighter also means that they are less robust; most species of birds are very easily injured or killed by even the most inexperienced of opponents. Of course, the high mobility of a bird aids it in such situations, but the fact remains that unless the bird is thoroughly fortified with magic a simple swat of the hand is enough to hurt them badly. Even the larger species are not as robust as other animals of the same size. Thus avian familiars need to avoid direct physical combat.

Relying on flight makes birds more susceptible to wind conditions; in situations where a two-legged or four-legged familiar could still move along the ground, a bird must seek shelter or risk being blown out of the sky which usually results in injury or death. While it can be argued that such conditions are rare, when they do occur they force the familiar's master to either shelter with the avian or to press on without it.

Reliance on flight also means a requirement for space, the more the better. Avian familiars, especially the larger species, are hampered by anything other than open sky to fly in. This means that unless the master is willing to allocate the protective magic and attention to an avian familiar in such an environment he or she should try to avoid areas such as dungeons and other confined areas. Without the room to fly it is much more difficult for an avian to use its maneuverability to escape danger or to make proper use of its scouting capabilities.

Being creatures of the open air, avians tend to be uncomfortable in dungeon settings whether they enter by themselves or in the company of their master; even bats don't venture too far from the open air. Taking an avian into a dungeon makes them nervous, a fact which they usually alert their masters to. In addition, should a bird be spotted by one of the less savory residents of such an area they will certainly see the bird as the anomaly it is and the more intelligent among them will quickly deduce that a spellcaster is nearby.

As avian familiars are animals and part of the natural order of things they are subject to the dangers all avians face. Since most birds are the natural prey of another animal, most often other avians or felines, there is always the danger, no matter how remote it seems, that an inattentive master can

wake up one morning to find his familiar has become some other animal's lunch. Although the larger species do not have to concern themselves with this, more than one master has found his familiar cooking over some hunter's fire.

One little considered aspect that affects not only avians but all animals is the question of whether the familiar is diurnal or nocturnal; it would be wise for a spellcaster to make sure that the familiar will be awake when the master is. A wizard who travels during the day may not find an owl the ideal companion, as an owl is nocturnal. Of course, the owl could serve as a sentry while the master sleeps but, as all animals, they are subject to their natural instincts and impulses. What does the owl care about the orcs moving near the camp when it is out looking for a nice, juicy rodent?

Who Chooses An Avian Familiar?

Any spellcaster can choose an avian familiar and there is really no one school that prefer avians over other types of animal familiars, although evokers tend to stay away from the smaller species of avians just in case. Like pets, common familiars tend to reflect their owner's personalities and choosing an avian over another animal requires that the avian strike some chord within the spellcaster's heart.

Most casters who choose birds are free spirits, chaotic rather than lawful, who can share their familiar's joy in feeling the wind on their face and soaring the breezes, even if only through shared feelings. Most who have avian familiars are active out of doors and they also, especially the masters of the larger species, tend to stay away from the large population centers. This holds true for casters of all alignments, although those of an evil bent almost always prefer raptors and birds of ill omen such as crows to brightly colored little songbirds.

As with everything in life, there are exceptions and more than one wizard has kept his avian familiar in a cage to twitter in the background while he or she pursues some form of study. While this may be okay with the familiar for a short while, attempting to keep an avian familiar in a cage over-long will result in an uncooperative and occasionally sickly companion.

Animal, Avian: Birds and fowl make for popular familiars with all varieties of spell casters. Good or evil, wizard or sorcerer, there tends to be little sense of favoritism as far as who chooses an avian for a familiar.

Avian Familiars

While avian familiars are loyal and much sought after. Familiars the required use of droppings, eggshell, and feathers from the same type of avian that the spell caster wishes to summon can often cause the spell caster to travel far and wide in their efforts to gather the correct ingredients.

RITUAL OF SUMMONING

Successfully bonding with an avian requires only the preparation stage and the actual ritual stage itself.

Preparation: If the spell caster happens to be in the avian familiar's native habitat then usually then most of the ingredients may be acquired for free. Doing as such requires a successful Wilderness Lore (DC 16 spring and summer, DC 20 in autumn or winter) check and 1d6+2 days of searching. From such a successful search the spell caster will have obtained the necessary feathers, droppings, and eggshells. If these items cannot be obtained from nature then the spell caster will need to seek out a supplier. Locally found and imported item costs vary greatly. In addition to the droppings, feathers, and eggshells the spell caster will need specially prepared candles and incense. The prices for all of these items are listed on the next page:



Ritual Item	Cost:
Local avian feathers	2gp
Local avian droppings	5gp
Local avian eggshell	10gp
Imported avian feathers	30gp
Imported avian droppings	65gp
Imported avian eggshell	150gp
Ritual candles	20gp
Ritual incense	10gp

Once the items have been obtained the spellcaster needs to make a nest of dried weeds using the droppings as a bonding agent.

Ritual: Once the nest has been constructed and the rest of the ingredients for the ritual acquired the ritual itself should take place. The ritual itself takes 2 hours wherein the spellcaster intones the required magical chants, lights the ritual candles and incense, and places the nest in the center of the candles and incense. The eggshells and feathers are then placed within the nest and the spellcaster calls forth the avian. The casting is somewhat fairly difficult and requires a DC 16 Spellcraft skill check to succeed. If the Spellcraft check fails or an outside force interrupts the ritual, the rite must be started all over again. Failure of the summoning at this point causes all the ingredients to be wasted, and they must be replaced.

Upon successful completion the avian appears in the nest.

UPGRADED AVIAN POWERS

The master of an avian familiar can invest experience into adding upgraded avian powers to the familiar. Upon creation, the master may add up to two upgraded avian powers by expending additional XP at that time. This cannot reduce the master to a negative XP total.

After creation, the master can add one upgraded avian power per caster level the master gains. These opportunities do not carry into the next level so that if the power is not added during that level, the familiar will not be eligible to get two upgraded avian powers later. The experience cost can not reduce the caster below their current level.

TABLE 6-2 AVIAN UPGRADES

Upgraded Power	XP Cost
Double-Winging	1000
Focused Direction	500
Fouled Talons	250
Increased Sight	250
Increased Flight	250
Pious Beak	1000
Sharp Beak	250
Sharp Eyes	250
Vocal	500
Wicked Beak	1000

Double-winging (Ex): Double the avian familiar's current flight speed.

Focused Direction (Ex): The avian familiar and its master both gain a +2 bonus to Survival checks from this power.

Fouled Talons (Ex): The talons of the familiar cause a minor infection. Those struck with the talons require a Fortitude DC 15 check or suffer 1 point of temporary Strength damage that can not be cure until the infection runs its course. (Make a save attempt each day, with the Str loss remaining for 1 day after the check is finally made.)

Increased Sight (Ex): The familiar is better at spotting prey and other targets. They gain a +4 to spot checks when in the air.

Increased Flight (Ex): Increase the avian familiar's flight speed by 10ft (This feat can be taken multiple times, maximum 5)

Pious Beak (Su): The avian gains a +1 to Attack and damage rolls against Evil aligned creatures with their natural bite/beak attack. Likewise, three times per day the avian is able to use a counter calling that gives both the avian familiar and the master a +4 bonus towards saving throws against Evil domain spells. The counter calling needs only to be quickly "chirped" as a free action and its effects last for 1d4+5 rounds.

Sharp Beak (Ex): The avian gains a +1 to attack with their natural beak/bite attack.

Sharp Eyes (Ex): Both the familiar and its master gain +2 bonus to Appraise checks on any shiny objects.

Vocal (Ex): Each time this feat is taken the familiar learns to speak one additional language.

Wicked Beak (Su): The avian gains a +1 to Attack and damage rolls against Good aligned creatures with their natural bite/beak attack. Likewise, three times per day the avian is able to use a counter calling that gives both the avian familiar and the master a +4 bonus towards saving throws against Good domain spells. The counter calling needs only to be quickly "chirped" as a free action and its effects last for 1d4+5 rounds.

TABLE 6-3 AVIAN DISEASES

Disease	Infection	DC	Incubation	Damage
Dullwing Shakes	Ingested	18	1d3 days	2d6 Dex/Special
Foot Rust	Injury	12	1d3 days	1d6 Str
Hagbeak Cackle	Contact	16	1 day	1d4 Con/1d4 Int*

*Should an avian familiar contract Hagbeak Cackle then the master of the familiar needs to also succeed the Fortitude save (DC 16). The master suffers only the Intelligence loss, however, and not the Constitution loss as well.

AVIAN DISEASE DESCRIPTIONS

DULLWING SHAKES

While not fatal in itself dullwing shakes are greatly feared by normal avian creatures and familiars alike. Contracted by drinking from water that has been contaminated with the soot left behind from evil clerical magic, dullwing shakes

is able to all but completely paralyze the avian familiar. In addition to a loss in dexterity the avian is likewise unable to fly to their dexterity has fully recovered during the healing process.

Symptoms of the disease include slowness, clumsiness, a loss of the creature's ability to fly, and a constant, trembling that seems to fully overtake the creature's entire body at times.

FOOT RUST

Foot Rust is a bizarre avian disease that is contracted by not protecting open or festering wounds while exploring the caves and dungeons of warm, humid environments. While a slight degree of shaking and chattering is also associated with foot rust the most noticeable symptom occurs at the avian creature's feet. Foot rust causes the scaly feet and legs of the

avian to turn a reddish-brown and appear to be covered with thin, overlapping scabs. As the disease progresses through the body of the avian the scabby, discolored areas begin to flake off, giving the avian the appearance that the legs of the creature are "rusting away".

HAGBEAK CACKLE

Though not quite as deadly towards one's endurance as many other diseases Hagbeak Cackle is none the less quite feared due to the fact that attacks both an avian familiar's physical health as well as their mind. To make matters worse hagbeak cackle is able to spread its foul germs through the thought processes of the avian familiar, eventually reaching the master spell caster. As such, though the master is safe from the physical ailments of hagbeak cackle the spell caster does indeed suffer mentally from the affliction. Upon infection

the symptoms of hagbeak cackle show up rather early. Purple and black warty bumps cover the beak of the familiar and some of the creature's feathers begin to fall out. Likewise the creature's normal calling sound becomes twisted and evil sounding in nature, resulting in what almost sounds like a twisted human laugh. Should the spell caster also happen to acquire the disease then the character's face will become somewhat covered with purple and black warts. Likewise the spell caster will suffer from a strange cough that resembles an evil laugh.

Hagbeak Cackle is quite often acquired when an avian familiar attempts to make use of an abandoned nest resting in the tree of a haunted forest. The creature becomes encrusted with a black, sticky, tarry substance that is actually a colony of the infectious germs. Other means of acquiring the disease involve perching upon the sooty chimneys of evil witches, murderers, and executioners.

Note: It is said that feeding the familiar a bit of aniseed helps ward off hagbeak cackle. Avian creatures that have consumed aniseed within 24 hours before coming into contact the tarry infection gain a +4 to their saving throw against contracting the disease.

To Eat Like A Bird

It is often stated that one who eats very little is "eating like a bird". While this is a colorful expression that is generally accepted by many for someone on the lean side the saying is actually quite



untrue. Birds actually eat quite a bit indeed, despite their pecking for the small gathering of tiny morsels and crumbs that fall to the ground. In fact, if the average man was to truly “eat like a bird” such a fellow could be witnessed devouring his way through great banquet feast with a hunger that could easily satisfy an entire family. Birds may truthfully seem to be content pecking away at the smallest of servings but in all reality one must consider the fact that the average avian spends the largest portion of their waking hours flying from place to place in search of more food to consume.

Many druids and scholars estimate that the average avian can go through amounts of food that nearly equal twice the birds weight each day. Greater sized, carcass devouring scavengers and the common yard birds of farmers seem to need a bit less but the smaller, swifter flying require a great deal more to sustain themselves. While one would think that such consumption would surely fatten up such a tiny, gentle creature all food consumed by birds is usually needed.

Birds have a higher metabolism rate than many other animals. In order to keep their wings flapping at a rate that would allow such a creature to travel through the air. In addition these creatures must also have enough energy to perform the other common activities of the animal activities as well as nutrients to heal wounds and replace feathers. As most birds are omnivorous with a general diet consisting of a wide variety of insects, invertebrates, berries, nuts, plants and seed it is important that a bird’s diet provides the creature with a well balanced sense of nourishment. Fresh water is also important to the birds and while some of these avian creatures can make do with findings of murkier puddles and ponds most birds will need clean water to drink from.

When keeping a bird familiar it is important to realize that while the creature has changed somewhat through the summoning the bird is still in a sense “a bird”. As such these creatures have a demanding, complex form of diet that should not be overlooked.

Bat, Ghost

CR 1/40; Diminutive Animal; HD 1/4 d8; hp 1; Speed 5 ft, Fly 40 ft (good); Init +2 (Dex), AC 16 (+4 Size, +2 Dex), touch 16, flat footed 14; Base Atk/Grapple: +0/-17, Atk -; Space/Reach 1 ft/0 ft; SQ Blindsight; AL Always Neutral; SV Fort +2, Ref +6, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills: Move Silently +3, Listen +6, Spot +6, Hide +16

Feats: Lightning Reflexes

Environment: Underground

Notes: Ghost bats gain +4 to Spot and Listen from their Blindsight.

Familiar: No added benefit.

Description: Ghost bats are reclusive creatures that live within caves and mines. They appear like most varieties of bat, save that they are almost pure white. The creatures are nonetheless quite stealthy, often avoiding humans and dwarves even in active mines.

Combat: Ghost bats live on insects and small rodents that enter the mines where they dwell. The creatures will swoop down from above and wrap their membranes around the creatures, attacking with their bite. They can only attack Diminutive creatures in this manner, in which case they attack with no bonus and do one point of damage per round. Against larger creatures they are completely harmless.

Blindsight (Ex): Ghost bats can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Blue Jay

CR 1/6; Diminutive Animal; HD 1/4 d8; hp 1; Speed 10 ft, Fly 40 ft (average); Init +5 (Dex), AC 19 (+4 Size, +5 Dex), touch 19, flat footed 14; Base Atk/Grapple: +0/-17, Atk Bite

+9 melee (1d2 – 5), Full Atk Bite +9 melee (1d2 – 5); Space/Reach 1 ft. (1/25)/0 ft. (0); AL Always Neutral; SV Fort +1, Ref +7, Will +2; Str 1, Dex 21, Con 8, Int 2, Wis 14, Cha 6

Skills: Listen +3, Spot +4, Hide +18

Feats: Weapon Finesse

Environment: Temperate Forest and Rural

Familiar: A blue jay familiar grants its master a +3 to Intimidate checks.

Description: Blue Jays are small birds that live in forests and rural areas that have lots of trees. They are bright blue, with a white underbelly. Despite their small size, these birds are aggressive and territorial. They live mostly on seeds and insects.

Combat: Blue Jays do not hesitate to take a peck at anything coming into its territory. They will swoop down and take a peck, then retreat to the branches of the closest tree. Most predators tend to leave them be, as there are easier birds to catch and eat than the temperamental blue jay.

Bobwhite

CR 1/6; Diminutive Animal; HD 1/4 d8; hp 1; Speed 20 ft, fly 40 ft (average); Init +2 (Dex); AC 16 (+4 size, +2 Dex), touch 16, flat footed 14; Base Atk/Grapple: +0/-16, Atk 1 Bite +6 (1d2-4), Full Atk 1 Bite +6 (1d2-4); Space/Reach 1 ft. (1/25)/0 ft. (0); SA: -; SQ-; AL Always Neutral; SV Fort +2, Ref +4, Will +2; Str 3, Dex 14, Con 11, Int 2, Wis 14, Cha 7

Skills: Hide +19, Listen +5, Spot +5, Move Silently +3

Feats: Alertness

Familiar: Master gains +2 to Wisdom score.

Description: This reddish brown and patterned bird is considered to be somewhat of a “ground avian”. Bobwhites hold preference for habitats of brushy areas and woods that are heavy with pine trees. Many are also found near farms.

Cardinal

CR ½; Diminutive Animal; HD ¼ d8; hp 1; Speed 10ft, Fly 40ft (average); Init +5 (Dex), AC 19 (+4 Size, +5 Dex), touch 19, flat footed 14; Base Atk/Grapple: +0/-17, Atk Bite +0 melee (1d2-4), Full Atk Bite +0 melee (1d2-4); Space/Reach 1ft. (1/25)/0ft. (0); AL Always Neutral; SV Fort +1, Ref +7, Will +2; Str 1, Dex 21, Con 8, Int 2, Wis 14, Cha 6, Int 2, Wis 14, Cha 6

Skills: Listen +5, Spot +6, Hide +22

Feats: Alertness

Climate/Terrain: Temperate Forest and Rural

Familiar: A cardinal familiar is lucky, providing its master with a +1 Luck bonus to one skill check or attack roll per day. This must be decided before the check is rolled.

Description: Cardinals are small birds that flourish both in forest and in civilized areas. The males are bright red with a black facemask, with the females a somewhat duller red. These shy birds are considered very lucky – spotting one is said to be a good omen. People often leave seed for the birds and they do very well around farmland and small villages. In addition to their luck, they eat weevils and other insects that wreak havoc on farmer's crops.

Combat: Cardinals have no combat abilities to speak of, trusting to their keen senses to allow them to hide or flee before trouble can reach them.

Cuckoo

CR ½; Diminutive Animal; HD ¼d8; hp 1; Speed 20ft flying 40ft; Init +3 (Dex); AC 17 (+4 Size, +3 Dex), touch 17, flat footed 14; Base Attack/Grapple: +0/-16, Atk 1 Bite +7 (1d2-4), Full Atk 1 Bite +7 (1d2-4); Space/Reach 1ft(1/25)/0ft (0); SQ—; AL Always Neutral; SV Fort +4, Ref +5, Will -1; Str 3, Dex 17, Con 10, Int 2, Wis 9, Cha 9

Skills: Hide +16, Listen +1, Move Silently +4

Feats: Great Fortitude

Environment: Temperate to Warm Forests, Plains

Familiar: Master gains +2 to Performance checks.

Description: This white and gray brown bird is best known for its call. Cuckoos are often considered to be rather lazy birds and are known for their habit of laying eggs in other bird's nests.

Dove

CR ½; Diminutive Animal; HD ¼d8; hp 1; Speed 10ft flying 40ft (average); Init +4 (Dex), AC 18 (+4 Size, +4 Dex), touch 18, flat footed 14; Base Attack/Grapple: +0/-17, Atk Bite +8 melee (1d2-5), Full Atk Bite +8 melee (1d2-5); Space/Reach 1ft (1/25)/0ft (0); SQ—; AL Always Neutral; SV Fort +2, Ref +6, Will +2; Str 1, Dex 19, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +3, Spot +4, Hide +17

Feats: Weapon Finesse (bite)

Environment: Temperate to Warm Forest and Rural

Familiar: A dove familiar grants its master a +2 to Diplomacy checks.

Description: Doves are gentle white birds that feed on seeds, grain, and fruit. They travel in large flocks and are preyed upon by a large number of predators, including humans. They are also considered to be a symbol of peace and serenity.

Combat: Doves do not participate in combat, preferring to flee when threatened. They can peck if handled, but are normally timid.

Eagle

CR ½; Small Animal; HD 1d8+1; hp 5; Init +2 (Dex); Speed 10ft, fly 80ft (average); AC 14 (+1 Size, +2 Dex, +1 Natural), touch 13, flat-footed 12, Base Atk/Grapple: +0/-4, Atk talons +3 melee (1d4), Full Attack: 2 talons +3 melee (1d4) and bite -2 melee (1d4); Space/Reach 5ft/5ft; SA—; SQ—; AL Always neutral; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills: Listen +2, Spot +14

Feats: Weapon Finesse (claw, bite)

Special: Eagles have a +8 racial bonus to Spot checks.

Environment: Temperate mountains.

Familiar: An eagle familiar grants its master +3 to spot checks.

Description: Eagles are large predatory birds that can reach lengths of 40" or greater. They have sharp, powerful talons and strong beaks for catching and devouring prey. Golden eagles have medium brown bodies and golden yellow heads while bald eagles have dark brown bodies with heads and tails of white.

Egret

CR ½; Tiny Animal; HD ½ d8+1; hp 3; Init +2 (Dex); Spd 10ft, fly 40ft (average); AC 14 (+2 size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple: +0/-13, Atk -3 melee (1d2-5,bite), Full Atk -3 melee (1d2-5, bite); Space/Reach 2 ½ ft/0ft; SQ—; AL Always Neutral; SV Fort +3, Ref +4, Will +2; Str 1, Dex 15, Con 12, Int 2, Wis 14, Cha 9.

Skills: Listen +5, Spot +7

Feats: Alertness

Environment: Temperate and warm marshes and plains

Familiar: Master gains +2 to Charisma score

Description: Egrets are beautiful, snowy white birds that hang around wetlands and marshes. Some egrets, especially the cattle egret, prefer the open plains and farmlands where they can follow herds of livestock in an effort to feed upon the insects that are attracted by such farm creatures.

Grouse

CR ½; Tiny Animal; HD ¼ d8; hp 1; Init +2 (Dex); Spd 10ft, fly 40ft (average); AC 14 (+2 size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple: +0/-13, Atk -3 melee (1d2-5,bite), Full Atk -3 melee (1d2-5, bite); Space/Reach 2 ½ ft/0ft; SQ—; AL Always Neutral; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +5, Spot +7

Feats: Alertness

Environment: Cold and temperate Forests and plains

Familiar: Master gains +3 to Perform checks

Description: The grouse is a popularly hunted game bird that reaches between 14" to 20" in length. They have mottled brown and black patterns on their feathers and short crests on their heads. When mating the male grouse can drum its wings in an effort to attract females.

Hawk

CR ½; Tiny Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 10ft, fly 60ft (average); AC 17 (+2 Size, +3 Dex, +2 Natural), touch 15, flat footed 14; Base Atk/Grapple: +0/-10, Atk talons +5 melee (1d4-2), Full Atk talons +5 melee (1d4-2); Space/Reach 2 ½ft/0ft; SQ—; AL Always Neutral; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +2, Spot +14

Feats: Weapon Finesse (claw).

Special: Hawks have a +8 racial bonus to Spot checks.

Environment: Temperate forests.

Familiar: A hawk familiar grants its master +2 to Spot skill checks.

Description: There are many different breeds of this predatory avian. The red tailed hawk, however, is the most commonly chosen and remains rather popular amongst wizards and sorcerers. This variety of hawk reaches a length between 20" to 26" and has a bright red tail that is easily seen in flight. The underside of the red tailed hawk is mostly white except for a dark colored band that stretches mid ways down across the creature's belly. The back feathering is usually brown and somewhat patterned.

Other possible familiar hawk breeds include the aptly named red shouldered hawk as well as the relatively small sharp shinned hawk. The sharp shinned hawk rarely reaches a size greater than 14" in length.

Loon

CR ½; Tiny Animal; HD ¼d8+1; hp 3; Speed 15ft, Swim 30ft, Fly 90ft; Init +1; AC 14 (+2 Size, +1 Dex) touch 14, flat footed 13, Base Atk/Grapple: +0/-9, Atk Bite +0 (1d3-2, subdual), Full Atk Bite +0 (1d3-2, subdual); Space/Reach 2 ½ft/0ft; SA Wail; SQ—; AL Always Neutral; SV Fort +3, Reflex +3, Will +0; Str 8, Dex 12, Con 12, Int 2, Wis 10, Cha 8

Skills: Swim +10, Spot +1

Environment: Any forest/aquatic (except ocean)

Familiar: A Loon provides its master with sonic resistance of 3.

Description: A Loon is also called a 'wailing duck' because of their mating call. This wailing gave them the name 'Loon' because people thought they were ducks that had gone off 'the deep end'. The Loon in summer is very striking with its black-and-white checkered back, glossy black head, white

belly and wing lining, and characteristic white necklace around the throat. All loons have grayish feathers in the winter, and immature birds tend to resemble adult birds in winter plumage. The white feathers of the belly and the wing linings are present year round. These birds prefer colder environments and always migrate south when it gets too cold even for them. They prefer hunting for food on small mountain or forest lakes and tend to be extremely skittish when approached by man, so making one a familiar would be a hard task indeed.

Combat: The Loon is not known for its prowess in combat. In fact, its bite only deals subdual damage to anything other than its choice of food. A Loon will usually wail in order to deafen an opponent before fleeing the area through flight.

Wail (Ex): The Loon's wail is well known in northern areas. This loud keening noise can temporarily deafen an opponent that is within 30ft of the bird when it wails. A fortitude save (DC 10) is required to negate the deafness, but still causes ringing in an opponent's ears. Those that fail the save are deafened for 1 round.

Skills: Loons have a +8 racial bonus to Swim checks.

Kiwi

CR ½; Tiny Animal; 1d8;hp 4; Speed 20ft; Init +3; AC 15 (+2 Size, +3 Dex), touch 15, flat footed 12, Base Atk/Grapple: +0/-12, Atk Bite -4 (1d3-2), Full Atk Bite -4 (1d3-2); Space/Reach 2 ½ft/0ft; SQ—; AL Always Neutral; SV Fort +3, Ref +4, Will -4; Str 3, Dex 16, Con 12, Int 2, Wis 3, Cha 8.

Skills: Hide +12, Spot +6, Search +5

Environment: Any warm land

Familiar: The Kiwi grants its master an additional 10ft to their Speed.

Description: Kiwis are small flightless birds that are known to be quick on their feet. There are several varieties of Kiwi, but all have pretty much the same things in common except size and color of their fur-like plumage. The most common Kiwi has brown feathers to help them blend into the savannahs or mountain rock they live nearby. All Kiwi have long and pointed beaks, which makes up a third of their body length. They use this great beak to ferret out insects and other small morsels from logs, rock crevasses, and other areas where their food hides. When food is scarce, a Kiwi can live in plants such as berries, seeds, and some leaves. Like most ground-birds, the Kiwi makes its nest on the ground, but usually in an area that is hard for other creatures to get to. Kiwis are monogamous and territorial. A mated pair can have a territory up to a few miles in length and will fight off any other kiwis, which intrude upon their home. This is the reason that a successful Kiwi population needs a large amount forest or land to thrive.

Combat: The most dangerous enemy a Kiwi has are small predator such as cats, dogs, foxes, and other animals which can't find larger more fulfilling food. When faced with these flesh-eating enemies, a Kiwi will attempt to run for cover. Against other Kiwis which are invading their territory, the

Kiwi will peck at them furiously with their beak until the intruder flees the area.

Skills: Kiwi have a +8 racial skill bonus to Spot and Search checks.

Magpie

CR½; Diminutive Animal; HD ¼ d8; hp 1; Speed 20' flying; 40'; Init +3 (Dex); AC 17 (+4 size, +3 Dex), touch 17, flat footed 14; Base Atk/Grapple: +0/-16, Atk 1 Bite +7 (1d2-4), Full Atk 1 Bite +7 (1d2-4); Space/Reach 1ft/0ft; SA —; SQ —; AL neutral; SV Fort +2, Ref +7, Will +0; Str 3, Dex 17, Con 10, Int 2, Wis 11, Cha 5

Skills: Hide +16, Listen +1, Spot +1, Move Silently +4

Feats: Lightning Reflexes

Environment: Temperate and Warm lands

Familiar: Master gains +3 to Sleight of Hand checks.

Description: This beautiful bird is patterned with shades of green, white, and black. Magpies bear a strong resemblance to ravens in all forms except for coloration.

Owl

CR½; Tiny Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 10ft, fly 40ft (average); AC 17 (+2 Size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk/Grapple: +0/-11, Atk +5 melee (1d4-3, talons), Full Atk +5 melee (1d4-3 talons); Space/Reach 2½ft/0ft; SQ low light vision; AL Always Neutral; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +17, Spot +6 (+8 on Spot checks in shadowy illumination)

Feats: Weapon Finesse (claws).

Familiar: An owl familiar grants its master +2 to Move Silently skill checks.

Description: Though many common types of owls exist the most two well know by spell casters are the common barn owl and the great horned owl. The common barn owl is usually white and golden brown with a face that appears to be somewhat flat and shaped like a heart. The barn owl typically reaches a length between 13" to 19". Though also found nesting in hollow trees in the wild the common barn owl gets its name from the fact that the creature can often be found roosting in rural barns. Due to the common presence of this owl as well as the ease of locating and snatching a nest full of young when the mother is away the barn owl is a fairly common "pet" on the open marketplace. Typically a young barn owl can be purchased for 1gp.

Owl, Great Grey

CR1; Small Animal; HD 1d8+ 1; hp 5; Speed 10ft, fly 40ft (average); Init +3 (Dex), AC 15 (+1 Size, +3 Dex, +2 Natural), touch 14, flat footed 13; Base Atk/Grapple: +0/-4, Atk Claws +4 melee (1d6), Full Atk 2 Claws +4 melee (1d6); Space/Reach 5ft./5ft; SQ —; AL Always Neutral; SV Fort +3, Ref +5, Will

+2; Str 10, Dex 17, Con 12, Int 2, Wis 14, Cha 6

Skills: Listen +3, Spot +7, Hide +8, Move Silently +10'

Feats: Weapon Finesse (Bite)

Environment: Cold Mountains

Notes: Great grey owls gain a +4 racial bonus to Spot and a +6 racial bonus to Move Silently while in flight.

Familiar: A great grey owl's master gains a +3 to Move Silently checks.

Description: This grey and white owl is much larger than typical owls. They also lack the ear tufts that most other owls bear. Great grey owls live on rodents, as well as some other birds. They are very efficient hunters, with a head that can turn 270° and very soft feathers that make them almost completely silent in flight.

Combat: When a great grey owl spots prey it swoops in with its razor-sharp talons. Once the prey is subdued it will tear the rodent or bird apart with its beak. The bird normally hides from predators, but if found the talons can be put to use in the same manner.

Peacock

CR1; Small Animal; HD 1d8+2; hp 6; Speed 40ft; Init +2; AC 13 (+1 Size, +2 Dex), touch 13, flat footed 11; Base Atk/Grapple: +0/-4, Atks Bite +1 (1d4), Full Atks Bite +1 (1d4); Space/Reach 5ft/5ft.; SA Distract; SQ —; AL Always Neutral; SV Fort +4, Reflex +4, Will +0; Str 10, Dex 14, Con 14, Int 2, Wis 10, Cha 14

Skills: Spot +2, Search +2

Environment: Temperate

Familiar: A peacock grants its master a +2 enhancement bonus to charisma-based skill checks if the bird is within 10ft of their master. A peahen familiar grants its master a +3 enhancement bonus to all concentration checks.

Description: The Peacock is a large and beautiful bird with an impressive amount of brightly colored feathers and a huge tail fan, which the male uses to entice the female of the species. Most stand around 4 to 5ft in height and have a habit of catching an onlooker's eye. The female Peahen isn't as impressive looking, but is still a magnificent bird. The Peacock is extremely territorial and will not hesitate to attack an intruder which it enters its territory.

Combat: The male Peacock is not a violent attacker, but will defend its territory against intrusion by others of its kind. They tend to breed more than fight, but when enraged, will chase an opponent away before returning to its women. The female Peahen is almost never hostile, with the exception of every mother's need to protect her young.

Distract (Ex): A male peacock can unfurl its tail to distract an opponent for a second, causing them to lose their move action for a single round. This can only be used once per encounter and never twice against the same opponent.

Peregrine Falcon

CR1; Tiny Animal; HD 1d8; hp 4; Speed 10ft, Fly 90ft

(average); Init +3 (Dex), AC 16 (+2 Size, +3 Dex, +1 Natural), touch 15, flat footed 13; Base Atk/Grapple: +0/-10, Atk Talon +5 melee (1d4-2), Full Atk 2 Talons +5 melee (1d4-2); Space/Reach 2½ft/0ft; SQ High Speed Dive; AL Always Neutral; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +4, Spot +4

Feats: Weapon Finesse (talons)

Environment: Any Mountainous

Familiar: Master gains +3 to Spot Checks.

Description: Peregrine falcons come in a variety of colors, mostly brown and grays. They nest in high mountaintops, and range far and wide. The falcons feed mostly on other birds. Due to the bird's great speed it is greatly valued by falconers.

Combat: A peregrine falcon generally uses its High Speed Dive ability to attack from a great height, usually surprising its prey. It will then carry the target to a safe spot to eat or back to the nest to feed its chicks.

High Speed Dive (Ex): A peregrine falcon can enter an incredibly fast dive, moving eight times its normal speed so long as more than half the speed is used moving down. The falcon must be at least 100 feet above its target to use this ability. The falcon gains +2 to hit and damage from its great speed, and the target has a -4 penalty on its check to notice the diving falcon.

Phoebe

CR½; Diminutive Animal; HD ¼d8; hp 1; Speed 20ft, flying: 40ft; Init +2 (Dex); AC 16 (+4 size, +2 Dex), touch 12, flat footed 14; Base Atk/Grapple: +0/-16, Atk 1 Bite +6 (1d2-4), Full Atk 1 Bite +6 (1d2-4); Space/Reach 1ft/0ft; SA: —; SQ —; AL Always Neutral; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 10

Skills: Hide +15, Listen +2, Spot +2, Move Silently +3

Feats: Iron Will

Environment: Temperate lands

Familiar: Master gains +1 to Charisma.

Description: Phoebes are small grayish birds that are quite bold in nature. They are known for entering encampments where they gather bits of food scraps.

Pigeon, Messenger

CR1; Small Animal; HD 1d8; hp 4; Speed 10ft, Fly 40ft (average); Init +2 (Dex), AC 13 (+1 Size, +2 Dex), touch 13, flat footed 11; Base Atk/Grapple: +0/-6, Atk Bite +3 melee (1d2-2), Full Atk Bite +3 melee (1d2-2); Space/Reach 5ft/5ft; SQ Find the Way Home; AL Always Neutral; SV Fort +2, Ref +4, Will +2; Str 6, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +4, Spot +4

Feats: Weapon Finesse (Bite)

Environment: Any

Familiar: A messenger pigeon grants its master a +2 bonus to Intuit Direction rolls.

Description: Messenger pigeons are small birds that have a knack for finding their way home. No matter how distracted they are or how bad the conditions, they can always find their way back to the nest. Military commanders have been known to take advantage of this instinct. By teaching them that the headquarters is 'home', they can attach a message to the bird's leg and quickly send information from the battlefield.

Combat: A messenger pigeon might take a peck at someone trying to catch him, but otherwise will flee in the face of danger.

Find the Way Home (Ex): A messenger pigeon always instinctively knows the way back to its home. If kept in the same place for several months, it will eventually learn that this new place is home.

Raven

CR½; Tiny Animal; HD ¼d8; hp 1; Init +2 (Dex); Spd 10ft, fly 40ft (average); AC 14 (+2 size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple: +0/-13, Atk +4 melee (1d2-5, claws), Full Atk +4 melee (1d2-5, claws); Space/Reach 2½ft/0ft; SQ —; AL Always Neutral; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +3, Spot +5

Feats: Weapon Finesse (claws).

Environment: Temperate Forests

Familiar: A raven familiar grants its master +2 to Listen skill checks.

Description: The raven is a great, intelligent songbird that is virtually entirely black in coloration. A thick shaggy patch of feathers covers the raven's throat and the wingspan of this creature is quite large, covering over four feet. Ravens are omnivorous and are also known to be scavengers that feed upon the remains of abandoned carcasses.

Sanderling

CR½; Tiny Animal; HD ¼d8; hp 1; Speed 20ft, fly 40ft; Init +2 (Dex); AC 16 (+4 size, +2 Dex), touch 16, flat footed 14; Base Atk/Grapple: +0/-12, Atk 1 Bite +6 (1d2-4), Face Atk 1 Bite +6 (1d2-4); Space/Reach 2½ft/0ft; SA —; SQ —; AL Always Neutral; SV Fort +2, Ref +6, Will +0; Str 3, Dex 15, Con 10, Int 2, Wis 10, Cha 9

Skills: Hide +16, Spot +1, Search +5, Move Silently +3

Feats: Lightning Reflexes

Environment: Temperate To Warm land (particularly beaches)

Familiar: Master gains +2 to Search checks.

Description: The sanderlings have a reddish head that is mottled with black patches. The red continues on to near the chest, which is white. Sanderlings have black legs and bills, and their bills are fairly long and pointed.

Skills: The Sanderling gains a +8 racial bonus to Search checks.

Sandpiper

CR ½; Diminutive Animal; HD ¼ d8; hp 1; Speed 20 ft, fly 40 ft; Init +2 (Dex); AC 16 (+4 size, +2 Dex), touch 16, flat footed 14; Base Atk/Grapple: +0/-16, Atk 1 Bite +6 (1d2-4), Full Atk 1 Bite +6 (1d2-4); Space/Reach 1 ft/0 ft; SA —; SQ —; AL Always Neutral; SV Fort +4, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 8

Skills: Hide +16, Listen +3, Spot +3, Survival +3

Feats: Great Fortitude

Environment: Coastal

Familiar: Master gains +2 to Survival checks.

Description: Quite similar in many aspects to the sanderling the sandpiper scurries along the beaches in search of food. These birds are brownish in coloration with white underbellies.

Seagull

CR 1; Small Animal; HD 1d8; hp 4; Speed 10 ft, fly 40 ft (average); Init +2 (Dex), AC 14 (+1 Size, +2 Dex, +1 Natural), touch 13, flat footed 12; Base Atk/Grapple: +0/-6, Atk Bite +3 melee (1d2-2), Full Atk Bite +3 melee (1d2-2); Space/Reach 5 ft./5 ft; SQ —; AL Always Neutral; SV Fort +2, Ref +4, Will +2; Str 6, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +4, Spot +8

Feats: Weapon Finesse (Bite)

Environment: Coastal

Notes: Seagulls gain a +4 racial bonus to spot while flying over water.

Familiar: A Seagull familiar provides a character with a +2 to all charisma-based social skills when dealing with sailors, sea captains, and other who make their living on the sea.

Description: Seagulls are gray and white birds that live along coastal areas. They feed on carrion, fish, seaweed, and whatever they can steal from larger birds. In some coastal cities they are considered pests, but many a sailor has been thankful when he spots them, for they mean the shore cannot be far away.

Combat: These birds are only aggressive when something approaches their nest, viscously attacking with their beak. Otherwise they fly away from danger, not thinking a meal is worth a mauling.

Stellar Jay

CR ½; Tiny Animal; HD ¼ d8; hp 1; Speed 20 ft, fly 40 ft; Init +3 (Dex); AC 15 (+2 size, +3 Dex) touch 15, flat footed 12; Base Atk/Grapple: +0/-12, Atk 1 Bite +7 (1d2-4), Full Atk 1 Bite +7 (1d2-4); Space/Reach 2 ½ ft/0 ft; SA —; SQ —; AL neutral; SV Fort +2, Ref +5, Will +3; Str 3, Dex 17, Con 10, Int 2, Wis 13, Cha 6

Skills: Hide +12, Listen +2, Spot +3, Move Silently +4

Feats: Iron Will

Environment: Any temperate land

Familiar: Master gains +3 to Search Checks.

Description: Though the blue jay is perhaps the most popular of these birds (and indeed many jays have at least some blue in their coloration) the personality of the gray jay is well respected amongst many spell casters. Despite the particular tones and shades, all of these birds are beautiful with a diverse amount of coloration. The blue jay and the stellar jay have pointed crests resting on the tops of their heads.

Toucan

CR ½; Tiny Animal; HD ½ d8; hp 4; Speed 10 ft, fly 40 ft (average); Init +3 (Dex), AC 16 (+2 Size, +3 Dex, +1 Natural), touch 15, flat footed 13; Base Atk/Grapple: +0/-11, Atk bite +5 melee (1d3-3), Full Atk bite +5 melee (1d3-3); Space/Reach 2 ½ ft/0 ft; SQ —; AL Always Neutral; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +3, Spot +4, Hide +16

Feats: Weapon Finesse (bite)

Environment: Any Warm Forest

Notes: A toucan gains a +4 bonus to Hide checks while in jungles.

Familiar: A toucan grants its master a +2 to all grapple checks

Description: Toucans are brightly colored birds that live in tropical jungles and forest. They live on fruit and seeds, nesting in small crevasses. The distinctive brightly colored bills actually aid in hiding it its natural habitat, with the colors looking to the casual eye like a bit of fruit or flower. When mating, they wrestle other toucans for favor.

Combat: Toucans are not combative, preferring to flee when assaulted. If need be they can crawl into a small space to escape predators

Woodpecker

CR ½; Diminutive Animal; HD ¼ d8; hp 1; Speed 10 ft, fly 40 ft (average); Init +4 (Dex), AC 18 (+4 Size, +4 Dex), touch 18, flat footed 14; Base Atk/Grapple: +0/-14, Atk Bite +8 melee (1d4-4), Full Atk Bite +8 melee (1d4-4); Space/Reach 2 ½ ft/0 ft; SQ —; AL Always Neutral; SV Fort +2, Ref +7, Will +2; Str 3, Dex 19, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +3, Spot +3, Hide +19

Feats: Weapon Finesse (bite)

Environment: Temperate Forest

Familiar: A woodpecker familiar grants its master a +1 to damage rolls made with piercing weapons.

Description: Woodpeckers are small birds that live by drilling into trees with their hard, sharp beaks, digging for insects and larvae. They have distinctive red feathers on their head and a shrill, sharp call.

Combat: Like most small birds, woodpeckers flee from predators. If need be, their sharp beaks can peck at an attacker.



CHAPTER SEVEN:

Reptiles

TABLE 7-1 REPTILE SPECIFIC FAMILIARS

Familiar	Special Master Benefits:
Chameleon	Master gains +3 to Hide.
Frog, Poison Dart	No Special Ability
Gecko	Master gains +3 to Intimidate
Gila Monster	Master gains +2 to Poison Saves.
Iguana	Master gains +2 climb and +2 hide.
Komodo Dragon	Master gains the Great Fortitude Feat.
Lizard	Master gains +3 to Balance.
Newt	Master gains +3 to Climb.
Snake, Ball Python	No special ability.
Snake, Blue Racer	Master gains the ability to move an additional 10 feet when running.
Snake, Tiny Viper	Master gains +3 to Climb.
Turtle, Box	Master gains +1 bonus to Natural AC.
Turtle, Snapping	Master gains +1 bonus to hit on all Attacks of Opportunity.

The two figures walked silently toward each other in the darkness. At this time of night the park was relatively deserted and there was little chance of anyone overhearing what they were talking about.

"It is done then?" the thin, robed figure asked. A silent nod was his only reply.

"Not much for conversation, are you?" The robed one was now trying to draw out the silent form, but it would have none of it and just stood there.

The robed one nodded his head and extended a heavy purse. A gloved hand emerged from the silent form and took the purse, weighing it in its hand. "All is correct?" he asked as the purse disappeared into the folds of the silent one's cloak. The figure still said nothing, turned on its heel, and walked away. He watched the retreating form as it merged with the trees at the edge of the path.

Now? The question entered his mind unbidden.

No! He replied sending a dire warning along with the words. Wait until she opens the bag.

He could feel the sulking; she was always so impatient, always so eager to strike. But that was part of her charm, wasn't it?

The robed figure left the path and headed for one of the fountains. Truly this was a fine neighborhood, an oasis of oases. He sat down at the fountain's edge pulled out a couple of sweet dates and began to chew on them while looking up at the clear sky. Just at the edge of his hearing he could make out the whispers of some young lovers no doubt meeting for an illicit rendezvous. Ah, the foolishness of youth. The kind of foolishness that led you to betray your parents for money, the kind of foolishness that would make you open a coin purse in some dark alley far from any help.

He popped another date as he felt her excitement at the opening of the purse. He shared her joy as her fangs struck and the venom pumped deep into the delicate wrist. The robed figure sat quietly another moment or two munching on the dates before arising with a sigh. Hopefully he would have an easier time finding her this time.

Reasons To Choose A Reptile Familiar

Reptiles are far from the best choice for a familiar even among the common animals; that being said, there are some advantages to having a reptile familiar. Their usually small size makes them easy to transport and their cold-blooded nature means that they indeed eat very little. Reptiles are predatory which tends to make them more courageous than familiars that are primarily prey, but perhaps that is overstating the case.

The natural weaponry of some reptiles, such as poisonous snakes, can be an advantage in certain situations, although their employment usually requires careful planning; snakes tend to hunt using stealth and surprise and any master wishing to make use of them as offensive weapons needs should be keenly aware of this. While they can be used as spies, their generally slower nature means that the master must be very careful when the familiar is used in such a manner lest the reptile finds itself in a situation where it requires more speed.

Reasons Not To Choose A Reptile Familiar

The primary handicap facing all reptiles is their ectothermic nature; having to rely on their external environment to such an extent presents a great handicap. In warm enough weather reptile familiars are active at their normal level, but even cool temperatures can make them sluggish and when the temperatures get too cold they simply shut down and usually begin to hibernate or even die. This limits the geographic range at which reptiles are effective and even the seasons during which they are.

Reptiles, with some notable exceptions, tend to be among the slowest of the animal familiars. While they may be swift enough for their size, most reptiles present no challenge to an unencumbered person. And this assumes good weather conditions.

As stated earlier, reptiles hunt chiefly by stealth and surprise rather than quickness and strength. In fact, in most cases it is the prey that comes to the reptile and not vice-versa. This slow nature is intertwined with their ectothermic basis and means that most reptiles will have to be close to their master at all times as they are incapable of evading most pursuers. Obviously, this limits their usefulness as spies and in combat; unless they can surprise an opponent a reptile will have a difficult time delivering a touch spell for instance.

Depending on the reptile species there is also the factor of fear to be considered and whether such an animal will be welcomed among the general populace; some will be considered cute, others reviled. Of course, the extreme portability of reptiles means that their master can keep them hidden from view and makes this a moot point.

Unless it is in the proper environment, the master of a reptile familiar will find him — or herself — investing more magic in the familiar to make up for the natural shortcomings of the creature in order for it to fulfill a familiar's common roles safely than the master of a non-reptile familiar.

Finally, even though a lot of reptiles are poisonous, most are not poisonous enough to kill a medium-sized creature with a single bite and, even if they are, the poison may not act quickly enough to prevent the poisoned creature from seeking aid successfully.

Who Chooses A Reptile Familiar?

While the disadvantages in having a reptile as a familiar tend to outweigh their positive benefits it is still up to the individual caster to make the decision. Depending on circumstances, personality, and goals a reptile may very well be the perfect familiar. After all, there are few familiars that are easier to take care of or transport or that can generate that level of fear.

That being said, most casters who choose reptiles as their familiars tend to come from the warmer climes such as the tropics or even the desert where reptiles are active year-round and often represent the top of the food chain. Especially in the tropical rain forests, where ground mobility is limited and vision is often reduced to a few feet, the terrain favors those who hunt by surprise and stealth, a fact that makes reptile familiars much more useful.



ANIMAL, REPTILE

While the snake has often indeed satisfied the tastes of the darker wizards, particularly necromancers, it is the illusionist that perhaps has favored the reptiles the most. Many reptiles are textured to blend in with their environments, and the chameleon, most appealing to those who practice illusion, can go as far as actually change the color of its skin.

These creatures are too diverse in nature and attributes to be limited to evil wizards and casters of illusionary magic. Reptiles are often quite cunning in nature, which appeals to not only illusionists but also enchanters. Though having little

interest in most of the reptiles abjurers hold high regard for the turtle, who has a protective shell.

Just A Plain Lizard?

While the gecko, chameleon, and iguana are listed separately it is also noted that someone can summon up simply a “lizard” as a familiar. Though this would seem as though the listing is trying to separate chameleons, geckos, komodo dragons, gila monsters, and iguanas from the rest of the different species of lizards that is not the case. The specific breeds of such lizards as chameleons are listed separately due to the fact that such creatures have certain abilities or body structures that make them different than the common lizard stock. Skinks, fence lizards, and similar species however should have stats similar enough to one enough to make them easy enough to simply classify as a common “lizard”.

NEWTS ARE NOW REPTILES?

Technically, no they are not. While in all reality the presence of gills and a partial life spent in the water makes a newt an amphibian instead of a reptile there are many similarities between newts and lizards that allow them to be worthy of sharing many of the same mystical features as a familiar. In fact, it is not too uncommon to find peasants and wizards alike referring to these creatures as “spring lizards”.

Feeding and Caring for Reptiles

Though certainly not rare by any means reptiles still nonetheless require a great deal of care. Should a spell caster decide to summon such a creature for a familiar there are several things that the spell caster should consider. First off, reptiles (and amphibians) are cold-blooded creatures. What this simply means is that the reptile’s body heat is dependent on the surrounding temperature. Should the immediate environment become too cold then it is quite likely that most reptiles could enter a nearly motionless state or even die. For this reason it is advised that a spell caster that chooses to dwell in a cold region should not consider owning a reptile for a familiar. Spell casters that dwell in temperate areas should have little to worry about in regards to their familiar during the summer months but during the rest of the year the spell caster should utilize a means of keeping their familiar warm.

Food can also be somewhat of a problem for some reptile familiars. With exception of the komodo dragon, most of these creatures tend to like their food live. As such it is important to keep an ample supply of mice, small birds, large insects, fish, or other such critters for the reptile to feast upon. Some reptiles are also quite fond of eggs and if the familiar is happy with the concept of gathering their own food it is important to make sure that the creature does not take up a particular lust for raiding the local hen houses. If the dwelling is rather large and vast it is often common to find critters such as mice and rats sneak their way in and set up shop. Rather than discouraging minor infestations it might be a good idea to turn a blind eye towards a few mice here and there as these

critters can supply an ample amount of food for the reptile familiar to catch and consume.

Though keeping a few wild rodents here and there is a good idea it is important to also keep in mind that reptiles are capable of becoming sick from a manner of illnesses. As such one needs to pay caution to the general cleanliness of the reptile’s environment, including the familiar’s water supply.

The Predatory Nature of Reptiles and Amphibians

Though its often a hard find to come across a ranger or hunter who would hold desire for the companionship of a reptile or an amphibian there has been many a spell caster who will readily acknowledge the predatory nature of such creatures. Reptiles and amphibians, whether it be through the form of snakes, lizards, turtles, toads, frogs, or newts are quite carnivorous. As such they spend their entire lives hunting about in their natural environment for worthy prey. While such endeavors would seem rather trivial to more intelligent beings reptiles and amphibians are indeed hunters by heart.

When a reptile becomes a familiar they naturally keep their predatory instinct and cunning. As such these familiars tend to be more fearless and accepting of the warring, adventurous ways of other intelligent creatures.

TABLE 7-2 REPTILE UPGRADES

Upgraded Power	XP Cost
Creature Spotting	250
Creature Honing	500
Egg Sense	250
Increased Toxicity	300
Omnivorous Stomach	250
Potent Toxicity	350
Winter Feathers	500

DESCRIPTION

CREATURE HONING (SU)

This ability upgrades the +3 bonus to Search and Spot checks acquired with Creature Spotting to a +5 bonus. As with creature spotting the bonus works for both master and familiar when searching for a specific type of creature.

Prerequisite: The familiar must have creature spotting before they can receive creature honing.

CREATURE SPOTTING (SU)

This ability gives both the reptile familiar and the spell casting master of the familiar a +3 to Search and Spot checks when searching for a specific type of creature (such as a unicorn or a bugbear for example). The master and the familiar do not need to be together or even in the same general area for creature spotting to work.

Note: There may be only one specific type of creature chosen per day.

EGG SENSE (SU)

Though this rather bizarre upgraded power is considered to be somewhat dubious amongst many spell casters the master who happens to own a bestiary will find egg sense to be of great use. Egg sense allows the reptile familiar to be able to sense and scan the contents of eggs. The familiar can sense any sort of creature's egg that is within 300' of the reptile or amphibian familiar and likewise the familiar can "blind" the ability towards certain types of unwanted eggs, particularly those of common, mundane insects.

The ability allows the familiar to spot eggs of any location with the 300' area, and as such the reptile familiar can pick up eggs that are high above in a tree, buried deep underground, or even secluded beyond the walls of dense caverns and dungeons.

Once the familiar comes into "touchable" reach of an egg the reptile familiar can effectively and accurately analyze the egg, which can tell it a great number of things about its contents inside. The reptile or amphibian familiar can determine whether or not the contents of the egg is edible for either the familiar and the master as well as what type of creature laid the egg. In addition egg sense allows the familiar to determine whether or not the egg is fertile and if so how far the development of the embryo is along should the embryo still be alive. In addition, egg sense can determine what needs as far as moisture and heat the egg needs and how long ago the brooding mother creature has left the egg unattended. Egg sense, however, cannot determine when or if the brooding mother creature will be returning.

Note: While egg sense can determine the presence and nature of any type of creature's egg it is worthless against objects that are merely shaped like eggs. Extremely hidden eggs might prove difficult to find, in such cases the user of this power is treated as if they took 20 on a search check to find the object as well as being granted a +5 bonus to the check.

INCREASED TOXICITY (EX)

This power is only usable by reptile familiars that have a venomous poison attack. Increased toxicity increases the DC of the poison by +2. In addition, the patterns or normal tones of the reptile's change, causing the creature to display more vivid patterns and colors as a warning.

Prerequisite: The reptile familiar must have a poisonous natural attack.

OMNIVOROUS STOMACH (EX)

While some reptile familiars are known to eat vegetation many are in fact not. Snakes in particular tend to get most (or all) of their dietary needs through the consumption of small creatures or eggs. The addition of omnivorous stomach allows carnivorous reptiles to happily consume vegetation as well as meat for nourishment.

POTENT TOXICITY (EX)

The bonus of +2 to the reptile familiar's poison is changed to +4. In addition the creature's fangs (or method of injecting poison) now glow with an eerie greenish light.

Prerequisite: The reptile familiar must have Increased Toxicity before they can receive Potent Toxicity.

WINTER FEATHERS (EX)

Most common varieties of reptiles and amphibians cannot tolerate cold weather or freezing climates. The upgraded familiar power of winter feathers, however, allow these creatures to thrive and exist in such temperatures as though they were an animal who would normally feel quite at home in such an environment. Winter feathers allow the creature to cause a warm coat of feathers to spring forth from the creature's scales. Normally these features are of the same coloration and patterns of the creature's native scales though some colorful variants are known to exist. Upon desire of such feathers and tuft it takes the reptile or amphibian creature 2 to 5 rounds (1d4+1) to grow such a protective covering. During this time, however, the scales and skin of the familiar becomes rather soft, giving the familiar a -2 penalty to their Armor Class. Once the creature has no more use of such feathers the familiar will molt, causing all of the feathers and tuft to fall away within a day's time. Their scales return to normal upon completion of the molting process, restoring the familiar's Armor Class to its normal amount.

TABLE 7-3 REPTILE DISEASES

Disease	Infection	DC	Incubation	Damage
Distorted Blight	Ingested	16	1 day	1d8 Cha
Newt Splotches	Contact	19	1d3 days	1d4 Con

REPTILE DISEASE DESCRIPTIONS

DISTORTED BLIGHT

Distorted blight is a terrible disease that affects the brain of reptiles and amphibians. This disease causes them to become edgy, irritable, or unresponsive. The disease is contracted by drinking from a pond, puddle, or other body of still water that has become tainted with fairy mold. Once the disease sets in the victim will also appear somewhat "blighted", as discolored, round patches of yellow and orange appear on the skin and scales of the reptile.

NEWT SPLOTCHES

While not as deadly as some of the other diseases that affect reptiles newt splotches is particularly dreaded because it is easy for reptiles and amphibians alike to contract and extremely hard to avoid infection. Newt splotches is an infected irritation of the reptile or amphibian's skin that comes from resting on creek bank rocks that are covered with blue frichtmoss. This moss contains minute, needle-like seed fibers that cling to the skin of the creature and try to burrow in and germinate. When the seed manages to get below the skin the infection sets in. Symptoms of newt splotches include a constant purple tinted drool and bright blue splotches covering the skin.

Chameleon

CR 1/10; Diminutive Animal; HD ¼d8; hp 1; Speed 20 ft; Init +3 (Dex), AC 18 (+4 Size, +3 Dex, +1 Natural), touch 17, flat footed 15; Base Atk/Grapple: +0/-16, Atk Bite +7 melee (1d2-4), Full Atk Bite +7 melee (1d2-4); Space/Reach 1 ft/0 ft; SQ Camouflage; All Around Sight; AL Always Neutral; SV Fort +4, Ref +5, Will +1; Str 3, Dex 17, Con 14, Int 1, Wis 12, Cha 2.

Skills: Hide +24, Listen +2, Climb +5, Spot +10

Feats: Weapon Finesse (Bite)

Environment: Warm Forests

Notes: Chameleons gain a +8 racial bonus to Spot and Climb.

Familiar: A chameleon familiar gives its master a +2 bonus to Hide.

Description: Chameleons are small lizards whose color ranges from green to black. Indeed, the exact color depends on both the mood and surroundings of the lizard, for the chameleon can change the color of its skin to match its surroundings. It also has large eyes on the side of its head that can move independently of each other, providing it with excellent vision. It hunts small insects by shooting its sticky tongue at them as they crawl or fly by.

Combat: Chameleons can pose no real threat to anything larger than an insect. It avoids predators with its excellent vision and ability to remain unseen.

Camouflage (Ex): A chameleon can change colors to match its surroundings. This takes a standard action and provides the lizard with a +8 bonus to Hide, making it all but invisible.

All Around Sight (Ex): As the chameleon's eyes can move independently of each other, they can see in front and behind themselves at the same time. Thus, Chameleons cannot be flanked.

Frog, Poison Dart

CR 1/10; Diminutive Animal; HD ¼ d8; hp 1; Speed 5 ft; Init +2 (Dex), AC 16 (+4 Size, +2 Dex), touch 16, flat footed 14; Base Atk/Grapple: +0/-17, Atk -4 Slam (no damage), Full Atk -4 Slam (no damage); Space/Reach 1 ft/0 ft; SQ Poison Skin; AL Always Neutral; SV Fort +3, Ref +4, Will +2; Str 1, Dex 14, Con 9, Int 1, Wis 14, Cha 4.

Skills: Listen +3, Spot +4, Hide +15

Feats: Great Fortitude

Environment: Warm Forest

Familiar: No added benefit.

Description: These frogs are largely harmless, eating small insects from the jungle floor. They are brightly colored with striped and spots of red, orange, or yellow. These patterns serve as a warning to predators. The skin of the poison dart frog is highly toxic. Aboriginal peoples sometimes rub the secretions from their skin onto darts to aid them in hunting, giving the frog its name.

Combat: Poison dart frogs hide or flee from danger. If

pressed, they will jump at their attacker, hoping the mild poison from their skin will dissuade the predator.

Poison Skin (Ex): Any creature hit by the poison dart frog's slam attack must roll a Fort save at DC 14 or suffer 1d4 points of primary and secondary Dexterity damage. Weapons treated with the skin excretions have a similar strength, though the secretions lose potency after a couple of hours. Any creature digesting the poison dart frog must save against DC 18 and faces 2d4 Dexterity damage.

Gecko, Common

CR ¼; Tiny Animal; HD ½d8; hp 2; Speed 30 ft climb 20 ft; Init +3 (Dex), AC 17 (+2 Size, +3 Dex, +1 Natural), touch 15, flat footed 13; Base Atk/Grapple: +0/-11, Atk Bite +5 melee (1d2-3), Full Atk Bite +5 melee (1d2-3); Space/Reach 2 ½ ft/0 ft; SQ Low light vision; AL Always Neutral; SV Fort +3, Ref +3, Will +3; Str 4, Dex 16, Con 13, Int 2, Wis 13, Cha 3.

Skills: Hide +16, Listen +3, Spot +2, Climb +7

Feats: Weapon Finesse (Bite)

Environment: Warm Forest

Familiar: A gecko grants its master a +3 bonus to Climb.

Description: Though geckos come in all varieties and colors all have the distinctive feature of round toe pads. Excellent climbers, these geckos can move across surfaces with great speeds. Another feature of the gecko is a wide or long tail that easily detaches should an aggressive predator use the gecko's tail to try to catch the creature. Though the tail is lost when the gecko detaches itself the lizard can quickly grow a new one.

Combat: Geckos can bite, but unless it is the more aggressive tokay gecko most seldom do. Geckos prefer to flee rather than fight.

Skill: Geckos gain a +10 racial bonus to Climb checks.

Gecko, Frilled Lizard

CR ¼; Tiny Animal; HD ½d8; hp 2; Speed 30 ft climb 15 ft; Init +3 (Dex), AC 17 (+2 Size, +3 Dex, +1 Natural), touch 15, flat footed 13; Base Atk/Grapple: +0/-11, Atk Bite +5 melee (1d2-3), Full Atk Bite +5 melee (1d2-3); Space/Reach 2 ½ ft/0 ft; SQ Shocking Charge, low light vision; AL Always Neutral; SV Fort +3, Ref +3, Will +3; Str 4, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Hide +16, Listen +2, Spot +3, Climb +5

Feats: Weapon Finesse (Bite)

Environment: Warm Desert

Familiar: A frilled lizard grants its master a +3 bonus to Intimidate.

Description: Frilled lizards, also sometimes known as "geckos", are skinny, greenish-brown desert lizards. They live on insects, eggs, and small vermin. Their feet have small adhesive pads on their feet that serve both to insulate their feet from the hot desert sands and to aid in climbing.

Most distinctively, they have a layer of flesh around their neck that they can enlarge to make themselves seem much more menacing. They use this to distract any attackers.

Combat: Frilled gecko lizards have a bite, but they seldom use it. Their Shocking Charge ability is generally effective in discouraging any from attacking them.

Shocking Charge(Ex): A frilled lizard can lift a ring of flesh around its neck to make it seem much more menacing. This combined with their savage hiss can be quite disturbing. Any creature with an Intelligence score of 7 or lower they run towards must roll a Will save at DC 14 or run for 1d4 rounds. Likewise, creatures with an Intelligence of 8 or higher must also succeed a Will save at DC 12 or be dazed for 1 round in shock.

Skill: Frilled lizards gain a +8 racial bonus to Climb checks.

Gila Monster

CR ½; Tiny Animal; HD ½d8; hp 2; Speed 20ft; Init +2 (Dex), AC 15 (+2 Size, +2 Dex, +1 Natural), touch 14, flat footed 13; Base Atk/Grapple: +0/-15, Atk Bite +4 melee (1d2-3), Full Atk Bite +4 melee (1d2-3); Space/Reach 2 ½ft/0ft; SA Poison; SQ—, AL Always Neutral; SV Fort +4, Ref +4, Will +1; Str 5, Dex 15, Con 14, Int 1, Wis 12, Cha 2.

Skills: Hide +15*, Listen +2, Spot +3

Feats: Weapon Finesse (Bite)

Environment: Warm Desert

Notes: Gila Monsters gain a +4 racial bonus while hiding in sandy or rocky terrain.

Familiar: A Gila monster grants its master a +2 bonus to poison saves.

Description: Gila monsters are thick necked stout lizards found in rocky and sandy deserts. They have short legs and stubby tails. Their scales are pink, yellow, and black, making for good camouflage. They live on small lizards, eggs, and birds. They are only hunted by local humanoid tribes, who believe certain body parts are useful as aphrodisiacs.

Combat: The Gila monster does not tolerate molestation. When threatened, it strikes with a poisonous bite, taking bites at every creature that threatens it.

Poison(Ex): Whenever a creature is struck by its bite, it must roll a Fort save with a DC of 14 to avoid 1d4 points of primary Constitution damage and 1d6 points of secondary Constitution damage.

Iguana, Green

CR ¼; Diminutive Animal; HD ¼d8; hp 2; Speed 10ft, climb 10ft; Init +4 (Dex); AC 18 (+4 Size, +4 Dex) touch 18, flat footed 14; Base Atk/Grapple: +0/-15, Atk:—, Full Atk:—, SQ Jumper; AL Always Neutral; SV Fort +4, Ref +6, Will +0; Str 5, Dex 18, Con 10, Int 1, Wis 10, Cha 4.

Skills: Climb +7, Jump +7, Hide +16

Feats: Great Fortitude

Environment: Any jungle

Familiar: The green iguana provides its master with a +2 enhancement bonus to Climb and Hide skill checks.

Description: The Green Iguana is a small green reptile which usually makes its home in hot and wet jungles. It isn't a dangerous or poisonous reptile and is only a threat to the small insects which it calls food. However, the creature makes a good docile companion and its ability to climb and hide are second to none. Usually found in the high canopy of any jungle, the Iguana hides quietly, waiting for an insect to roam near before striking outward with bite attack.

Skills: The iguana gains a +8 racial bonus to Climb and Jump checks.

Komodo Dragon

CR 2; Medium-sized Animal; HD 3d8+9; hp 22; Speed 30ft, Swim 30ft; Init +2; AC 15 (+2 Dex, +3 Natural) touch 12, flat footed 13; Base Atk/Grapple: +2/+5, Atks Bite +5 (1d8+4), Full Atks Bite +5 (1d8+4); Space/Reach 5ft/5ft.; AL Always Neutral; SV Fort +8, Ref +5, Will +2; Str 16, Dex 15, Con 16, Int 2, Wis 11, Cha 5

Skills: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11

Feats: Alertness, Great Fortitude

Environment: Warm Plains and Deserts

Familiar: A Komodo Dragon grants its master the Great Fortitude feat.

Description: Despite their name, the Komodo Dragon is simply a large green scaled lizard with a mouth full of razor sharp teeth made for ripping flesh. They're known to hunt anything, even others of their own kind, and have been known to bring down humans or full sized cattle on their own with their 8 to 10ft. long bodies. They are the largest natural, non-magical lizards known to man and are feared among the natives who live near them and are a constant reminder that just because a man maybe sentient, that he isn't on the top of the food chain all the time. When not hunting, a Komodo Dragon enjoys lazing around under the sun.

Combat: A Komodo Dragon favors hiding in tall grass of its natural habitat and then jumping out to ambush any prey which might walk by. It can stay in one area for days while waiting before moving on to find a more fertile area to hunt.

Skills: A komodo dragon gains a +8 racial bonus to Swim checks and has a +4 racial bonus to Hide and Move Silently Checks.

Lizard

CR ¼; Tiny Animal; ½ d8 (2 hp); Init +2 (Dex); Speed 20ft, climb 20ft; AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk Bite +4 melee (1d4-4), Full Atk Bite +4 melee (1d4-4); Space/Reach 2 ½ft/0ft; SA —;

SQ Low-light vision; AL Always neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2

Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3

Feats: Weapon Finesse (bite)

Environment: Warm Forests

Familiar: A lizard familiar grants its master +3 to balance skill checks.

Description: The common, tiny lizard is not a single species of lizard in itself but rather includes many standard varieties of lizards, including skinks and typical fence lizards. Such lizards are tiny in size, carnivorous, and reasonably quick. Despite their diet, however, they are mostly harmless.

Newt

CR 1/8; Diminutive animal; HD 1; 1/4d8; hp 1; Speed 10 ft, Climb 10 ft; Init +4 (Dex), AC 18 (+4 Size, +4 Dex) touch 18, flat footed 14; Base Atk/Grapple: +0/-16, Atk —; Space/Reach 1 ft/0 ft; SQ —, AL Always Neutral; SV Fort +3, Ref +6, Will +1; Str 2, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

Skills: Hide +17, Listen +2, Spot +2, Climb +5

Feats: Alertness

Climate/Terrain: Temperate to Warm forests, plains, mountains, marshes, and aquatic.

Familiar: A newt familiar grants its owner a +2 to Climb.

Description: Newts are small lizard-like amphibians that live on insects. They have tiny suction cups on their toes, making them very sure-footed. They come in all manner of bright colors, red to green to yellow, often with stripes or spots. Their eyes are rumored to be components in certain divination spells.

Combat: Newts have no real way to fight, preferring to hide or flee when threatened.

Skills: Newts gain a +8 racial bonus to Climb checks.

Snake, Ball Python

CR 1; Small Animal; HD 1d8; hp 4; Speed 20 ft; Init +2 (Dex), AC 15 (+1 Size, +2 Dex, +2 Natural), touch 13, flat footed 13; Base Atk/Grapple: +0/-3, Atk Bite +4 melee (1d4+1), Full Atk Bite +4 melee (1d4+1); Space/Reach 5 ft/5 ft; SA Improved Grab, Constrict 1d4+1; SQ Scent, Sense Heat, Ball, low-light vision; AL Always Neutral; SV Fort +4, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills: Hide +7, Move Silently +3, Listen +2, Spot +2

Feats: Weapon Finesse (Bite)

Environment: Warm Plains

Familiar: No special ability.

Description: Ball pythons are snakes with a variety of appearances. Some are brown or tan, while others are red or yellow. They eat rodents almost exclusively. They hunt

at night due to the exceptional advantage their Sense Heat ability gives them.

Combat: Ball Pythons will strike from hiding, using its Improved Grab and Constrict to quickly overtake their prey. When threatened, they curl into a ball to make themselves harder to hit.

Improved Grab(Ex): To use this ability, the ball python must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A ball python deals 1d4+1 points of damage with a successful grapple check against Tiny or smaller creatures.

Sense Heat (Ex): Ball pythons have special sensors in their mouth that allow them to detect warm blooded creatures as if they have Blindsight. Undead, constructs, plants, and creatures with the (Cold) subtype are invisible to the Ball Python if no other sources of light are available.

Ball (Ex): As a defensive measure, the ball python curls into a tight ball. While so curled the snake cannot attack and can only move with a speed of 5 ft, but it gains a +4 bonus to AC.

Snake, Blue Racer

CR 1/2; Small Animal; HD 1d8 (4 hp); Speed 30 ft; Init +4 (Dex), AC 17 (+1 Size, +4 Dex, +2 Natural) touch 15, flat footed 13; Base Atk/Grapple: +0/-3, Atk Bite +5 melee (1d4+1), Full Atk Bite +5 melee (1d4+1); Space/Reach 5 ft/5 ft; SA Improved Grab, Constrict 1d4+1 SQ Scent, Burst of Speed; AL Always Neutral; SV Fort +2, Ref +6, Will +1; Str 13, Dex 19, Con 11, Int 1, Wis 12, Cha 2.

Skills: Hide +9, Move Silently +5, Listen +2, Spot +2

Feats: Weapon Finesse (Bite)

Environment: Any Temperate to Tropical

Familiar: When doing a Run, the blue racer's master may move an additional ten feet.

Description: Blue racers are small constrictor snakes that live in a variety of environments. Their scales vary from a deep midnight blue to a bright, almost sky blue. They are playful snakes, and have been known to chase and let themselves be chased by humanoids. Understand that it is only a game however, if mishandled they have a wicked bite.

Combat: Blue Racers live on frogs, small mammals, and even other snakes. They strike quickly and use their constricting attack to subdue prey. In need be, they have non poisonous, but still very sharp fangs.

Improved Grab (Ex): To use this ability, the blue racer must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A blue racer deals 1d4+1 points of damage with a successful grapple check against Tiny or smaller creatures.

Burst of Speed (Ex): Once per day, the blue racer can move with great speed. For one round, the snake's speed is doubled.



Snake, Tiny Viper

CR ½; Tiny Animal; HD ¼ d8; hp 1; Init +3 (Dex); Speed 15 ft, climb 15 ft, swim 15 ft; AC 17 (+2 size, +3 Dex, +2 natural) touch 15, flat-footed 14; Base Attack: +0/-11, Atk Bite +5 melee (1 plus poison), Full Atk Bite +5 melee (1 plus poison); Space/Reach 2 ½ ft/0 ft; SA poison; SQ scent; AL Always neutral; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5

Feats: Weapon Finesse (bite)

Environment: Temperate Marshes

Familiar: A viper familiar grants its master +3 to Climb skill checks.

Description: The tiny viper is not one single species of snake but rather a wide variety of tiny sized poisonous snakes. Such snakes include copperheads, rattlesnakes, and other such snakes.

Poison (Ex): Bite, Fortitude save (DC 10 for tiny viper); initial and secondary damage 1d6 temporary Constitution.

Turtle, Box

CR ¼; Diminutive Animal; HD 1d8+3 (7 hp); Speed 10 ft; Init -2 (Dex), AC 19 (+4 Size, -2 Dex, +6 Natural) touch 12, flat footed 20; Base Atk/Grapple: +0/-16, Atk Bite +0 melee (1 - 4), Full Atk Bite +0 melee (1-4); Space/Reach 1 ft/0 ft; SQ Hide in Shell, low light vision; AL Always Neutral; SV Fort +5, Ref -1, Will +1; Str 3, Dex 7, Con 16, Int 1, Wis 12, Cha 2.

Skills: Hide +11, Listen +5, Spot +4

Feats: Alertness

Environment: Temperate Forest

Familiar: A box turtle familiar grants its master a +1 bonus to Natural AC.

Description: Box turtles are small reptiles that are known for their colorful shells. They have thick arms and legs and are known for being slow and plodding. They live in berries and insects. Few creatures eat them, as they often

eat mushrooms that while harmless to the turtle could cause predators some discomfort. Some tribes do use their shells for decoration and tools however.

Combat: Box turtles have no real effective combat abilities. They typically hide when threatened by retreating into their shells.

Hide in Shell (Ex): A box turtle will retreat into its shell, coving its head and legs with the thick carapace. When hiding in this manner, the turtle cannot move or take any actions, though it does gain DR of 5/-.

Turtle, Snapping Familiar

CR ½; Tiny Magic Beast; HD 1d8+2 (6 hp); Speed 10 ft Swim 20 ft; Init -1 (Dex), AC 18 (+4 Size, -1 Dex, +5 Natural), touch 13, flat footed 19; Base Atk/Grapple: +0/-9, Atk Bite +6 melee (1d3-1), Full Atk Bite +6 melee (1d3-1); Space/Reach 2 ½ ft/0 ft; SQ Hide in Shell, low light vision; AL Always Neutral; SV Fort +4, Ref +1, Will +1; Str 9, Dex 8, Con 14, Int 1, Wis 12, Cha 2.

Skills: Hide +12, Listen +2, Spot +3

Feats: Weapon Finesse (bite)

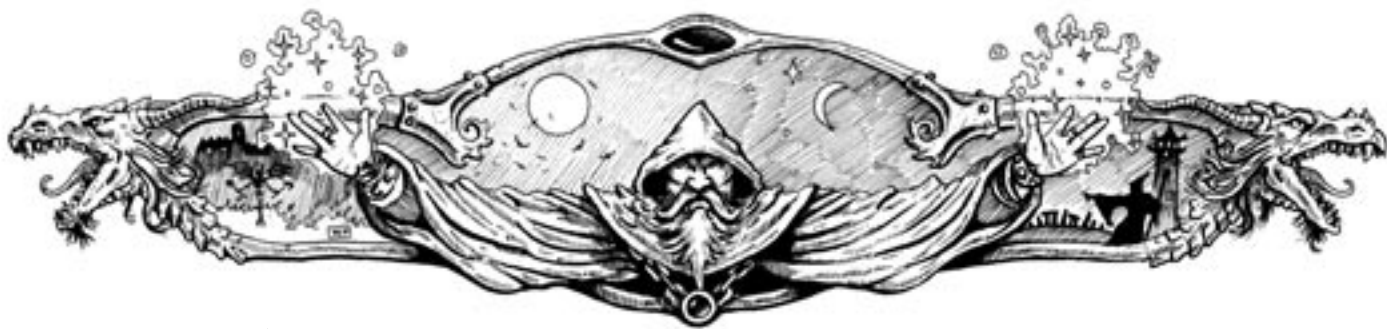
Environment: Temperate forest, marsh, and aquatic

Familiar: A snapping turtle familiar grants its master a +1 bonus to hit on all Attacks of Opportunity.

Description: Snapping turtles are amphibious creatures known for their bad temperment. They have a long neck and earn their name by snapping at anything they can reach. However, their shells are not as hard as other turtles and they cannot completely cover themselves. They eat small fish and tadpoles. They are edible and some humanoids use their shells to decorate their armor.

Combat: Snapping turtles will bite at anything they can reach. They prefer to hide in the mud and strike from surprise if possible. If injured, they will flee as fast as they can.

Hide in Shell (Ex): A snapping turtle will retreat into its shell, coving its head and legs with the thick carapace. When hiding in this manner, the turtle cannot move or take any actions, though it does gain DR of 3/-.



CHAPTER EIGHT:

Rodents

TABLE 8-1 RODENT SPECIFIC FAMILIARS

Familiar	Special Master Benefits:
Chipmunk	Master gains +10ft to Base Speed
Chinchilla	Master gains +2 to Charisma based skill checks
Ermine	Master gains the Adjust Appearance feat
Ferret	Master gains +3 bonus to Sleight of Hands
Guinea Pig	Master gains +3 bonus to Knowledge (arcana)
Lemming	Master gains +2 to saving throws against fear spells/effects
Meerkat	Master gains +2 bonus to saving throws versus poison
Mink	Master gains +2 to Reflex saves
Mole	Master gains Blindsight for five feet by feeling vibrations in the earth
Mongoose	Master gains Serpent-like creatures as favored enemy
Mouse	Master gains +3 bonus to Escape Artist
Mouse, Meadow Jumping	Master gains +3 bonus to Jump
Muskrat	Master gains +3 bonus to Climb
Opossum	Master gains +3 bonus to Climb
Packrat	Master gains +3 bonus to Sleight of Hand
Rat	Master gains +2 bonus to Fortitude saves
Ringtail	Master gains +1 enhancement bonus to Dexterity
Shrew	Master gains +1 enhancement bonus to Dexterity
Skunk	Master gains the Stench (Ex) ability
Squirrel, Flying	Master gains +3 bonus on all Jump checks
Squirrel, Gray	Master gains +3 bonus to Balance checks
Weasel	Master gains +3 bonus to Craft (Woodworking)
Woodchuck	Master gains +2 bonus to Fortitude saving throws

Nimble scampered for all she was worth. The large tomcat was hot on her heels and Nimble's tiny ears could hear every soft pounce of paw behind her. She dodged between two barrels and bought herself a moment of respite when the feline had trouble squeezing through the tight space.

This was not good.

Frantically she extended her senses looking for somewhere, anywhere, she could go where the cat couldn't follow, but all she

could find was a pile of garbage near the corner of one building. She looked behind her, saw the cat make it through the space, and decided that was as good as it got. She really wasn't too concerned about the cat killing her; if she had to she was tough enough to put up a decent fight and hopefully send the tomcat looking for an easier meal. But it would delay her unnecessarily and besides, the cat might be really hungry.

Into the pile she ran, the strong smell filling her nose. The cat was not long in coming and immediately set about sniffing at the pile. Nimble watched him from the shadows of the refuse. If she ran now he would notice her. She sensed her mistress' impatience; she needed a distraction and now.

Still sniffing, the cat had dropped to its haunches. Nimble gathered her courage and stuck her head out pretending to sniff the air as well, her whiskers wiggling invitingly. Immediately the cat pounced, but she was ready. As trash went everywhere Nimble shot out of the pile and as quickly and silently as possible ran into the shadows along the buildings.

The air was rushing past her and it was several houses and a small hole in a wall later before she slowed enough to look behind herself. The tom, looking rather disgusted, was still searching for her in the pile.

Good, that'll keep him off my back.

She checked to make sure she still had the tiny scroll case tied around her neck. Her mistress would be eagerly awaiting the message.

Reasons To Choose A Rodent Familiar

Rodents share a lot of advantages with other smaller familiars: they are portable and require relatively little food to keep happy. Even the larger rodents, such as rabbits, are no great burden when compared to a full-grown dog.

What sets rodents apart from other potential familiars with similar physical characteristics is their resiliency. Rodents are survivors and have found a way to thrive in every environment from the sub-arctic to the high desert. Whether relying on stealth or speed, it is in a rodent's nature to survive and they are almost always alert to any potential dangers. Of

course, at the extreme end this can lead to an almost paranoid familiar, but when on an adventure that is not necessarily a bad thing.

Rodents also have a reputation for cleverness; most of them do not like to approach a problem head-on but rather through the back entrance. Thus when on a mission for its master he or she can be certain that a rodent will do everything necessary to protect itself as well as to remain undetected; rodents appear to be firm believers in the axiom that he who thinks and runs away lives to fight another day.

Beyond this a number of rodents are very dexterous and can manipulate objects to a surprising degree. A well-trained and more intelligent rodent familiar is almost like an extended hand for a smart master, although their relatively small size means that the objects to be manipulated must be of appropriate size. Still, rings, jewelry, coins, and other small items are easy and obvious targets for such rodent thieves. In addition, the small size and relative quickness of rodents makes them almost ideal for delivering touch spells in combat.

Because of their presence all over the world most rodents can easily blend into the background. No one really looks twice at a rat in an alley or a rabbit in a field where another animal in such a situation might draw more notice. Of course, a rabbit in an alley is another matter.

Finally, although some rodents are disliked because they are disease carriers, keeping rodents as a pet is a fairly common occurrence and a wizard having such a familiar will not attract nearly the notice of someone who has a more exotic breed.

Reasons Not To Choose A Rodent Familiar

Unfortunately, the survivor mentality of rodents tends to also present them with a victim mentality. Most rodents are not in the least aggressive and even those that are will be extremely reluctant to face anything larger than them. While a cornered mouse might fight, it would rather flee and all the master's cajoling and magic support will do little to persuade the little creature to risk itself in a direct physical confrontation with something larger. This also applies to the delivery of touch spells in combat; it is an unfortunate contradiction that the same qualities that make rodents almost ideal for the task also make them reluctant to perform it.

The cleverness of rodents is often combined with an insatiable curiosity; most rodents like to explore their environment and that can cause problems keeping them focused on a specific task. It is preferable to give a rodent short, simple, and direct tasks rather than long, involved, and complex ones no matter how intelligent it is. Furthermore, while a rodent is usually eager to steal bright and shiny things, it may be equally reluctant to turn those over to its master until it is quite ready to do so. Given their curiosity a wise master will do everything he or she can to satisfy it and thus make it easier to keep their little friend hidden during those crucial times.

A further hazard to rodent survival, and thus their use as a familiar, is that they are so prevalent. As a result there are mousetraps and rabbit hunters aplenty and, especially initially, a master should try to keep his or her rodent familiar from situations where the familiar might encounter such obstacles. No master wants to see their familiar die in a trap because they couldn't resist the bait, or end up in some farmer's stew pot. Not to mention the natural enemies such as raptors, cats, and wolves that rodents encounter every day.

Because of the association of certain rodents with disease and uncleanness, masters of rodents such as mice and rats are advised to keep their charges well hidden in such areas where their presence might cause discomfort such as at court or in an inn lest they find themselves out on the street or worse.

Who Chooses A Rodent Familiar?

Rodents are generally chosen by those casters who prefer subtlety and trickery to direct force in their dealings with those around them, such as illusionists. The curiosity and energy of the little animals appeals to many a spellcaster, especially those actively engaged in research or adventuring. An interesting note is that, as most rodents are actually quite cute, more female than male wizards tend to have them as familiars. Rodents may also speak to the generally less aggressive nature of females in general; most female wizards tend to prefer subtlety to pure force. Of course, there are exceptions.



Smaller rodents are preferred as familiars by those who spend most of their time in cities and towns where their familiars can blend in with the local scene and their size comes as an advantage. Of course, the hazards in a city are much greater than they are in the country, but that is a danger most masters are willing to accept for what is actually the most capable of eyes and ears in such an environment. A small mouse running in a hay field will inevitably lose its way quite quickly.

Out in the country the larger types of rodents are preferred, as they tend to be more robust and must be capable of covering greater distances in their missions than their city cousins. Furthermore, those rodents who are used to country tend to be nervous in the cramped confines of the cities while those used to working in cities are usually intimidated by the wide-open spaces of the countryside.

ANIMAL, RODENT

The exact rodent itself often determines the swing of favor towards particular familiars by the different types of spell casters. Rats, commonly known for carrying disease and filth are naturally held with the most favor by necromancers. The rabbit, on the other hand, has often been the familiar of choice by many good aligned wizards.

The Keeping of Rodent Familiars

While most rodents are average, smallish animals and thus normally summoned and maintained easily there are often many steps that can be taken in order to ensure the happiness of the rodent. For rabbits and groundhogs it is merely a means of surrounding one's self with fresh, green clover and perhaps a finer selections from the garden. Rats, hamsters, and mice are ready nest builders and having plenty of old cloth fibers and shavings of wood around will discourage your new familiar from sneaking into your supply of parchment when your back is turned. On the note of the water dwelling muskrat if one can perhaps make a small, mud lined pool of water and keep it in their home the muskrat familiar will be simply delighted. Otherwise it is recommended that the muskrat be allowed to wander about outside if there is a creek, river, or pond nearby.

TABLE 8-2 RODENT UPGRADED POWERS

Power	XP Cost
Pulsating Void	1000
Scale Form	1000
Sewage Lore	250
Sickenning Aura	200
Thieving Aura	250
Toxic Aura	250
Venomous Mutation	500

PULSATING VOID (SU)

The rodent constantly emits an invisible, pulsating radius

of specialized anti-magic. All spell casters except for the familiar's master that are within 30 feet of the rodent familiar have a chance of immediate spell failure against a certain type of spell. The rodent familiar is capable of emitting only one type of pulsating void, which causes the spells of the same type to potentially malfunction. Once the rodent familiar gains this power they cannot "turn it off". Chose one type of school that the void effects. Casting within the void requires a concentration 15 check, or else the spell is disrupted by the void effect.

SCALE FORM (EX)

The rodent's fur falls away revealing glistening armored scales. Due to this increase of protection the rodent gains a natural +2 to AC above the standard bonus for familiars. The scaly form is slightly less agile, and makes moving silently more difficult. The familiar suffers a -2 to move silent checks.

SEWAGE LORE (SU)

The familiar reaches into the deep, vast lore of rodent kind and gains an instinctive knowledge regarding the nature of sewers, rubbish heaps, ruins flooded with stagnant water, and other places of filth. As such the familiar becomes much more adaptable when introduced to such areas. Whenever the rodent familiar is in a sewer, filth ridden dungeon chamber, or other such place the rodent familiar gains a +4 bonus to Search and Survival checks.

SICKENING AURA (SU)

The rodent familiar is capable of generating a fuming aura that causes nearby creatures to become more susceptible of becoming sick. Usually this fuming aura appears as a sickly greenish-purple vapor that faintly emits from the body of the rodent familiar. Any creature except for the familiar or their master that is within a 60 ft radius of the rodent familiar with sickening aura receives a -4 penalty to saving throws against disease. The rodent familiar can suppress the aura at will.

THIEVING AURA (SU)

The rodent is capable of generating a mystical aura that brings extra luck to all thieves around the rodent familiar. Any character within a 50 ft radius of the rodent gains a +4 to Sleight of Hand checks. Though the rodent familiar cannot specify which individuals around them gain this bonus the rodent can suppress the thieving aura at will. Likewise, any nearby character that tries to use the sleight of hand advantage to steal an object on the familiar's master or an object that the familiar's owns does not gain the bonus for such Sleight of Hand skill checks.

TOXIC AURA (SU)

The rodent familiar is capable of generating a ghastly, fuming aura that causes nearby creatures to become more susceptible of being poisoned. Usually this fuming aura appears as a noxious reddish pink vapor that faintly emits from the body of the rodent familiar. Any creature except for the familiar or their master that is within a 40 ft radius of the rodent

familiar with sickening aura receives a -4 penalty to saving throws against poison. The rodent familiar can suppress the aura at will.

VENOMOUS MUTATION (EX)

Upon receiving this upgraded power several horrifying transformations overcome the rodent familiar. The creature's eyes become catlike and the sides of their jaw line swell to accommodate venom glands. Likewise the fangs of the rodent change to allow the rodent familiar to inject its poison

through a bite attack. In addition to the above changes the tails of most rodent familiars become covered with patterned scales, much like that of a viper. Clumped sections of the rodent familiar's fur may fall out as well, revealing scales underneath. All rodent familiars with venomous mutation share the below information in regards to poison:

Poison	Type	Initial Damage	Secondary Damage	Price
Mutative Rodent Venom	Injury	1d4 Dex	1d2 Con	350gp

Chinchilla

CR 1/40; Diminutive Animal; HD 1/4d8 (hp 1); Init +3 (Dex); Spd 30ft, burrow 10ft, AC 16 (+4 size, +2 Dex) touch 16, flat footed 14; Base Atk/Grapple: +0/-16, Atk +0 melee (1d3-4, bite), Full Atk +0 melee (1d3-4, bite); Space/Reach 1ft/0ft; SA —, SQ Scent, low-light vision; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 2, Dex 14, Con 11, Int 2, Wis 13, Cha 11

Skills: Hide +14, Listen +5, Spot +5

Feats: Alertness

Environment: Any marshes and aquatic (riverbanks)

Description: Chinchillas are pleasant, fluffy rodents who are highly valued for their beautiful pelts. Though perhaps not as agile or skillful than other rodents these creatures remain popular with wizards and sorcerers, especially those of the aristocratic caste.

Familiar: Master gains +2 to Charisma score

Chipmunk

CR 1/40; Diminutive Animal; HD 1/4d8 (hp 1); Init +3 (Dex); Spd 30ft, climb 30ft, AC 17 (+4 size, +3 Dex) touch 17, flat footed 14; Base Atk/Grapple: +0/-16, Atk +7 melee (1d3-4, bite), Full Atk +7 melee (1d3-4, bite); Space/Reach 1ft/0ft; SA —, SQ Scent, low-light vision; AL Always Neutral; SV Fort +2, Ref +5, Will +2; Str 2, Dex 17, Con 11, Int 2, Wis 15, Cha 5.

Skills: Hide +15, Climb +13, Spot +8, Listen +4

Feats: Weapon Finesse (bite).

Environment: Any marshes and aquatic (riverbanks)

Familiar: Master gains +10ft to Base Speed

Description: Chipmunks are diminutive sized rodents that scurry across the forest floor in search of food. Though sharing much the same size as mice these creatures are actually quite close to squirrels. Chipmunks are usually gray or reddish brown with black and white stripes.

Skills: Chipmunks receive a +10 racial bonus to Climb checks and a +4 racial bonus to Spot checks. They use their Dexterity modifier for Climb checks.

Ermine

CR 1/4; Tiny Animal; HD 1/2d8; hp 2; Init +2 (Dex); Spd 20ft, climb 20ft; AC 14 (+2 size, +2 Dex) touch 14, flat

footed 12; Base Atk/Grapple: +0/-12, Atk +4 melee (1d3-4, bite), Full Atk +4 melee (1d3-4, bite); Space/Reach 2 1/2ft/0ft; SA —, SQ Scent, low-light vision; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3, Survival +5

Feats: Weapon Finesse (bite).

Environment: Any Forests, plains and aquatic (riverbanks)

Familiar: Master gains Adjust Appearance (Su) ability

Description: Ermines are fierce, tiny sized carnivores that are closely related to the weasel. They have black tipped tails and sleek, agile bodies. The most notable physical attributes of ermines, however, is the fact that brown fur that covers the back and face of the ermine in the summer turns solid white in the winter.

Skills: Ermines receive a +4 racial bonus to Move Silently and Survival checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Ferret

CR 1/4; Tiny Animal; HD 1/2d8+1; hp 3; Speed 30ft; Init +3 (Dex), AC 18 (+2 Size, +3 Dex, +2 Natural), touch 15, flat footed 14; Base Atk/Grapple: +0/-10, Atk Bite +5 Melee (1d4-2), Full Atk Bite +5 Melee (1d4-2); Space/Reach 2 1/2ft./0ft; SQ —, AL Always Neutral; SV Fort +3, Ref +5, Will +1; Str 7, Dex 16, Con 13, Int 2, Wis 12, Cha 6.

Skills: Hide +12, Listen +2, Sleight of Hand +5

Feats: Weapon Finesse (bite)

Environment: Temperate Plains

Familiar: A ferret familiar grants its master a +3 bonus to Sleight of Hand.

Description: Ferrets are plains-dwelling mammals related to the more common weasel. They typically feed on small mammals, insects, eggs, and lizards. About a foot long, these slender creatures are adept at squeezing into small spaces to reach their prey. They have a fondness for things that sparkle, and have been known to slip away with coins, jewelry, or rings. Some thieves guilds train ferrets to retrieve such items for them.

Combat: Ferrets have a vicious bite. They prefer to attack from hiding. If threatened, a ferret will slink into a hole or other hiding spot until its attacker loses patience.

Guinea Pig

CR ½; Diminutive Animal; ½d8-1; hp 1; Speed 15ft, Burrow 5ft; Init +2 (Dex), AC 17 (+4 Size, +2 Dex), touch 16, flat footed 14; Base Attack/Grapple: +0/-16, Atk Bite +0 melee (1d3-4), Full Atk Bite +0 melee (1d3-4); Space/Reach 1ft/0ft; SQ—, AL Always Neutral; SV Fort +1, Ref +3, Will +1; Str 2, Dex 14, Con 8, Int 1, Wis 12, Cha 2.

Skills: Hide +15, Listen +2, Spot +3

Feats: Alertness

Climate/Terrain: Any Warm

Familiar: Being handy in the laboratory, guinea pigs grant their master a +3 bonus to Knowledge (arcana) skill checks.

Description: Guinea Pigs are small burrowing mammals that live on vegetation. They are one of the most gentle creatures, most not attacking even when handled. They are covered with various colored fur and are often kept as pets.

Combat: Skittish, guinea pigs will either run or freeze in place when threatened. They rely on hiding in their burrows to survive in the wild, having no effective natural weapons.

Lemming

CR ¼; Diminutive Animal; ¼d8; hp 1; Speed 10ft; Init +3 (Dex), AC 18 (+4 Size, +3 Dex) touch 17, flat footed 14; Base Atk/Grapple: +0/-16, Atk Bite +0 Melee (1d2-4), Full Atk Bite +0 Melee (1d2-4); Space/Reach 1ft/0ft; SQ—; AL Always Neutral; SV Fort +2, Ref +5, Will +1; Str 2, Dex 16, Con 11, Int 2, Wis 12, Cha 2.

Skills: Hide +15, Spot +5, Listen +5

Feats: Alertness

Environment: Cold and Temperate Marshes and Plains

Familiar: Master gains +2 to saving throws against fear spells/effects.

Description: Lemmings are diminutive sized rodents that resemble a cross between a short tailed mouse and a miniature woodchuck. These creatures are best known for their mass migrations, which often result in unintentional suicide as the lemmings roll off cliff banks and on to the flooded, rocky shore of the coast.

Meerkat

CR ½; Tiny Animal; ½d8; hp 2; Speed 30ft, climb 10ft; Init +3 (Dex), AC 18 (+2 Size, +3 Dex, +2 Natural) touch 15, flat footed 14; Base Atk/Grapple: +0/-15, Atk Bite +6 Melee (1d4-3), Full Atk Bite +6 Melee (1d4-3); Space/

Reach 2½ft/0ft; SQ Poison Resistance, low-light vision; AL Always Neutral; SV Fort +2, Ref +5, Will +1; Str 5, Dex 16, Con 11, Int 2, Wis 12, Cha 6.

Skills: Listen +3, Spot +3

Feats: Weapon Finesse (bite)

Environment: Warm Desert

Familiar: A mouse familiar gains a +2 bonus to saving throws versus poison.

Description: Meerkats are slender mammals that live in colonies in warm deserts. Their forward facing eyes and protruding ears and nose give them excellent senses. They are clever and social animals, exhibiting a good amount of teamwork when hunting or defending their colonies. They subsist on insects, vermin, small lizards, and other small mammals.

Combat: Meerkats will strike with a wicked bite when threatened or hunting. They hunt in packs, and those thinking to capture on will often face an entire colony of nipping meerkats. They work together, moving to flank enemies and overwhelm strong opponents.

Poison Resistance(Ex): From years of hunting scorpions, snakes, and other poisonous creatures meerkats have developed a resistance to poisons. They gain a +4 bonus to any save versus poisons.

Mink

CR ¼; Tiny Animal; HD ½d8; hp 2; Init +2 (Dex); Spd 20ft, climb 20ft, swim 10ft.; AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk +4 melee (1d3-4, bite), Full Atk +4 melee (1d3-4, bite); Space/Reach 2½ft/0ft; SA—, SQ Scent, low-light vision; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3, Swim +10

Feats: Weapon Finesse (bite).

Environment: Marshes and aquatic (riverbanks)

Familiar: Master gains +2 to Reflex saves.

Description: Though closely related to the weasel, the presence of a mink population is tolerated a bit more by humanoids as the pelt of the slain mink is considered to be quite valuable. This creature is usually brownish red though some albino minks have been spotted and hunted down by trappers and rangers.

Skills: Minks receive a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance and Swim checks. They use their Dexterity modifier for Climb and Swim checks.

Mole

CR ½; Diminutive Animal; HD ½d8; hp 2; Speed 10ft, Burrow 10ft; Init +2 (Dex), AC 17 (+4 Size, +2 Dex) touch 16, flat footed 14; Base Atk/Grapple: +0/-16, Atk Claw -4

Melee (1-3), Full Atk Claw -4 Melee (1-3); Space/Reach 1 ft/0 ft; SQ Tremorsense; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 4, Dex 14, Con 11, Int 1, Wis 12, Cha 2.

Skills: Listen +5, Spot +5

Feats: Alertness

Environment: Temperate to Tropical Plains

Familiar: A mole familiar grants its master Blindsight for five feet by feeling vibrations in the earth.

Description: Moles are small insectivores that burrow through soil. They have black or silver fur, with four webbed claws for digging through the earth and a hairless tail. They seem to have no eyes, for they are small and buried beneath fur. Indeed, they are nearly blind and deaf as well. However, they can sense movement through the earth most effectively.

Combat: Moles have virtually no way to attack, as their mouths are built for eating insects and worms and their claws for digging. Still, they may take a feeble swipe if agitated.

Tremorsense(Ex): A mole can sense other creatures moving within thirty feet of it through the earth. If the mole is actively burrowing, this range extends to sixty feet.

Mongoose

CR ½; Tiny Animal; HD 1d8+2 (6 hp); Init +2 (Dex); Spd 20 ft, climb 20 ft; AC 16 (+2 size, +3 Dex, +2 natural) touch 15, flat footed 14; Base Atk/Grapple: +0/-10, Atk +0 melee (1d3-2, bite), Full Atk +0 melee (1d3-2, bite); Space/Reach 2 ½ ft/0 ft; SA —, SQ Scent, low-light vision, attack bonus against snakes; AL Always Neutral; SV Fort +4, Ref +5, Will +2; Str 6, Dex 16, Con 15, Int 2, Wis 14, Cha 7.

Skills: Balance +7, Climb +7, Hide +7, Move Silently +7, Jump +7, Spot +8, Survival +6

Feats: Weapon Finesse (bite).

Environment: Temperate and warm marshes, plains, and forests

Familiar: Master gains Favored Enemy bonus against snakes, naga, and other serpent type creatures.

Description: The mongoose, though a close relative to the weasel, can be more tamable and friendly creature towards humanoids. For serpents, however, the story is quite different. A mongoose is a natural enemy and predator to snakes and can usually sense the presence of such a creature with acute accuracy.

Attack Bonus Against Snakes: The mongoose receives a +2 attack bonus against snakes.

Skills: The mongoose receives a +6 racial bonus to Spot and Move Silently checks and a +4 racial bonus to Balance, Climb, Jump, and Survival checks. They use their Dexterity modifier for Climb and Jump checks.

Mouse

CR ¼; Diminutive Animal; ¼ d8; hp 1; Speed 10 ft; Init +4 (Dex), AC. 19 (+4 Size, +4 Dex) touch 18, flat footed 14; Base Atk/Grapple: +0/-16, Atk Bite +0 Melee (1d2-4), Full Atk Bite +0 Melee (1d2-4); Space/Reach 1 ft/0 ft; SQ Squeeze; AL Always Neutral; SV Fort +2, Ref +6, Will +1; Str 2, Dex 18, Con 11, Int 2, Wis 12, Cha 2.

Skills: Hide +17, Listen +4, Spot +4, Escape Artist +5

Feats: Alertness

Climate/Terrain: Any land

Familiar: A mouse familiar gains a +3 bonus to Escape Artist checks.

Description: Mice are small animals that typically live under the feet of humans. They commonly raid farmer's fields or household provisions. They are only a few inches long and covered with gray, brown, or white fur. They will occasionally be taken for pets, but more often they are treated as pests. They breed quickly and often serve as a food source for predators.

Combat: Mice have no combat ability. They rely on their small size to stay hidden, or their Squeeze ability to get out of reach.

Squeeze(Ex): A mouse can squeeze its body through surprisingly small openings. Even a crack under a door or between two planks can provide them access. Any opening larger than a half inch will allow a mouse to fit. This ability also gives the mouse a +6 racial bonus to Escape Artist checks.

Mouse, Meadow Jumping

CR ¾; Diminutive Animal; HD ¼ d8; hp 1; Speed 10 ft, Climb 5'; Init +5 (Dex), AC. 18 (+4 Size, +5 Dex), touch 18 flat footed 14; Base Atk/Grapple: +0/-16, Atk Bite +0 Melee (1d2-4), Full Atk Bite +0 Melee (1d2-4); Space/Reach 1 ft/0 ft; SQ Leap, low-light vision; AL Always Neutral; SV Fort +1, Ref +7, Will +1; Str 2, Dex 20, Con 9, Int 1, Wis 12, Cha 2.

Skills: Hide +20, Listen +3, Spot +2, Jump +6

Feats: Alertness

Environment: Temperate plains

Familiar: A meadow jumping mouse grants its master +3 to Jump checks.

Description: These field mice are similar to most mice, except they have an uncanny ability to leap given their small size. They feed on vegetation and serve as food for many predators.

Combat: Meadow jumping mice have no combat ability. They rely on their small size to stay hidden, or their Leap ability to jump out of the way.

Leap(Ex): - Meadow jumping mice can easily leap a distance of five feet, which they will use to leap into a tree or upon some rocks to avoid predators. This special quality also gives the mice a +10 racial bonus to Jump checks.

Muskrat

CR ½; Tiny Animal; HD ½d8; hp 2; Init +2 (Dex); Spd 20ft, swim 20ft, AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk +4 melee (1d3-4, bite), Full Atk +4 melee (1d3-4, bite); Space/Reach 2 ½ft/0ft; SA —, SQ Scent, low-light vision; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 14, Con 11, Int 2, Wis 13, Cha 3.

Skills: Swim +12, Spot +3, Listen +3

Feats: Weapon Finesse (bite).

Environment: Any marshes and aquatic (riverbanks)

Familiar: Master gains +3 to Swim checks

Description: Muskrats are fat, hardy rodents that live in holes along creek and riverbanks. Though called a “muskrat”, this creature actually is closer in resemblance to a gopher or a groundhog.

Skills: Muskrats receive a +10 racial bonus to Swim checks. They use their Dexterity modifier for Swim checks.

Opossum, Brush Tailed

CR ¾; Tiny Animal; HD ¾d8; hp 2; speed 30ft, climb 15ft; Init +2 (Dex); AC 15 (+2 size, +2 Dex, +1 Natural) touch 14, flat footed 13; Base Atk/Grapple: +0/-11, Atk 2 claws -1 melee (1d2-3) or bite -1 melee (1d3-3), Full Atk 2 claws -1 melee (1d2-3) and bite -3 melee (1d3-3); Space/Reach: 2 ½ft/0ft; SQ Low-light vision, Prehensile hands, prehensile tail; AL Always Neutral; SV Fort +3, Ref +3, Will +1; Str 5, Dex 13, Con 13, Int 2, Wis 12, Cha 6

Skills: Balance +5, Climb +5, Hide +10, Jump +2, Listen +5, Spot +3, Move Silently -3

Feats: Multiattack

Environment: Any Forest

Notes: Generally, opossums are too enthusiastic to move silently. They chase one-another through campsites and across roofs. They may sneak cautiously forward to grab something, but even then they’ll be growling quietly.

Familiar: A brush tailed possum grants its master +3 bonus to climb checks

Description: The brush-tailed opossum is a cat-sized tree-climbing marsupial (pouched mammal). They are enthusiastic, energetic, and always hungry. They climb well, and can hang by their prehensile tail to keep both their hands free for food. They have very high manual dexterity, and will happily hold or carry small items. Opossums are opportunistic eaters, mostly consuming fruit, flowers and nectar, however they will beg for bread, cakes or even scraps of meat given the chance.

Combat: In combat opossums are likely to scratch and claw. They will leap on to an opponent, claw their way up to face level, then jump off and run away. They don’t tend to stay and fight, and combats between opossums can travel amazing distances.

Prehensile Hands: Opossums easily carry small items unless climbing a difficult surface.

Prehensile Tail: While not used as a hand, opossums rely on their tails for balance, to hang from and to extend their reach when moving from tree to tree.

Skills: Brush tailed opossums gain a +4 racial bonus to Jump, Listen, and Balance checks. They also gain a +8 racial skill bonus to Climb checks. Due to their noisiness, the brush tail opossum receives a -4 racial penalty to Move Silently checks.

Packrat

CR ¾; Tiny Animal; HD ¾ d8 (1hp); Speed 15ft, climb 15ft; Init +2 (Dex), AC 15 (+2 Size, +2 Dex, +1 Natural), touch 14, flat footed 13; Base Atk/Grapple: +0/-12, Atk Bite +4 melee (1d3-4, Full Atk Bite +4 melee (1d3-4)); SQ Scent; Space/Reach 2 ½ft./0ft; SQ low light vision; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Sleight of Hand +11, Climb +3, Hide +17, Move Silently +7

Feats: Weapon Finesse (Bite)

Environment: Warm Plains

Notes: Packrats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Sleight of Hand checks. They use their Dexterity modifier for Climb checks.

Familiar: A packrat familiar grants its master a +2 bonus to Sleight of Hand checks.

Description: These gray and white rats live on warm plains, where they form small underground burrows. Their urine has a high calcium content, and they use it as a mortar when building their nests. These nests contain twigs, leaves, and whatever the rats can filch. They are quite fond of shiny things that humans tend to bring into their area.

Combat: Packrats can bite with their sharp teeth, but they’d just as soon stay hidden.

Rat

CR ¾; Tiny Animal; HD ¾d8; hp 1; Init +2 (Dex); Spd 15ft, climb 15ft, swim 15ft; AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-12 Atk +4 melee (1d3-4, bite), Full Atk +4 melee (1d3-4, bite); Space/Reach 2 ½ft/0ft; SQ scent, low light vision; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10

Feats: Weapon Finesse (bite).

Environment: Any

Combat: Rats will usually try to run away but will fight if cornered.

Familiar: A rat familiar grants its master +2 bonus to Fortitude saving throws.

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can also choose to take 10 on Climb checks, even rushed or threatened. A rat uses its Dex mod on Climb and Swim checks.

Rats have a +8 racial bonus on any Swim check to perform a special action. A rat can also choose to take 10 on Swim checks, even distracted or threatened

Ringtail

CR ¼; Tiny Animal; HD 1d8; hp 4; Speed 20ft, climb 10ft; Init +3 (Dex); AC 15(+2 size, +3 Dex) touch 15, flat footed 12; Base Atk/Grapple: +0/-9, Atk Bite +1(1d3-1), Full Atk Bite +1(1d3-1); Space/Reach 2½ft./0ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +2, Ref +5, Will +3; Str 8, Dex 16, Con 10, Int 2, Wis 16, Cha 6

Skills: Spot +9, Listen +5, Move Silently +7, Climb +11, Jump +7

Feats: Alertness

Environment: Warm and Temperate Forests and Mountains

Familiar: Master gains +2 to Charisma score

Description: Ringtails are beautiful creatures that bear some relation to raccoon. Also known as the Cacomistle or Miner's Cat, these agile creatures have brown furred bodies and a long, busy tail that is striped with white and black bands. Ringtails are natural hunters that feed off of small birds and mammals.

Skills: Ringtails gain a +4 racial bonus to Spot, Move Silently, Jump, and Climb checks. The ringtail uses its Dex for Climb and Jump checks.

Shrew

CR ¼; Diminutive Animal; HD ¼d8; hp 1; Speed 60ft Burrow 5ft; Init +4 (Dex), AC. 18 (+4 Size, +4 Dex), touch 18, flat footed 14; Base Atk/Grapple: +0/-16, Atk +8 melee (1 pt, bite), Full Atk +8 melee (1 pt., bite) Space/Reach 1 in./0 in.; AL Always Neutral; SV Fort +2, Ref +6, Will -2; Str 2, Dex 18, Con 11, Int 2, Wis 6, Cha 2.

Skills: Hide +18, Move Silently +6

Feats: Weapon Finesse

Environment: Any forest or plains

Familiar: Shrews grant their masters a +1 enhancement bonus to Dexterity.

Description: The Shrew is a small and furiously hyper rodent known for its violent temper and extreme territorial nature. Except for rearing young, the Shrew is hostile toward others of its kind. On meeting another shrew of the same sex, the rodents will freeze, and then squeak loudly and rear onto their hind legs. They will then chase each other, resulting in a scuffle where they aim bites and kicks at each other. The small rodents are not as large

as a rat and can be mistaken for a mouse if not carefully looked at. Shrews have wiry brown fur, with a light-colored underbelly and light brown legs. The teeth are tipped in red and they have pointed, moveable snouts and beady eyes. Unlike mice, the Shrew moves more by hopping on its back legs more than walking and are extremely fast on their feet. They have extremely well developed sense of smell and hearing, have poor eye sight because of the amount of time they spend in underground burrows. Their enemies are owls, however weasels, stoats and foxes also prey them upon. Cats often kill shrews, but since they taste bad to them, they are rarely eaten.

Combat: Shrews are much too small to do any noticeable damage to anything larger than Tiny size. Their bites are painful but don't cause enough damage to worry about. The Shrew had rather flee from combat than stay and fight.

Skunk

CR ½; Tiny Animal; HD 1d8 (4 hp); Speed 20ft; Init +2 (Dex); AC 15(+2 size, +2 Dex) touch 15, flat footed 12; Base Atk/Grapple: +0/-10, Atk Bite (1d3-2), Full Atk Bite (1d3-2); Space/Reach 2½ft./0ft; SA stench spray; SQ low-light vision; AL Always Neutral; SV Fort +4, Ref +4, Will +2; Str 6, Dex 15, Con 11, Int 2, Wis 14, Cha 5

Skills: Spot +9, Move Silently +6, Listen +3

Feats: Great Fortitude

Environment: Warm and Temperate Forests and Plains

Familiar: Master gains Stench (Ex)

Description: Skunks are easily spotted for the bold white stripe (or stripes) that runs along their otherwise black fur. The most well remembered aspect of the skunk, however, is its powerful stench that the skunk sprays when frightened, wounded, or agitated.

Stench Spray (Ex): When threatened the skunk can spray a blinding, nauseating spray that causes living, breathing creatures within 10' of the skunk to be nauseated for 1d3 rounds unless they succeed a Fort (DC 14) save. Likewise, these same targets must also succeed a Reflex save (DC 10) or be blinded for 1d4 rounds.

Skills: Skunks gain a +4 racial bonus to Spot and Move Silently checks.

Squirrel, Flying

CR ¼; Diminutive Animal; HD ¼d8; hp 1; Speed 15ft, climb 20ft; Init +4 (Dex), AC 18 (+4 Size, +4 Dex), touch 18, flat footed 14; Atk Bite +0 melee (1d3-4); Space/Reach 2½ft./0ft; SQ glide, low-light vision; AL Always Neutral; SV Fort +1, Ref +6, Will +1; Str 2, Dex 19, Con 8, Int 1, Wis 12, Cha 2.

Skills: Hide +16, Balance +11, Jump +3, Listen +4, Spot +4

Feats: Alertness

Environment: Temperate to Tropical Forest

Notes: Flying Squirrels gain a +6 bonus to Balance and Jump while in trees.

Familiar: A flying squirrel familiar grants its master a +3 bonus on all Jump checks.

Description: Flying squirrels are very similar to their Gray cousins, with a few notable differences. They are smaller, rarely growing to even a foot in length, their tails are somewhat flattened, and most importantly they have a thin membrane of skin connecting their upper and lower legs. These squirrels are even more skittish than others of their kind, and rarely come out except at night. Most remarkably, when threatened or after a tasty piece of food, the Flying Squirrel will leap into the air and stretch its membrane out like a wing and glide to another tree or place of safety.

Combat: Flying squirrels are extremely skittish, and will leap away if at all threatened. They have been known to nip if caught and handled, but rarely to any great detriment. In most cases, they simply hide until the threat passes or continue gliding away.

Glide(Ex): Whenever it makes a leap, the flying squirrel may glide to another location. This is similar to flying at a speed of 20' with a Clumsy maneuverability, except that the creature cannot gain altitude and must land at the end of its move.

Squirrel, Gray Familiar

CR ½; Tiny Animal; HD ½ d8; hp 2; Speed 15 ft, climb 20 ft; Init +3 (Dex), AC 17 (+2 Size, +3 Dex, +1 Natural), touch 15, flat footed 13; Base Atk/Grapple: +0/-12, Atk Bite +5 melee (1d3-4), Full Atk Bite +5 melee (1d3-4); Space/Reach 2½ft/0ft; SQ grant Alertness, improved evasion, share spells, empathic link, low-light vision; AL Always Neutral; SV Fort +2, Ref +5, Will +1; Str 2, Dex 17, Con 10, Int 2, Wis 12, Cha 2.

Skills: Hide +15, Balance +9, Jump +2

Feats: Weapon Finesse (Bite)

Climate/Terrain: Temperate Forest

Notes: Gray Squirrels gain a +4 bonus to Balance and Jump while in trees.

Familiar: A gray squirrel familiar grants its master a +3 bonus to Balance checks.

Description: Squirrels are gentle herbivores that inhabit temperate forests. They are easily recognizable by their furry tails and almost human hands. When civilization encroaches they readily adapt to scavenging. Their acrobatics in the treetops are a wonder to behold, allowing them to avoid predators and other dangers. Human, elf, and halfling villages often leave feed out for the squirrels around their homes, delighting in watching them play and jump.

Combat: Squirrels avoid combat wherever possible. Using their great acrobatic skills they can rapidly bound from tree to tree to avoid hunters and predators. When cornered, they will bite with their sharp teeth.

Weasel

CR ¼; Tiny Animal; HD ½ d8; hp 2; Init +2 (Dex); Spd 20 ft, climb 20 ft; AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk +4 melee (1d3-4, bite), Full Atk +4 melee (1d3-4, bite); Space/Reach 2½ft/0ft; SA Attach, SQ Scent, low-light vision; AL always Neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3

Feats: Weapon Finesse (bite).

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dex bonus to AC and thus has an AC of 12.

Skills: Weasels receive a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Familiar: A weasel familiar grants its master +2 bonus to Fortitude saving throws.

Description: Long and sleek but well armed with razor sharp teeth and claws weasels are the bane of poultry farmers. Capable of sneaking in through small cracks, holes, and openings these creatures move quickly about and pounce on their prey with ease. As a close relative of the mink the weasel's pelt is valued by trappers.

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dex bonus to AC and thus has an AC of 12.

Skills: Weasels receive a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Woodchuck

CR ¾; Tiny Animal; HD ½ d8; hp 2; Init +2 (Dex); Spd 15 ft, climb 15 ft, burrow 10 ft; AC 14 (+2 size, +2 Dex) touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk +4 melee (1d3-4 bite), Full Atk +4 melee (1d3-4 bite); Space/Reach 2½ft/0ft; SQ Scent, low-light vision; AL always Neutral SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Spot +6, Hide +15, Move Silently +3, Listen +6

Feats: Weapon Finesse (bite).

Familiar: A weasel familiar grants its master +3 bonus to Craft (woodworking)

Description: The woodchuck, or groundhog, is often seen waddling along grassy areas or raising up on its hind legs in order to investigate sudden activity or something of particular interest.

Skills: Woodchucks gain a +4 racial bonus to Spot and Listen checks.



CHAPTER NINE:

Vermin

Rhiab looked up at the small square of light that fell onto the soiled stone floor of his cell. Anger boiled in him, anger at the shackles that held him, the gag that bound his mouth, but mostly anger at the fact that they had been caught.

But how?

They had taken every precaution. The room had always been warded against both physical and magical intrusion. Yet somehow they had found out about it.

Had one of the conspirators talked? It was possible, he supposed, but not likely. Not likely at all. Especially since they all knew the penalty for what they were doing. Besides, there had been plenty of time to tell if their plan had been discovered, plenty of time to call it all off and head for the border and the safety of his employer's lands.

He went over the events of the night, how everyone arrived, how they had each been magically searched for any charms, dominations, or other spells that would mean one of their number had been compromised. But there had been nothing. Rhiab had checked, as he knew some of the others had, to ensure that their magical wards were in place; they had been. So how had they known?

Between them they had detected for and warded against the invisible, the hidden, the altered, the shape-shifted; everything they could think of. They had written everything on paper, and when they had needed to speak, they had done so in code. It should never have happened.

But it had. The royal guard had been there waiting, and so had Chelina, the court wizard. Chelina the untalented, Chelina the amateur, so much boasting by his comrades, so much derision of her supposed feeble powers. Who was laughing now? Certainly not Larimar who's smoking, blasted corpse still plagued the royal chamber or Thelana whose screams Rhiab could still hear in his sleep. No, they had all underestimated her, underestimated the ability of one who is prepared to deal with those of greater power. And they had all paid the price.

Rhiab could still remember the satisfied look on Chelina's face, how her eyes had bored into him after the royal guards had subdued him. She hadn't said a word; she had not needed to. Rhiab could read it in her eyes that she had known all along.

What was left to do now except to wait to die? Rhiab looked at the cell again. He chuckled, the gag stretching his mouth painfully as he did so. Perhaps the first hints of madness tugging at his mind.

So it came to an end after all. Rhiab would live out his days among the vermin and filth in the royal jail until such time as it was their fancy to execute him. They could have killed him already. They certainly didn't need him to tell them anything. And yet they let him live, Chelina's little joke no doubt, letting him sit and ponder what went wrong and when he was going to die.

A small piece of movement at the edge of his vision stopped Rhiab's thoughts. He turned his head slowly. There, not an arm's length away, was a cockroach. It's little antenna waving busily. Rhiab kicked his leg out to try and drive the creature away, a gesture more of frustration at his condition than at anger for the roach. But it didn't move. Instead it regarded the imprisoned sorcerer with an obvious curiosity and suddenly Rhiab could read the intelligence in its eyes and knew what had betrayed them.

Reasons To Choose

A Vermin Familiar

The same reasons for choosing reptiles apply to choosing vermin with the notable exception that vermin are even smaller. Of course, the variety of vermin is greater than those of reptiles and some vermin can fly or, like the common cockroach, are possessed of a cautious and inquisitive nature akin to that of rodents.

Reasons Not To Choose

A Vermin Familiar

Vermin also suffer from essentially the same shortcomings as reptiles do except they tend to be somewhat more resilient to temperature changes. Unfortunately, the fact that vermin are even smaller than reptiles and even most birds makes them perhaps the least robust of all familiars as far as physical confrontations are concerned; the wise master keeps a close eye on his or her vermin familiar.

Who Chooses A Vermin Familiar?

Given the unclean reputation of vermin they are usually chosen as familiars only by those who do not care about such things and want a less common familiar or by those who want to send an active message about their intentions; most wizards who have vermin as familiar are viewed with suspicion if not outright hostility by those around them. Those who want to send a message usually focus on the most poisonous or largest of the vermin; what better way to impress those about them than to calmly handle a poisonous spider?

SUMMON VERMIN FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 day + 1 hour

Range: Special

Area: 10ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons a form of vermin that is of Tiny size (*Exception: Tarantula which is of Diminutive size*). The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional hour beyond the initial twenty-four hours. If he is successful, a portal will open within a 10ft radius of the caster through which the familiar will pass. Familiars commonly associated with this spell would be: Centipede, Scorpion, Spider, and Tarantula.

Arcane Focus: A tiny candle, a drop of the caster's blood, and the bit of the carapace off a slain monstrous familiar.

TABLE 9-1 VERMIN SPECIFIC FAMILIARS

Familiar	Special Master Benefits:
Cockroach	Master gains +3 to hide checks.
Crab, Horseshoe	Master gains +1 natural bonus to AC.
Crab, Sand	Master gains +1 natural bonus to AC.
Cricket	Master gains +3 to jump skill checks.
Dragonfly	Master gains +30 movement rate if flying.
Scorpion	Master gains +4 Saves versus poison.
Snail	Master gains +3 to balance skill checks.
Spider, Black Widow	Master gains +2 Saves versus poison.
Spider, Tarantula	Master gains Scent.

The Care and Feeding of Spider Familiars

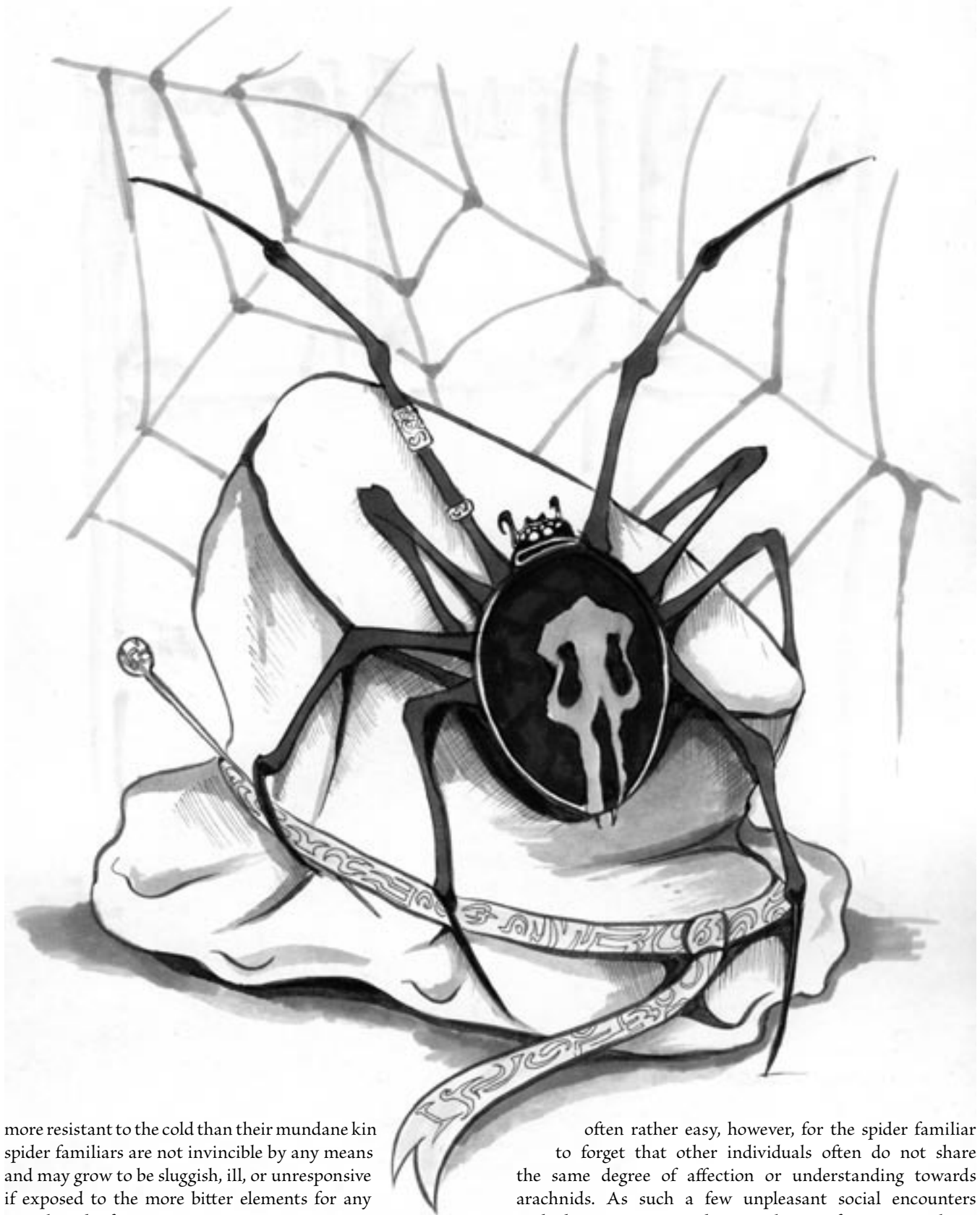
While the web-spinning spider is able to supply its own food through the catching of insects one must keep in mind that temperate variety of these creatures tend to hibernate or die

off entirely when the weather turns cold. Normal sized spiders are often known to lay their eggs and then die while the common monstrous variety seeks out proper shelter and then hibernates unless an ample food source can be maintained. As spider familiars are much longer lived than their normal kin and do not hibernate there must be some consideration in regards to supplying food throughout the year. In the case of monstrous sized spider familiars such provisions are not nearly as much of a problem as long as the spider can find a steady supply of mice and other small animals during the colder months. If no source can be easily obtained or if the spider happens to be fine or diminutive in size then it is usually up to the spell caster to keep a "farm" of sorts going.

While perhaps dealing with bugs or mice may be considered to be a bit on the disgusting or repulsive side for many individuals one must consider that the spell caster who chooses a spider for a familiar is probably not too squeamish around such common critters. Many spell casters that have deep fortresses tend to set aside a section of their cellars or dungeons where such vermin and pests can thrive. Whenever the familiar feels a bit hungry all that they need to do is journey down to the dungeons and catch a fresh meal or two. If such a shelter is unavailable then the spell caster should construct or purchase (usually for 1gp) a bug or mice container that allows such live meals to be fed and thrive until they find themselves at the bitter end of the familiar's food chain. Often such containers weigh a few pounds or less and are made in a fashion that allows the container and live food to be easily toted around should the spell caster and the familiar be off on an adventure. At the disgust of a few hopeful, thieving drunks there have been stories of individuals sneaking up to the wagon or cart of such a spell caster and hastily prying open a small keg in hopes of grabbing a quick sip of what contents may rest inside. One can only imagine their surprise and horror when a sea of insects or rodents comes crawling out of the container!

Whether they are monstrous or minute, familiar or mundane, spiders are known for their creation of cobwebs. No matter how well a summoning was carried out there will always be a reasonable degree of instinct that remains in such creatures. Even the most strict of spell casting masters have often awoke in the lairs only to find their precious familiars happily spinning away at a new set of "curtains" for their master. In an effort to keep such unsightly webs down to a minimum in the master's quarters it is highly advised that the arachnid familiar be allowed their own chamber of sorts in the dungeons below.

Though one would think that such creatures are quite hardy and not needful of very much there are several things that a spider will find to be less than pleasant. These creatures often find limestone to be a burning irritant to their bodies and as such the master should think ahead before setting up shop in a limestone filled cave or cavern. Likewise fresh water is important to such a creature, as it usually is to all land dwelling critters and many spiders may prefer to gather their water from dew collecting at various sources rather than drinking from bodies of still or running water. While a bit



more resistant to the cold than their mundane kin spider familiars are not invincible by any means and may grow to be sluggish, ill, or unresponsive if exposed to the more bitter elements for any great length of time.

Many people tend to have the regard that the spider familiar tends to share the same cold, calculated mentality of the common, mundane stock. While these familiars are certainly not as cuddly or cheerful as many other varieties of familiars they are still intelligent creatures with the capability of understanding the common reactions of humanoids. It is

often rather easy, however, for the spider familiar to forget that other individuals often do not share the same degree of affection or understanding towards arachnids. As such a few unpleasant social encounters with the more squeamish or intolerant of guests may leave the spider familiar saddened, angry, fearful, or confused. Likewise it is usually not advised that the spell caster enter an open civilization with their spider familiar at their side. Most humans, especially those who are drunken or quick to act on their own natural instincts may be quick to attack the familiar.

Cockroach, Hissing

CR 1/6; Diminutive Vermin; 1/4 d8; hp 1; Speed 20ft, Fly 60ft; Init +4; AC 18 (+4 Dex, +4 Size), touch 18, flat footed 14; Base Atk/Grapple: +0/-16, Atk —, Full Atk —; SQ Hide in Plain Sight, Dark Vision 5ft, Vermin; Space/Reach 1ft/0ft; AL Always Neutral; SV Fort +4, Ref +4, Will -4; Str 1, Dex 18, Con 11, Int 1, Wis 2, Cha 1

Skills: Hide +17, Climb +7

Feats: Great Fortitude

Climate/Terrain: Any jungle or urban

Familiar: A Hissing Cockroach grants its master a +3 bonus to all Hide checks.

Description: From the nightmares of many insect fearing people comes the Hissing Cockroach. This vermin is larger than the common variety cockroach and is named after its ability to hiss threateningly at those who would crush it. It is brown or black in color with darker orange bands wrapping its segmented abdomen. Its large wings allow it to fly, but not very well, so the vermin only uses it for a quick get away or for finding a new source of food. It uses its large antennae to feel about it in the dark which gives it a limited ability to see without light.

Combat: Despite their hissing, the Hissing Cockroach isn't a combatant and will flee any dangerous situation.

Hide in Plain Sight (Ex): Despite their large size, a Hissing Cockroach can often remain unseen even when not hiding. The creature can make a Hide check (DC 20) to remain unseen despite not actively seeking to conceal itself.

Vermin: Immune to mind-influencing effects.

Skills: The cockroach uses its Dex bonus for Climbing checks instead of its Str bonus.

Crab, Horseshoe

CR 1/6; Tiny Vermin; HD 1/2 d8+1 (3 hp); Speed 5ft, swim 20ft; Init +2 (Dex); AC 19 (+2 size, +2 Dex, +5 natural), touch 14, flat footed 17; Base Atk/Grapple: +0/-12, Atk 1 Pierce-4 (1d2-4), Full Atk 1 Pierce +4 (1d2-4); Space/Reach 2 1/2 ft/0ft; SA: —; SQ darkvision 60ft; AL neutral; SV Fort +5, Ref +4, Will +1; Str 3, Dex 14, Con 13, Int 1, Wis 12, Cha 8

Skills: Hide +10, Spot +5, Swim +10

Feats: Great Fortitude

Environment: aquatic (salt)

Familiar: Master gains +1 natural bonus to AC.

Description: This unusual looking sea creature is not really related to the crab but actually bears some relation to arachnids. The horseshoe crab's overall body is semi-oval with an overall shape much like a horseshoe. A stiff, piercing tail protrudes from the back of the horseshoe crab's armored body. Two small eyes are located along the sides of the front. Horseshoe crabs mainly dwell in shallow ocean waters.

Skills: The horseshoe crab gains a +8 racial bonus to

Swim checks. The horseshoe crab uses its Dex for Swim checks.

Crab, Sand

CR 1/6; Diminutive Vermin; HD 1/4 d8; hp 1; Speed 20ft; Init +2 (Dex); AC 20 (+4 size, +2 Dex, +4 natural), touch 16, flat footed 18; Akt/Grapple: +0/-16, Atk 2 Claw-4 (1d2-4), Full Atk 2 Claw-4 (1d2-4); Space/Reach 1ft/0ft; SA: —; SQ darkvision 60'; AL always Neutral; SV Fort +2, Ref +6, Will +0; Str 3, Dex 14, Con 11, Int 1, Wis 11, Cha 6

Skills: Hide +14, Listen +1, Spot +3, Move Silently +4

Feats: Lightning Reflexes

Familiar: Master gains +1 natural Armor Bonus.

Description: Not a specific type of sand crab but rather a combination of assorted similar species these crabs are easily spotted scurrying along the beaches in search of food. Sand crabs are quite common though somewhat difficult to catch. They are typically sold as pets for 2cp apiece on the open market.

Cricket

CR 1/20; Fine Vermin; HD 1/4 d8; hp 1; Speed 10ft; Init +4, AC 18 (+5 Size, +3 Dex), touch 18, flat-footed 15; Base Atk/Grapple +0/-21, Atk —, Full Atk —; Space/Reach 1/2 ft/0ft; SQ —; AL always Neutral; SV Fort +2 Ref +4 Will +5; Str 1, Dex 17, Con 14, Int 1, Wis 16, Cha 8.

Skills: Listen +5, Hide +19, Jump +8

Feats: Iron Will

Familiar: A cricket familiar grants its master +3 to Jump skill checks.

Skills: The cricket gains a +4 racial bonus to Jump checks. The cricket uses its Dex bonus towards Jump instead of its Str.

Dragonfly

CR 1/6; Diminutive Vermin; HD 1/8 d8; hp 1; Speed fly 100ft; Init +3; AC 15 (+3 Dex, +2 Size), touch 15, flat footed 12; Base Atk/Grapple: +0/-17, Atk: —, Full Atk: —, Space/Reach 1ft/0ft; AL always Neutral; SV Fort +2, Ref +7, Wil -4; Str 1, Dex 16, Con 10, Int 1, Wis 3, Cha 2.

Skills: Hide +20

Feats: Lightning Reflexes

Climate/Terrain: Any Temperate to Warm land

Familiar: A Dragonfly grants its master an additional 30ft movement per round using any magical items or spells (Fly) that allow them to fly.

Description: The Dragonfly is large as far as insects go, and consists of a long body (usually green or yellow in hue) ending in a bulbous head containing two large compound eyes. A Dragonfly has six legs and three body segments like most insects (head, thorax, abdomen), but has four long gossamer wings which sprouts its from its back that it uses to bring itself a loft Dragonflies spend 90% of their

life flying and 10% resting, as such they don't live very long. As masters of the air, they are quite acrobatic in their flying and are capable of avoiding birds and other predators wishing to snap them up.

Combat: Dragonflies possess no means to defend themselves other than escape. As such, they flee from any threat aimed at them instinctively.

Scorpion

CR 1/4; Diminutive vermin; HD 1/4 d8; hp 1; Speed 20 ft; Init +1, AC 20 (+8 Size, +1 Dex, +1 natural armor) touch 19, flat-footed 19; Atk +1 melee (0+poison sting); Space/Reach 1 ft/0 ft; SA poison; SQ dark vision 10 ft; AL Any always Neutral; SV Fort +4 Ref +3 Will -1; Str 1 Dex 13, Con 15, Int 1, Wis 8, Cha 8

Skills: Climb +3, Hide +15

Feats: Weapon Finesse

Familiar: A scorpion familiar grants its master +4 Fortitude Saves versus poison.

Description: Scorpions are tiny, deadly vermin creatures that feature large stingers on the edge of their tails. The exoskeleton of the scorpion provides this desert dwelling critter extra protection.

Poison: DC 11, 1d2 Str initial and secondary

Skills: The scorpion uses its Dex for Climb checks instead of its Str

Snail

CR 1/20; Fine vermin; 1/4 d8+1; hp 2; Speed 5 ft; Init -2, AC 16 (+8 size, -4 Dex, +2 natural), touch 14, flat footed 20, Base Atk/Grapple: +0/-21, Atk —, Full Atk —; Space/Reach 1/2 ft/0 ft; SQ dark vision 60 ft; AL Always Neutral; SV Fort +5 Ref -2 Will +1; Str 1, Dex 3, Con 12, Int 1, Wis 12, Cha 5.

Skills: Climb +5

Feats: Great Fortitude

Familiar: A snail familiar grants its master +3 to balance skill checks.

Skills: Snails gain a +10 racial bonus to Climb checks.

Spider, Black Widow

CR 1: Fine Vermin; 1/2 d8; hp 1; Speed 5 ft; Init +2; AC 20 (+2 Dex, +8 Size), touch 20, flat footed 18; Base Atk/Grapple: +0/-20, Atk Bite +2 (1d3-4+ Poison); Space/Reach 1/2 ft/0 ft; SA Poison; SQ Vermin; AL always Neutral; SV Fort +2, Ref +4, Will +0; Str 2, Dex 15, Con 10, Int 1, Wis 10, Cha 2

Skills: Climb +12, Hide +21

Feats: Weapon Finesse (Bite)

Climate/Terrain: Any land, urban, or forest

Familiar: The Black Widow can only be used by a female wizard/sorcerer as a familiar and grants their mistress a +2 bonus to fortitude saves against poisons.

Description: The Black Widow is a small black spider with a large abdomen, which takes up 90% of its body mass. Unlike other Widow spiders, the Black Widow has a large red hourglass on the bottom of its abdomen, which clearly marks what kind of spider it is. The male Black Widow (also called a Widower) is much smaller than the female and is usually brown and not black in color. After mating, the female kills and eats the male, giving the spider its feared name. Black Widows spin large and elaborate webs in dark dry places. They will often be found in closets, drawers or other areas that haven't been opened in a long time as well as out in the wild and are known to eat just about any insect except cockroaches. Their deadly poison have many fear for their lives when cleaning house in areas they are known to be common place.

Combat: The Black Widow pretty much bites any creature it lands on or is smashed by accidentally. No creature with any intelligence would deliberately hold a Black Widow without some sort of protection and only the most brave spider-lover will keep one as a pet. When feeling warm skin, the Black Widows first instinct is to bite and inject its poison into the flesh and then flee. They have no interest in feeding on anything other than insects but have a need to poison anything they land on that is alive. The male widow is not poisonous.

Poison (Ex): The female widow has a deadly bite. When bitten, a creature must roll a Fortitude save (DC 20) or suffer from 1d10 temporary Con damage immediately followed by an additional 1d10 temporary Con damage 15 minutes later. This is often enough to kill all but the most hardy of characters.

Vermin: Immune to mind-influencing effects.

Skills: The black widow gains a +8 racial skill bonus to Climb checks. The black widow uses its Dex bonus for Climb checks instead of its Str bonus.

Spider, Tarantula

CR 1/4; Diminutive vermin; HD 1/4 d8+2; hp 3; Speed 30 ft; Init +1, AC 15 (+4 Size, +1 Dex) touch 15, flat footed 14; Base Atk/Grapple: +0/-17, Atk +1 melee (0+poison bite), Full Atk +1 melee (0+poison bite); Space/Reach 1 ft/0 ft; SA poison; SQ Scent, darkvision 60 ft; AL Always Neutral; SV Fort +3 Ref +3 Will +1; Str 1 Dex 13, Con 15, Int 1, Wis 8, Cha 8

Skills: Climb +7, Hide +14, Jump +2

Feats: Iron Will

Poison: DC = 11, 1d2 Str initial and secondary

Familiar: A tarantula familiar grants its master the scent ability.

Description: Tarantulas are large, furry spiders that are often kept as curiosities and pets. They can have painful, poisonous bites but are otherwise mostly harmless.

Skills: The tarantula gains a +4 racial skill bonus to Climb checks. The tarantula uses its Dex bonus for Climb and Jump checks instead of its Str bonus.



CHAPTER Ten:

Exceptional Beasts

“Are we there yet?”

Master Ethelat did not even bother to acknowledge the almost pleading query from his young charge, at least not externally. While his outward demeanor never betrayed it, Master Ethelat was about ready to wring his charge’s neck. Or better yet, transform the pampered whelp into something less grating. Of course, if he had that kind of power he would be at the royal court, tutoring the magically inclined children of the high nobility, not living the low-life out here in the baronial boonies.

What had his teacher told him? There are no bad pupils, only bad teachers? Pah! Ethelat would have to be possessed of the patience of the saints to not get irritated at the young baronet. Miserably out of shape and constantly used to getting waited on hand and foot the young lad complained at the slightest inconvenience. But what did one expect? Being the only child of the almost senile baron and his overbearing young wife he was naturally coddled and protected; his dotting parents encouraged his every whim virtually without limitation.

Ethelat had to wonder why the baroness hadn’t done the old baron in. She had certainly made eyes at him often enough not to mention any other knight or noble that stopped by the keep.

And she wasn’t even pretty; she had just been available and advantageous. After all, the third daughter of a count was better than the daughter of a local landowner, especially when a barony was as cash-strapped as this one was.

“When are we going to get there?” The boy’s whining was quickly absorbed by the surrounding woods, but not quickly enough for Ethelat. Irritating child!

Curyli made her opinion known in the wizard’s mind. A smile crossed his lips.

If he were one of mine I should have drowned him in a river.

Now, now, Curyli, Ethelat chided her as he reached one hand inside the pouch of his traveling jacket. He felt her warm furry body relax against his hand but she didn’t relax.

Don’t shush me! You know as well as I do that this is a fool’s errand. The boy will never be able to gain a boar as a familiar; not even a toad would put up with him!

Master Ethelat had to sigh at that. Despite the fact that the young man showed almost no inclination at all in his magical studies his mother, who had unfortunately been versed enough in

the ways of magic to be aware of such things, had insisted the boy get a familiar. And not just any old house cat would do, oh no! She had insisted that the future baron needed a creature reflective of his status and what better familiar than the animal on the barony’s coat of arms? She had even gone so far as to arrange for the lord’s hunter to trap one despite Ethelat’s warnings that a familiar could not be bound in such a manner. Predictably the whole thing had gone bad. Two people were gored, and the board died a needlessly painful death.

Rather than opening her mind to the problems inherent in obtaining such a familiar this had only made the baroness more determined and so it was that Ethelat was trudging through the woods with the baronet in tow. He had been hoping that the experience with the boar would have put a desire for a less violent familiar in the young lord but it was not to be. Oh well, he reflected, things could get worse. And then, amid an ear-splitting squeal and a massive crashing through the underbrush, they were suddenly face-to-face with what they were seeking.

SUMMON EXCEPTIONAL FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 day + 2 hours

Range: Special

Area: 10 ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons a more unusual breed of animal that is not typical of familiars and may also grant benefits different than normal. The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional two hours beyond the initial twenty-four hours. If he is successful, a portal will open within a 10 ft radius of the caster through which the familiar will pass. Familiars commonly associated with this spell would be: Badger, Boar, Cheetah, Eagle, Leopard, Lizard, Monkey, or Wolf.

Arcane Focus: A tiny candle, a drop of the caster's blood, and piece of the desired familiar (feather, hair, tooth, etc.).

The Benefits of a Familiar

Spell casters gain certain benefits upon the acquisition of a familiar. These benefits are specific to the type of creature and may come as a bonus to an individual skill, a special ability, a specific immunity, or a new feat. The following tables list the benefits that a caster will acquire with each specific class of familiars.

TABLE 10-1: STANDARD FAMILIARS (FROM PHB)

Familiar	Benefit
Bat	+3 to Listen skill checks
Cat	+3 to Move Silently skill checks
Hawk	+3 to Spot skill checks in bright light.
Owl	+3 to Spot skill checks in shadows.
Rat	+2 bonus to Fortitude saving throws
Raven	+3 to Appraise skill checks.
Snake (Tiny)	+3 to Bluff skill checks.
Toad	+3 Hit Points.
Weasel	+2 bonus to Reflex saving throws

TABLE 10-2: EXCEPTIONAL FAMILIARS

Familiar	Benefit
Armadillo	+2 Natural armor bonus
Badger	+3 to Escape Artist skill checks
Boar	+3 to Listen skill checks
Bobcat	+3 to Survival skill checks
Chameleon	Gains Adjust Appearance
Cheetah	+10ft to base speed
Coyote	+3 to Listen skill checks
Duck	+3 to Swim skill checks
Egret	+2 to Charisma-based skill checks
Fox	+2 to Wisdom-based skill checks
Goose	+2 to Diplomacy checks
Grouse	+3 to Perform skill checks
Gull	+3 to Profession (fishing) skill checks
Hummingbird	Gains Scavenger's Stomach
Koala Bear	+10ft to base speed
Micafox	+3 to Climb skill checks
Lemming	Gains Leeching Bite
Leopard	+2 bonus to Will saving throws
Lizard (Tiny or Small)	+3 to Balance skill checks
Lynx	+3 to Balance skill checks
Mink	+3 to Move Silently skill checks
Mongoose	Gains Arcane Vocal Mimicry
Monkey	+2 attack bonus against snakes, naga, and yuan-ti

Muskrat	+2 bonus to Fortitude saving throws
Opossum	+2 bonus to grappling checks
Ostrich	+3 to Bluff skill checks
Penguin	+3 to Sleight of Hand skill checks
Quoll	+1 to Initiative
Sloth	Gains Stench – 3/day
Swan	Gains Sting Touch
Turkey	+3 to Swim skill checks
Turtle	+3 to Spot skill checks
Wolf	Gains Scavenger's Stomach
Woodchuck	+3 to Listen skill checks

TABLE 10.3 AQUATIC

Familiar	Benefit
Eel	Master gains +2 Dexterity.
Lamprey	Master gains Leeching Bite (Su) ability.
Manta Ray, Small	Master gains +3 to Jump skill checks.
Mudpuppy	Master gains +2 to Fortitude saves.
Nurse Shark	Master gains +1 to Attack rolls.
Salmon	Master gains +3 to Intuit Direction skill checks.
Seal	Master gains +3 to Perform skill checks
Skate	Master gains +3 to Swim skill checks.
Sting Ray	Master gains Sting Touch (Su).
Trout	Master gains +3 to Swim skill checks.



FAMILIARS, AQUATIC

Eel

CR ¼; Small Animal; HD ½ d8; hp 2; Speed swim 40 ft; Init +2 (Dex); AC 14 (+2 Dex, +1 natural, +1 size) touch 13, flat footed 12; Base Atk/Grapple: +0/-4, Atk Bite +1 (1 pt), Full Atk Bite +1 (1 pt); Space/Reach 5 ft/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +4, Ref +4, Will +1; Str 10, Dex 15, Con 10, Int 1, Wis 15, Cha 3

Skills: Swim +9, Spot +4

Feats: Great Fortitude

Environment: Aquatic (fresh and salt)

Familiar: Master gains +2 Dexterity

Description: Eels are long, snake like fish with streamlined fins and silver to brown toned bodies. Predatory creatures, eels feed mainly on diminutive sized octopuses and shellfish. Though seen as “squirmy and slimy” by the squeamish, eels are valued by many humanoids as food.

Skills: Eels gain a +8 racial bonus to Swim checks.

Lamprey

CR ½; Tiny Animal; HD ¼ d8; hp 1; Speed 20 ft; Init +1 (Dex); AC 13 (+2 size, +1 Dex) touch 13, flat footed 12; Base Atk/Grapple: +0/-17, Atk Bite +0 (1 pt), Full Atk Bite +0 (1 pt); Space/Reach 2 ½ ft/0 ft; SA Attach; SQ low-light vision; AL always Neutral; SV Fort +2, Ref +3, Will +3; Str 2, Dex 13, Con 10, Int 2, Wis 13, Cha 3

Skills: Hide +12, Swim +9, Spot +5

Feats: Iron Will

Environment: Aquatic (salt and freshwater)

Familiar: Master gains Leeching Bite (Su) ability

Description: Lampreys are long, eel like fish that attach and feed off of other aquatic creatures. Though potentially deadly parasites for tiny to small fish these creatures are of little to intelligent creatures.

Attach (Ex): When the lamprey succeeds with attacking with their bite attack the lamprey attaches to the target. Host creatures of the lamprey must succeed a Fort save (DC 14) once every two hours or lose 1 pt of temporary Constitution.

Skills: Lampreys gain a +8 skill bonus to Swim checks. Lampreys use their Dex for Swim checks.

Manta Ray, Small

CR ¼; Small Animal; HD 1d8+1; hp 5; Speed swim 30 ft; Init +1 (Dex); AC 12 (+1 size, +1 Dex) touch 12, flat footed 11; Base Atk/Grapple: +0/-4, Atk Slam +1 (1d3 pt), Full Atk Slam +1 (1d3); Space/Reach 5 ft/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +3, Ref +3, Will +1; Str 10, Dex 13, Con 12, Int 2, Wis 13, Cha 3

Skills: Swim +9, Spot +4, Listen +4, Jump +5

Feats: Alertness

Environment: Aquatic (salt)

Familiar: Master gains +3 to Jump checks

Description: Manta rays are typically gray to black on the top and white to light gray on their underbellies. The majority of these creatures consists of their wing-like fins. Their heads are little more than a set of eyes resting on white frontal lobes. Though living their lives entirely in the ocean manta rays are known to jump up out of the water with great force.

Skills: Manta rays gain a +8 skill bonus to Swim and a +4 racial bonus to Jump checks.

Mudpuppy

CR ½; Tiny Animal; HD ½ d8+1; hp 3; Speed swim 20 ft; Init +1 (Dex); AC 13 (+2 size, +1 Dex) touch 13, flat footed 12; Base Atk/Grapple: +0/-9, Atk Bite +1 (1 pt), Full Atk Bite +1 (1 pt); Space/Reach 2 ½ ft/0 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +5, Ref +3, Will +1; Str 8, Dex 12, Con 13, Int 2, Wis 13, Cha 3

Skills: Swim +11

Feats: Great Fortitude

Environment: Temperate to Warm Marsh and Aquatic (fresh)

Familiar: Master gains +2 to Fortitude saves

Description: The mudpuppy is an aggressive, larger cousin to newts. This brown lizard-like amphibian has ear tufts that are reddish and finlike, thus by appearance separating this creature from other newts and similar kin.

Skills: Mudpuppies gain a +8 skill bonus to Swim checks.

Nurse Shark

CR ½; Medium Animal; HD 1d8+2; hp 6; Speed swim 30 ft; Init +2 (Dex); AC 14 (+2 Dex, +2 natural) touch 12, flat footed 12; Base Atk/Grapple: +0/+2, Atk Bite +2 (1d4+2 pts.), Full Atk Bite +2 (1d4+2); Space/Reach 5/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +6, Ref +4, Will +0; Str 14, Dex 14, Con 15, Int 2, Wis 11, Cha 3

Skills: Swim +11, Spot +3

Feats: Great Fortitude

Environment: Aquatic (salt)

Familiar: Master gains +1 to Attack rolls

Description: Nurse sharks are medium sized, ground feeding sharks that are yellowish or grayish brown in coloration. Mainly bottom feeders and predators of small fish, these sharks are not threatening unless attacked or bothered.

Skills: Nurse sharks gain a +8 racial bonus to Swim checks.

Salmon

CR ½; Tiny Animal; HD ½ d8; hp 2; Speed swim 20 ft; Init +2 (Dex); AC 15 (+2 Dex, +1 natural, +2 size) touch 14, flat

footed 13; Base Atk/Grapple: +0/-8, Atk Bite +2 (1d2 pts.), Full Atk Bite +2 (1d2 pts.); Space/Reach 2 ½/0 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +4, Ref +4, Will +1; Str 11, Dex 14, Con 11, Int 2, Wis 13, Cha 3

Skills: Swim +9, Spot +4, Jump +4

Feats: Great Fortitude

Environment: Aquatic (fresh and salt)

Familiar: Master gains +3 to Intuit Direction checks

Description: Salmon have bodies that reflect beautiful shadings of ocean blue, silvery white, and icy pinkish white. These creatures have a curious habit of swimming to the ocean from fresh water to spend half their lives, and then swimming against the currents upstream in order to spawn. Hardy creatures, salmon are found in warm, temperate, and cold waters alike.

Skills: Salmon gain a +8 racial bonus to Swim checks and a +4 bonus to Jump checks.

Seal

CR ½; Medium Animal; HD 1d8+3; hp 7; Speed swim 30 ft; Init +1 (Dex); AC 14 (+1 Dex, +3 natural) touch 11, flat footed 13; Base Atk/Grapple: +0/+2, Atk Bite +2 (1d2+2), Full Atk Bite +2 (1d2+2); Space/Reach 5/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +5, Ref +3, Will +1; Str 14, Dex 12, Con 16, Int 2, Wis 13, Cha 3

Skills: Swim +11, Perform +5, Listen +3, Spot +3

Feats: Alertness

Environment: Aquatic (salt)

Familiar: Master gains +3 to Perform checks

Description: Seals are strong but pleasant creatures that are quite intelligent for animals. They are quite protective of their young. Though mammals that nurse their young, seals have fins instead of paws and feet. These creatures range in color, from white to brown to bluish gray and black.

Skills: Seals gain a +8 racial bonus to Swim checks and a +6 bonus to Perform checks.

Skate

CR ½; Medium Animal; HD 1d8+3; hp 7; Speed swim 30 ft; Init +2 (Dex); AC 14 (+2 Dex, +2 natural) touch 12, flat footed 12; Base Atk/Grapple: +0/+0, Atk Slam +0 (1d4), Full Atk Slam +0 (1d4); Space/Reach 5/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +7, Ref +4, Will +2; Str 10, Dex 14, Con 16, Int 1, Wis 15, Cha 3

Skills: Swim +9, Spot +5

Feats: Great Fortitude

Environment: Aquatic (salt)

Familiar: Master gains +3 to Swim checks

Description: Skates are yellowish brown creatures that are part of the ray family. These creatures lay unusual black egg sacks that often wash up on beaches. Though actually little more than a husk containing fragile eggs inside these sacks somewhat resemble the carcass of a large insect. The

skate has eyes on top of its head and can grow up to 8 feet long.

Skills: Skates gain a +8 racial bonus to Swim checks.

Stingray

CR ½; Medium Animal; HD 1d8+3; hp 7; Speed swim 30 ft; Init +2 (Dex); AC 14 (+2 Dex, +2 natural) touch 12, flat footed 12; Base Atk/Grapple: +0/+0, Atk Pierce +0 (1d3+poison), Full Atk Pierce +0 (1d3+poison); Space/Reach 5/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +5, Ref +4, Will +4; Str 10, Dex 15, Con 17, Int 1, Wis 14, Cha 2

Skills: Swim +9, Spot +5

Feats: Iron Will

Environment: Aquatic (salt)

Familiar: Master gains Sting Touch (Su)

Description: Stingrays are medium sized rays with a venomous stinger located on their whiplike tail. Their flesh is dark greenish brown and like skates the eyes of the stingray are located on the top of their heads.

Skills: Stingrays gain a +8 racial bonus to Swim checks.

Poison (Ex): Piercing Sting, Fortitude save (DC 10); initial and secondary damage 1pt. temporary Constitution.

Trout

CR ½; Tiny Animal; HD ½ d8; hp 2; Speed swim 20 ft; Init +2 (Dex); AC 15 (+2 Dex, +1 natural, +2 size) touch 14, flat footed 13; Base Atk/Grapple: +0/-8, Atk Bite +2 (1pt), Full Atk Bite +2 (1 pt); Space/Reach 2 ½/0 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +4, Ref +4, Will +1; Str 10, Dex 15, Con 11, Int 2, Wis 15, Cha 2

Skills: Swim +9, Spot +4

Feats: Great Fortitude

Environment: Aquatic (fresh)

Familiar: Master gains +3 to Swim checks

Description: Trout are elaborately colored relatives of salmon. These fresh water fish are usually between 1 to 3 feet in length and are quite delicious and thus hunted by most humanoids. Though there are some varieties of brown trout the most popular variety is the rainbow trout, which is greenish-blue, pink, and silvery white in coloration. Rainbow trout have a series of spots running down their sides.

Skills: Trout gain a +8 racial bonus to Swim checks.

OTHER FAMILIARS

Armadillo

CR ¼; Tiny Animal; HD ½ d8; hp 2; Speed 30 ft, Swim 10 ft, Burrow 10 ft; Init +3 (Dex), AC 19 (+2 Size, +3 Dex, +4 Natural), touch 15, flat footed 16; Base Atk/Grapple:

+0/-10, Atk Bite +5 melee (1d2-2), Full Atk Bite +5 melee (1d2-2); Space/Reach 2½ft/0ft.; SA Lodge in Burrow, Sink Like A Stone; SQ Scent; AL Always Neutral; SV Fort +2, Ref +5, Will +1; Str 7, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills: Hide +12, Listen +2, Spot +2

Feats: Weapon Finesse (Bite)

Environment: Temperate to Warm Deserts

Familiar: An armadillo grants its master a +2 bonus on all opposed Strength checks.

Description: Armadillos are small quadrupedal mammals that are noted for their hard scaly skin. They also have a short spiked tail. They live on birds, small animals, and insects. An armadillo lairs in a small burrow in the ground, usually solitary.

Combat: Armadillos aren't much in a fight, though they do have a nasty bite. They'd much rather run from a foe and hide in their burrows.

Lodge in Burrow(Ex) A threatened armadillo will wedge itself into its burrow by arching its back. Once wedged in this way, an opponent must roll an opposed strength check to extract it. The Armadillo gets a +8 bonus to this roll.

Sink Like A Stone(Ex) Armadillos are naturally heavier than water, and as such can walk across the bottom of lakes and rivers easily. However, it still must hold its breath on the way across. For a larger body of water, the armadillo may inhale a large amount of air allowing it to swim normally.

Badger

CR½; Small Animal; HD 1d8+2; hp 6; Init +3 (Dex); Speed 30ft, burrow 10ft; AC 15 (+1 size, +3 Dex, +1 Natural), touch 14, flat footed 12; Base Atk/Grapple: +0/-5, Atk: Claw +4 melee (1d2-1), Full Atk 2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1); Space/Reach 5/5ft; SA Rage; SQ Scent, low-light vision; AL Always neutral; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Escape Artist +7, Listen +3, Spot +3

Feats: Weapon Finesse (bite, claw)

Familiar: A badger familiar grants its master +3 to Escape Artist skill checks.

Description: Though relatively small for predatory mammals, the badger is still a spiteful creature that must be treated with great caution. These striped fiends are quick to attack with their sharp teeth and claws. Burrowing creatures, badgers live in holes that are best left alone by the casual passerby.

Bat

CR¼; Diminutive Animal; HD ¼ d8; hp1; Init +2 (Dex); Spd 5 ft, fly 40ft (good); AC 16 (+4 Size, +2 Dex), touch 16, flat footed 14; Base Atk/Grapple: +0-17, Atk —, Full Atk —; Space/Reach 1ft/0ft; SQ Blindsight 20ft, low-light

vision; AL Always neutral; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 1, Wis 14, Cha 4.

Skills: Hide +14, Listen +8, Move Silently +6, Spot +8.

Feats: None

Familiar: A bat familiar grants its master +3 to Listen skill checks.

Blindsight (Ex): "Sonar" with a 120 ft range. Adds +4 to Spot and Listen checks. Negated by silence (in which case the bat can see 10 ft).

Description: These tiny, blind rodents resemble small rats with leathery wings. Bats range in a wide variety of colors, including brown, gray, white, and black. Nocturnal creatures that usually feed on moths, Bats can often be found sleeping upside down in caves during the daylight hours.

Bear, Koala

CR1; Small Animal; 2d8+2 (11 hp); Speed 10ft Climb 30ft; Init +0; AC 11 (+1 Size), touch 11, flat footed 11; Base Atk/Grapple: +0/-5, Atk Bite or Claw +0 (1d3-2), Full Atk Bite or Claw +0 (1d3-2); Space/Reach 5ft/5ft; SQ: low-light vision, AL Always Neutral; SV Fort +5, Ref +2, Will -1; Str 9, Dex 10, Con 12, Int 2, Wis 8, Cha 10.

Skills: Climb +11

Fortitude: Great Fortitude

Environment: Warm forests

Familiar: A Koala Bear familiar grants its master a +3 enhancement bonus to all Climb skill checks.

Description: The Koala Bear is a tree-dwelling creature that spends less than 20% of its life outside the trees which it relies on for food. They're small grey marsupials that have characteristic grey fur and large brown eyes and are considered some of the best liked creatures when it comes to humans and other races because of their aesthetic appearance and resemblance to the child's toy 'teddy bear' despite them not being related to the bear family. They're expert climbers, having paws that are specifically designed to grip tree-bark rather than walk (having two opposable thumbs on their front paws instead of just one, like on their hind paws). They are able to walk on the ground and do so frequently to change 'home tree' when food runs low. Koala Bears eat leaves from the Eucalyptus Tree and cannot survive on anything else. As such, they're extremely limited in the area in which they can live because of the lack of possible sustenance. However, a very low metabolism allows a Koala Bear to go weeks at a time between feeding on these special leaves. The male koala is the smallest of species, with the female being anywhere from 2 to 3 kilograms larger than the male or more if carrying a baby in their pouch.

Combat: The Koala Bear finds little to fight high in the trees in which they live. However, they are prey for foxes and other predators when moving between trees. If attacked when transporting between homes, the Koala Bear can get quite an attitude and attack their enemies

with a snapping mouth and claws.

Skills: Koala bears gain a +8 to all Climb checks.

Beaver

CR ½; Small Animal; HD ½d8+1 (3 hp); Speed 15 ft, swim 30 ft; Init +2 (Dex), AC. 16 (+1 Size, +2 Dex, +3 Natural) touch 13, flat footed 14; Atk/Grapple: +0/-3, Atk Bite +2 Melee (1d6+ 1), Full Atk Bite +2 Melee (1d6+ 1); Space/Reach 5 ft /5 ft; SQ Signal, Lodges, low-light vision; AL Always Neutral; SV Fort +3, Ref +4, Will +1; Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 2.

Skills: Swim +5, Craft(dams) +6, Listen +5

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm to Temperate Rivers

Notes: Beavers have a +5 Racial bonus to building dams.

Familiar: A beaver familiar grants its master a +3 bonus to Craft checks.

Description: Beavers are small mammals that live on freshwater rivers. They have slick brown waterproof fur, large prominent teeth used to gnaw through wood, and a flat black tail. Beavers are well known for their industriousness, building dams and lodges in waterways for homes and to store food. They have even been known to build canals to find new sources of food. They live on bark and the softer portions of the wood.

Combat: Beavers have a nasty bite, thanks to their oversized incisors. Generally, they will seek shelter under their lodges when assaulted, or call for help with their tail slap.

Signal(Ex): A beaver will slap its flat tail against the water when threatened, summoning any other beavers within 100 yards. A character may make a Wilderness Lore check at DC 15 to identify this sound.

Lodges(Ex): Beavers may use their Craft skill to make dams to slow waterways, construct lodges for living quarters, or even build canals to bring them to new food sources. The lodges can be large enough for medium sized creatures to enter, assuming the beaver has enough time to work. This ability also gives the beavers a +10 skill check to Craft (dams).

Skills: Beavers gain a +4 bonus to Swim checks.

Bobcat

CR ½; Small Animal; HD 1d8+3; hp 7; Speed 30 ft, climb 15 ft, Swim 15 ft; Init +3 (Dex); AC 17 (+2 size, +3 Dex, +2 natural) touch 15, flat footed 14; Base Atk/Grapple: +0/-3 Atk Bite +2 (1d4+1 pt) or 2 Claws +2 (1d3+1 pt), Full Atk Bite +2 (1d4+1 pt) and 2 Claws +0 (1d3+1 pt); Space/Reach 5 ft/5 ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +5, Ref +5, Will +2; Str 12, Dex 16, Con 17, Int 2, Wis 16, Cha 3

Skills: Spot +6, Listen +3, Move Silently +8, Jump +5, Climb +6, Swim +5, Survival +8

Feats: Multiattack

Environment: Temperate forests, hills, mountains and marsh.

Familiar: Master gains +3 to Survival checks

Description: Though average a few inches in length smaller than the lynx the bobcat is quite a survivalist. This creature shares a heavy resemblance to the lynx but has reddish fur with darker spots.

Skills: The bobcat gains a +4 racial bonus to Spot, Move Silently, Jump, Swim, Survival, and Climb checks.

Cat

CR ¼; Tiny animal; HD ½d8; hp 2; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk Claw +4 melee (1d2-4), Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach 2 ½ ft/0 ft; SQ low-light vision, move silently; AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +6, Hide +14*, Listen +3, Move Silently +6, Jump + 10, Spot +3

Feats: Weapon Finesse (claw, bite).

Environment: Temperate plains

Familiar: A cat familiar grants its master +3 to Move Silently skill checks.

Description: Domestic cats are furry, clever felines with the instinct of an agile, natural hunter. Cats come in a wide variety of colors, ranging from solid shades of black, gray, and white to striped or spotted patterns. Though a great deal smaller than the wild varieties of felines domestic cats can still become rather violent if threatened.

Skills: Cats have a +4 racial bonus to Climb, Hide, and Move Silently checks and a +8 racial bonus to Jump checks. Cats have a +8 racial bonus to Balance checks. Cats use their Dex mod instead of their Str for Climb and Jump checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Chicken

CR ¼; Tiny Animal; HD ½d8+1; hp 3; Speed 50 ft, Glide 20 ft; Init +4; AC 16 (+4 Dex, +2 size) touch 16, flat footed 12; Base Atk/Grapple: +0/-10, Atk Bite +0 (1d2-2), Claw +0 (1d3-2), Full Atk Bite +0 (1d2-2) and 2 Claw -5 (1d3-2); Space/Reach: 2 ½/0 ft, SQ Improved Evasion, low-light vision; Saves Fort +5, Ref +6, Will -4; Str 7, Dex 18, Con 12, Int 1, Wis 3, Cha 4.

Skills: Spot +5, Search +5

Feats: Great Fortitude

Environment: Any land

Description: The chicken is a feathered yard-bird of many different colors and hues. The male chicken (also called a Rooster or Cock) is usually larger and has a large fleshy red ridge on their head like a mohawk called

a comb. These birds are mostly kept by man for eventual consumption by those raising them in domesticity. However, the wild chicken is known to be a cunning bird which all ground hiding insects fear and are usually smarter than those chickens kept behind fencing. All chickens are unable to fly, but are known for their ability to run and to glide using their otherwise useless wings.

Combat: The hen will only fight if her nest is threatened by someone or something she doesn't like or trust. Roosters will fight simply to show their dominance or to protect their harem of hens from intruding males. Most of the time a chicken would rather run from a threat than stand and fight it.

Improved Evasion (Ex): The chicken is an expert coward. As such, they're considered to have the Improved Evasion ability with the exception that the effect works against all attacks and not just on attacks/spells that require a Reflex save. When an attack meets or exceeds the chicken's armor class, they're given a Reflex save equal to 10+ the damage the attack would have caused. If they pass this save, the chicken works its cowardly magic and manages to slip away from the attack with a few less feathers and all its hit points.

Familiar: The Chicken grants its master the ability to run faster than normal, giving them the Run feat.

Devil, Rage (Tasmanian Devil)

CR 1; Tiny Animal; HD 1d8+4 (8 HP); Speed 15 ft, Burrow (5 ft); Init +0; AC 12 (+2 Size) touch 12, flat footed 12; Base Atk/Grapple: +0/-7, Atk Bite +3 (1d3+1), Claws +3 (1d4+1), Full Atk Bite +3 (1d3+1) and 2 Claws -2 (1d4+1), Space/Reach 2 ½ ft/0 ft, SA Rend, Rage; SQ low-light vision; Saves Fort +8, Ref +2, Will -3; Str 13, Dex 10, Con 18, Int 1, Wis 5, Cha 6

Skills: Spot +3, Intimidate +8

Feats: Great Fortitude

Environment: Warm forests and plains

Familiar: The Rage Devil grants its master a +2 enhancement bonus to Strength.

Description: The Rage Devil, related to the well known Badger, is a terrible creature of violence and battle. They appear as small black marsupials with massive teeth and a powerful jaw which can gape at 120 degrees. They have a small white ring around their neck and have small hairless pink ears. Most elder Rage Devils have large patches of fur missing or terrible scars from constant fighting between others of their kind. During the day, Devils are hidden away from danger in their burrows. If attacked, the adult Rage Devils can use their threatening growls and powerful bite to deter most opponents. Devils are superb tree climbers and it is thought that this enables them to escape predators which may include other Rage Devils. Devils are quite common in areas where their kind is known to exist, even coming boldly into city or public areas to threaten those nearby.

Combat: Rage Devils live to fight. They're natural hostile nature makes them jump teeth and claw first into anyone who dare challenges them. The creature has very little concern for its own safety and will even fight a creature they know they will lose against.

Rage (Ex): This ability is identical to the Barbarian's class feature of the same name with the exception that the Rage Devil has no limit to the number of times it can use the ability and suffers no fatigue after it wears off. This is a developed ability from fighting constantly.

Rend (Ex): The Rage Devil can, with a successful critical strike, deal triple the amount of damage with a bite or claw attack instead of the normal x2 damage for natural attacks.

Dog

CR ½; Small Animal; 1d8+2; hp 6; Init +3 (Dex); Speed 40 ft; AC 15 (+1 size, +3 Dex, +1 natural) touch 14, flat footed 12; Base Atk/Grapple: +0/-3, Atk Bite +2 melee (1d4+1), Full Atk Bite +2 melee (1d4+1); Space/Reach 5 ft by 5 ft/5 ft; SA -; SQ Scent grant Alertness, low-light vision; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +7, Listen +5, Spot +5, Swim +5, Survival +1*

Feats: Alertness, Track

Familiar: A dog familiar grants its master +3 to Survival skill checks.

Description: Coming in a wide variety of colors and shapes the domesticated dog has changed drastically through the years due to crossbreeding. The small dog covers the larger (but not the largest) of work and hunting domestic canines. Though vicious and quite threatening when either their masters' or the dog themselves faces an individual or creature with ill intent the dog for the most part is openly friendly and loyal.

Skills: Dogs have a +4 racial bonus to Jump checks.* Dogs have a +4 racial bonus on Survival checks when tracking by scent.

Fox

CR ½; Small animal; 1d8+1 (5 hp); Speed 30; Init +3, AC 13 (-1 size, +3 Dex, +1 Natural), touch 12, flat-footed 10; Atk Base/Grapple: +0/-6, Atk -1 melee (1d4-2 bite), Full Atk -1 melee (1d4-2 bite); Space/Reach 5 ft/5 ft; SQ Scent, grant Alertness, low-light vision; AL Any; SV Fort +3 Ref +5 Will +4; Str 6, Dex 15, Con 12, Int 2, Wis 15, Cha 6.

Skills: Listen +4, Spot +4, Survival +6

Feats: Lightning Reflexes

Environment: Any mountains, forests, plains, and marshes

Familiar: A fox familiar grants its master +2 to wisdom-based skill checks.

Description: These small canines are usually gray or

red in coloration. Excellent survivors, foxes can be found in a variety of territories.

Skills: Foxes gain a +3 racial bonus to Survival checks.

Hare, Snowshoe

CR ½; Tiny animal; ¼ d8+1; hp 2; Speed 30ft, Jump 10ft; Init +2 (Dex), AC. 17 (+2 Size, +2 Dex, +2 Natural), touch 14, flat footed 14; Base Atk/Grapple: +0/-11, Atk Bite +4 melee (1d3 – 3), Full Atk Bite +4 melee (1d3 – 3); Space/Reach 2 ½ft/0ft; SQ Hop Away, low-light vision; AL Always Neutral; SV Fort +3, Ref +4, Will +1; Str 4, Dex 15, Con 12, Int 2, Wis 12, Cha 2.

Skills: Hide +12, Listen +2, Spot +2

Feats: Weapon Finesse (Bite)

Environment: Any Cold or Temperate

Familiar: A snowshoe hare grants its master the benefits of the Dodge feat.

Description: Snowshoe Hares are rabbits that live in a variety of climes, though they prosper in areas where it snows at least some part of the year. Their coat varies with the seasons, from a light brown in summer to almost pure white in winter. They form the basis for many ecologies, providing food for both animals and humans. The hares reproduce rapidly and if not controlled by predators will quickly overwhelm grasslands and forests. They are timid creatures that are occasionally taken in as pets.

Combat: Like all rabbits, snowshoe hares are jumpy creatures. The young will remain motionless and hide in the grass or snow when a predator approaches, while the adults flee, usually avoiding their pursuers. If cornered they will bite.

Hop Away (Ex): When a snowshoe hare is running, it does not have to move in a straight line. It generally uses this ability to quickly change directions when pursued to throw off predators. As such the rabbit causes the pursuing predator to move as though they had a -10ft penalty to their movement rate when pursuing the hare.

Lynx

CR ½; Small Animal; HD 1d8+3 (7 hp); Speed 30ft, climb 15ft, Swim 15ft; Init +3 (Dex); AC 17 (+2 size, +3 Dex, +2 natural) touch 15, flat footed 14; Base Atk/Grapple: +0/-3 Atk Bite +2 (1d4+1pt) or 2 Claws +2 (1d3+1pt), Full Atk Bite +2 (1d4+1pt) and 2 Claws +0 (1d3+1pt); Space/Reach 5ft/5ft; SA —; SQ low-light vision; AL Always Neutral; SV Fort +5, Ref +5, Will +2; Str 12, Dex 16, Con 16, Int 2, Wis 14, Cha 3

Skills: Spot +6, Listen +3, Move Silently +8, Jump +6, Climb +6, Swim +5

Feats: Multiattack

Environment: Cold and temperate forests, hills, mountains and marshes.

Familiar: Master gains +2 to saving throws against cold spells/effects

Description: The lynx is a beautiful wildcat that reaches a length of over 3 feet. These creatures, closely related to the bobcat, have tufted ears, powerful paws, and spotted fur. A predator by nature, the lynx is mainly a hunter of hares and rabbits.

Skills: The lynx gains a +4 racial bonus to Spot, Move Silently, Jump, Swim, and Climb checks.

Monkey

CR ½; Tiny Animal; HD 1d8; hp 4; Init +2 (Dex); Speed 30ft, climb 30ft; AC 14 (+2 size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk Bite +4 melee (1d3-4), Full Atk Bite +4 melee (1d3-4); Space/Reach 2 ½ft/0ft; SA —; SQ low-light vision; AL Always neutral; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Skills: Balance + 10, Climb +10, Hide +10, Listen +3, Spot +3

Feats: Weapon Finesse (bite)

Environment: Warm Forests

Familiar: A monkey familiar grants its master +3 to climb skill checks.

Description: These small, agile climbing primates have long prehensile tails and curious, chattering personalities. Monkeys come in a wide variety of colors though gray, black, and brown are the most common.

Special: Monkeys use their Dexterity modifier for Climb checks and receive a +8 bonus to Balance and Climb checks.

Penguin

CR ½; Tiny Animal; HD 1d8+1(5 hp); Speed 20ft, swim 20ft; Init +1 (Dex); AC 13(+2 size, +1 Dex) touch 13, flat footed 12; Base Atk/Grapple: +0/-10, Atk Bite +0 (1d2-2pt), Full Atk Bite +0 (1d2-2pt); Space/Reach 2 ½ft/0ft; SA —; SQ low-light vision, cold resistance; AL Always Neutral; SV Fort +3, Ref +3, Will +0; Str 7, Dex 12, Con 12, Int 2, Wis 11, Cha 5

Skills: Swim +7, Spot +4, Listen +3

Feats: Alertness

Environment: Cold Aquatic (salt and coastal)

Familiar: Master gains +2 to saving throws against cold spells/effects

Description: The penguin is a curious, aquatic dwelling bird that is black and white in coloration. Though actually having feathers these feathers are usually flat against the penguin's body and thus makes the penguin appear smooth skinned. Penguins are hardy cold weathered creatures, and as such are mostly found in cold climates.

Cold Resistance: Penguins gain a +4 to saving throws against the normal, non-magical effects of cold.

Skills: Penguins gain a +8 skill bonus to Swim checks.

Pig, Potbellied

CR ½; Small Animal; HD 1d8+2; hp 6; Speed 15 ft; Init +0; AC 13 (+1 Size, +2 natural), touch 11, flat footed 13; Base Atk: +0/-3, Atk Gore (male) or Bite (female) +2 (1d4+1), Full Atk Gore (male) or Bite (female) +2 (1d4+1); Space/Reach 5 ft /5 ft; AL Always Neutral; SV Fort +4, Ref +2, Will +1; Str 12, Dex 10, Con 15, Int 1, Wis 13, Cha 6

Skills: Listen +4, Spot +5, Hide +5

Feats: Alertness

Environment: Any land

Description: A Potbellied Pig is smaller than most of its species and most are black in color (though some may end of being white, pink, or other colors). Like most pigs, it has hair, but it is thin and wiry in comparison. A Potbellied Pig is the smartest of all swine, and is noted as a good pet though often still used as a food source in some countries. Domesticated varieties are noted for their playful moods and extremely clean demeanor (despite being a pig). Wild varieties can be quite violent if encountered, often attacking anything and everything that comes into their small herd territory.

Combat: The male Potbellied Pig has large tusks which it threatens enemies with, while the female is quite an efficient biter. In any case, the bite or gore attack of a Potbellied Pig is usually pretty damaging.

Familiar: The Potbellied Pig grants its master a +1 inherent bonus to his or her Intelligence score.

Quoll

CR ¼; Tiny Animal; HD ½d8; hp 2; speed 30 ft, climb 10 ft; Init +3 (Dex); AC 16 (+2 size, +3 dex), touch 15, flat footed 12; Base Atk/Grapple: +0/-10, Atk Bite +4 melee (1d4-2), Full Atk Bite +4 melee (1d4-2); Space/Reach 2½ ft/0 ft; SQ Low-light vision, Sneak Attack +1d4 (see rogue); AL Always Neutral; SV Fort +2, Ref +4, Will +1; Str 6, Dex 15, Con 11, Int 2, Wis 12, Cha 7

Skills: Balance +6, Climb +6, Hide +10, Listen +5, Spot +4, Move Silently +7, Jump +6

Feats: Weapon Finesse (bite),

Environment: Any Forest/Plains

Notes: Quolls are vicious fighters. When possible they will strike to the back of their target's neck, potentially paralyzing small creatures.

Familiar: A Quoll grants its master a +1 to initiative.

Description: Quolls are a small but ferocious predator. They mostly eat insects, spiders and small birds and animals, but will take on animals up to size S. They are a spotted cat-like marsupial, initially raising their young in a pouch. Some varieties have thumbs on their hind feet (all have them on their front feet). Quolls are often quite curious, entering campsites to investigate the curious scents and showing remarkably little fear of humans.

Combat: Quolls will dart in and bite, before backing away quickly. They are opportunistic, striking at weak

points and taking advantage of their sneak attack skill to inflict maximum damage.

Sneak Attack (Ex): This is exactly as per the rogue skill of the same name, except that the damage done is less.

Skills: Quolls gain a +4 racial bonus to Balance, Climb, Listen, Jump, and Move Silently checks. The quoll uses their Dex for Climb and Jump checks.

Rabbit

CR ½; Tiny Animal; HD ¼ d8; hp 1; Speed 40 ft; Init +4, AC 16 (+2 size, +4 Dex), touch 16, flat-footed 12; Base Atk/Grapple: +0/-13, Atk —, Full Atk —; Space/Reach 2½ ft/0 ft; SQ Scent, low-light vision; AL Any; SV Fort +2 Ref +6 Will +1; Str 1, Dex 18, Con 11, Int 2, Wis 13, Cha 8.

Skills: Hide +13, Spot +4, Listen +5

Feats: Alertness

Environment: Any land

Familiar: A rabbit familiar grants its master +3 to the Jump skill.

Description: Tiny, floppy eared rodents with a herbivorous diet, rabbits are usually spotted running amok in areas of heavy overgrowth. Notorious for their rapid breeding, the rabbit population would quickly get out of control if it was not for the fact that rabbits are the food of a great amount of predators.

Sloth

CR 1; Small Animal; 2d8+4 (13 hp); Speed 5 ft, Climb 5 ft; Init -3; AC 8 (-3 Dex, +1 Size), touch 8, flat footed 11; Base Atk/Grapple: +0/-2, Atk Bite +3 (1d4+2) or 2 Claw +3 (1d3+1), Full Atk Bite +3 (1d4+2) and 2 Claw -2 (1d3+1); Space/Reach 5 ft /5 ft; AL Always Neutral; SV Fort +6, Ref -1, Will +1; Str 14, Dex 5, Con 15, Int 2, Wis 13, Cha 4

Skills: Climb +14

Feats: Great Fortitude

Environment: Any warm forest

Familiar: The Sloth provides its master with a +2 enhancement bonus to all Climb skill checks, but reduces their overall movement by 5 ft

Description: These slow, but powerful mammals, live almost their entire lives hanging from the branches of a tree. They prefer to live in humid rain forest areas. Their grey fur is coarse and wiry and they possess large and long powerful arms and legs ending in three (or two depending on the species) claws which they use to help them grip the bark of their home. During the rainy season, a large amount of mold and algae forms on their fur which helps them with camouflage against predators such as harpy birds, ocelots, and other tree roaming hunters. The sloth hardly ever travels on the ground, and when doing so, takes hours to move a few hundred yards because of how slow they move. Their extremely slow metabolism allows them to go weeks without eating, but when they do eat, they usually feed on

buds and leaves. Not having access to water, they usually gain moisture from eating juicy leaves or drinking from leaf pools high in the air.

Combat: The Sloth is not a good combatant because of their slow movement. However, they can do some damage with a bite or by clawing an attacker. They'd prefer not to be in danger at all.

Skills: Sloths gain a +8 racial bonus to Climb checks.

Wombat

CR ¼; Small Animal; 1d8+3 (7 hp); speed 20ft; tunnel 5ft; Init -1; AC 12 (+1 Size, -1 Dex, +2 Natural), touch 10, flat footed 13, Base Atk/Grapple: +1/-3, Atk 2 claws (1d4+2) Full Atk 2 claws (1d4+2); Space/Reach 5ft/0ft; SQ Tunneling, Structural Damage, low-light vision; AL Always Neutral; SV Fort +5, Ref +1, Will +1; Str 12, Dex 8, Con 16, Int 2, Wis 12 Cha 5

Skills: Listen +7, Escape Artist +6

Feats: Trample/Charge

Environment: Any Forest /plains

Notes: When disturbed, a wombat will generally run; either towards you or away. If you are in the way it will do its best to go right through you. They are also incredibly stubborn. Nothing persuades a wombat to change its mind.

Familiar: Wombats grant a +2 Will save bonus.

Description: Wombats are extremely solid, strong marsupial diggers that create tunnel systems to spend the day in. If domesticated, they tend to be very affectionate, to the point of causing problems – the wombat approach to achieving a goal (whether it is to have the company of a friend or find tempting food) is to dig their way through to it. They are quite capable of causing structural damage to most structures. Non-aggressive and herbivorous by nature, they will attempt to defend their homes to the best of their ability – their poor eyesight is compensated for by excellent hearing.

Combat: Wombats are reluctant fighters, but will attempt to trample or charge to protect themselves if they cannot flee.

Trample/Charge: Instead of claw attacks, a wombat can choose to charge any creature at least 10ft away, attacking at +4 (d6+2) and requiring a reflex save from M and smaller creatures to avoid being pushed back (or aside) by 5ft

Tunneling: The wombat can tunnel 5ft per round.

Structural Damage: Once per round, by digging through or undermining more solid foundations, a wombat can ignore half the hardness reduction of the structure. For example, a wombat tunneling through a wooden door would treat the door as hardness 3 (instead of 5), so damage to the structure would only be reduced by 3.

Skills: Wombats gain a +4 racial bonus to Listen and Escape Artist checks.

Diseases Effecting Familiars

Disease	Infection	DC	Incubation	Damage
Elven Withering Croop	Contact	16	1d3 days	1d6 Str, 1d2 Con
Festering laughter	Ingested	12	1 day	1d3 Cha, 1d3Wis
Gasping Troll Measels	Contact	18	1 day	1d6 Con
Mornimer's Burning Wrath	Contact	18	2d12 minutes	1d6 Cha +blindness
Morphing Measels	Inhaled	16	2d4 weeks	1d4 Cha, 1d3 Con
Mungus Fever	Ingested	14	1 day	1d3 Con, 1d4 Str
Newtbelly Jitters	Ingested	14	1 day	1d2 Cha, 1d4 Wis
Red Mange	Contact	18	1d8 hours	1d2 Con per day
Wizards Pox	Contact	16	1d3 days	1d3 Str, 1d3 Dex
Worm Mumps	Ingested	14	1d3 days	1d6 Con, 1 Cha per day

DESCRIPTION

ELVEN WITHERING CROOP

This horrible, withering disease is not only deadly but also quite detrimental to one's posture. Elven Withering Croop is a terrible illness that can be contracted by merely touching the purple and gold fruit of the rare trollioak tree. While strangely enough this disease affects only familiars with elven or half elven masters the effects are still quite devastating. Once the croop has set in the familiar's flesh begins to wither and tighten as their weight drops rapidly. The creature's bone structure also weakens and mysteriously draws up in a mysterious, arcanic manner. As a result the total height or length of the familiar is permanently reduced by 25%. In addition to the more pronounced, devastating symptoms the creature also has a terrible, hacking cough and portions of the familiar's scales, hair, fur, or feathers flake away and fall out.

As with a few of the crueller, less forgiving diseases that affect familiars elven withering croop is not something that can be beaten by merely allowing it to run its course. In order for the disease to be eventually fought off by the familiar's body and cured a specially prepared alchemical formula must be administered first. This alchemical mixture contains many different components including powdered garnet, dried motherwort leaves, fermented troll's blood and the eye fluid of a pseudodragon. Mixed with new, green ale for administering to the sick the spell caster can expect to pay up to 250gp on the open market for such a treatment.

FESTERING LAUGHTER

This disease is caused by the ingestion of an exotic form of toadstool known as Green speckled goblin caps. Symptoms

include high fever, bouts of laughter, orange and purple bleeding spots, amnesia, and delirium. This disease affects all feline familiars. The symptoms of this festering laughter disease appear almost immediately. The only cure for this disease is a concoction of the plants anise, aloe vera, hemp dogbane, and a sprinkle of amethyst dust mixed with ½ teaspoon of ale. The cure costs 15 gold pieces to obtain but it is highly worth the cost. Once a feline has been cured from this ailment, all symptoms disappear, yet the feline still has amnesia and cannot remember anything that has happened from the past. The feline will have to go through some rehabilitation and encouragement from the spell caster in order to recover full senses.

GASPING TROLL MEASELS

This disease originated from a rather nasty troll that had little concern for the sanitary conditions of his cave. A wizard and her familiar were exploring the cave, and thus the original contraction of the viral infection took place. This disease is contracted by contact. Symptoms of this disease include uncontrollable vomiting and diarrhea, orange colored urine, disorientation, and liver failure. This virus can be lethal if not cured immediately upon contraction. Besides the use of the healing skill, another cure for this disease is the use of the moonseed and moneywort plants. These particular plants need to be smoked through a hookah in order to get the full healing affect of the medicine. The hookah properly cools and thus cures the smoke unlike a traditional pipe. If the cure is not obtained, then death is eventually imminent.

MORNIMER'S BURNING WRATH

This nasty illness was engineered long ago to stop familiars from spying and stealing. Being of a magical nature the disease only affects familiars and their masters. As the illness attacks the familiar the illness sets up in the creature's eyes, causing them to burn as if being touched by a hot poker and run with black pus. The familiar's master must also succeed a Fortitude save (DC 18) or be affected the same way should the saving throw happen to fail. In addition to the burning of the eyes Mornimer's Burning Wrath leaves a mild infection to the victims' frontal lobes, causing them to succumb to violent mood swings and bits of crying. If such a charismatic infliction wasn't enough, the skin around the eyes wrinkles and breaks out with pus secreting boils and lesions, causing the victims to be a pitiful sight indeed!

Special Creation Notes: While the alchemical recipe is something that is perhaps best left alone a few depraved necromancers claim to know of its formula and ingredients. According to their dark research Mornimer's Burning Wrath calls for a three day brewing of festering, rotten troll flesh that has been mixed with the blood of an executed murderer. The eyes of the murderer are added to the mix along the eyes and crushed bone marrow of a stray, black dog. Upon completion the foul brew is allowed to dry to a fine, powdery substance. This substance is spread upon an area that the alchemist wishes to protect. A batch normally sells for 250gp in the darker markets and can cover a 10' × 10' area. Once applied

the treatment is effective for five years. Successful brewing requires a Craft: Alchemy (DC 18) check.

MORPHING MEASELS

This disease affects both the spell caster and the familiar. Symptoms of this disease include involuntary shivering, high fever, and bleeding prismatic, multi-colored colored lesions all over one's body. Horrible pain afflicts one who carries this disease. Morphing measels can remain in the body for a long time without any symptoms, and the familiar may never know that she carries it until the first signs of the bleeding prismatic colored lesions. This disease is caused by the inhalation of the dust that often forms in the laboratory of a transmuter after a long series of failed experiments. A Fortitude save (DC 16) must be met or the spell caster and familiar will take on a physical, cosmetic attribute of one another. For example, a spell caster with a feline familiar may show cat's eyes or a cat's tail if the disease is not healed. A potion of ale and crushed motherwort may be drunk in order to ease the pain of these horrific measels. There is not a cure that can be bought within the open market.

MUNGUS FEVER

The familiar drinking or bathing in tainted, filthy water causes this disease. Symptoms of mungus fever include listlessness, loss of appetite, and exhaustion. This disease only affects certain varieties of exceptional familiars, which strangely enough include the armidillo, cheetah, chinchilla and the fox. An additional Fortitude save of (DC 14) must be made or otherwise the familiar may become deaf and blind for the duration of the disease.

NEWTBELLY JITTERS

Though often said that a familiar who dares to eat a sugarviolet newt will surely become a spiteful, foolish thing many hungry critters with a sweet tooth craving have chosen to turn a deaf ear. Newtbelly jitters is caused by the consumption of a sugarviolet newt, which is a 2½" long amphibian that is well known for its fruity, sweet aroma and white lavender skin with blue splotches. Symptoms of newtbelly jitters include the victim acting foolish and as though they were inflicted with violent, severely emotional mood swings. Likewise the fur, scales, or feathers of the creature turn lavender purple in color with spots of blue and there is a 25% chance that such coloration remains permanently after the disease passes.

RED MANGE

This rare and swift acting virus is deadly to all canines. The first symptoms that the canine experiences are the running of a fever and reddening of skin, followed by a loss of appetite. After the initial symptoms, the fur begins to shed and fever runs high enough to potentially kill the canine. As the temperature reaches such a fatal degree, the canine familiar must succeed a Fortitude save (DC 12) once every 2d6+4 hours or die. Keeping the temperature down is the key to survival. If the canine can survive 1 week of this disease, then the fever goes down and no longer poses a threat to the canine.

Likewise the canine becomes immune to red mange and will thus never contract this illness again. Despite such immunity, however, a survivor of this illness will suffer an unrecoverable fur loss and also 1 point of permanent Charisma loss.

WIZARD'S POX

This disease is caused by contact of a festering, rotted out willow tree. Wizard's pox, though contracted by the familiar, will affect both the spell caster as well as the familiar. Symptoms include spots of festering blisters, stiffness of joints, and muscle spasms. In addition, both the spell caster and the familiar must succeed an additional Fortitude save (DC 16) or be blinded for the duration of the disease. This disease affects all mammal familiars. Should the creature or the spell caster need to move about, this disease will slow the familiar and the spell caster down. This symptom reduces the base movement rates of the spell caster and the familiar until cured.



WORM MUMPS

This disease is caused by the ingestion of roundworms that can be found in most temperate to warm forests on common plant leaves. Worm mumps affect most reptile and amphibian familiars and can make a reptile or amphibian very deathly sick. Symptoms of this horrible disease include warm skin, burning and itching of eyes, vomiting, bloating, and constipation. In order to cure this disease, an alchemical treatment must be applied. This treatment consists of the extracted essential oils of a crushed mandrake root, a dried lemon peel, anise, licorice root, the seeds of a devil's apple pod, and the crushed, powdered dust of a lapis lazuli stone. A vial of this alchemical substance is worth 100 gold pieces on the open market. A single vial's worth of the treatment is enough for familiars up to small size. Any creature of medium size or larger will require one additional vial of the alchemical substance per size increase.

Blighted Familiars

Practitioners of Blight Magic can do many things. One of the most powerful, dreadful, and unique things they can do is sacrifice their current familiar or summon a new familiar to infuse with the power of blight magic.

If a spellcaster already has a familiar they may perform a special sacrifice, slaying the body and spirit of the creature to bring forth a new familiar, the blighted familiar. This is a most heinous act that truly demonstrates that the root of all Blight Magic is an evil, dreadful power.

If the spellcaster does not have a familiar then they can perform a special ritual to acquire one. This holds true for divine casters as well, should their deity permit the use of blight magic.

SACRIFICING YOUR CURRENT FAMILIAR

A familiar sense the will of its master, and will do nothing to protect itself from such a sacrifice. The spellcaster knows and accepts the ill effects of having the familiar die, but may utilize the power of Blight Magic to minimize the ill effects of such an action. When the familiar is slain during the ritual, the spellcaster gains a +2 profane bonus to his or her Fortitude Save against the experience loss.

RITUAL OF SUMMONING

A Blighted Familiar is summoned through a ritual that can be broken down into three stages (or 4 if sacrificing your original familiar). These are preparation, the ritual, the sacrifice (if required), and the molding.

Preparation: The spellcaster must first acquire the components of the ritual. These are: candles; incense; a small, crafted brass table (large enough for the familiar); and a special clay mixture that includes ground maggots, swamp mud, dead grass, and a brass wire frame. It generally costs at least 200gp for all of the components. The caster will first use the clay mixture to sculpt a form for their desired familiar. This does not require any specific skill check,

and is based more on the intention of what is to be summoned rather than artistry and accuracy.

The brass table should take 1d3 days to create by anyone with the Craft (smithing) skill. The only requirements that the table be made of brass and large enough to hold the sculpted figure.

The ritual area must be setup in a spot that has been corrupted by blight within the past week and requires at least one hour of careful preparation. A Knowledge (arcana) check DC15 must be made to confirm all preparations are in accordance to the rite, otherwise the preparations must be started again. Restarting the ritual requires a completely new creation of the clay sculpture (100 gp raw materials).

Ritual: The ritual itself takes 2 hours wherein the spellcaster intones the required magical chants, lights candles in a specific order, and calls the spirit of the familiar to life. The casting is difficult and requires a DC20 Spellcraft skill check to succeed. If the Spellcraft check fails or the ritual is interrupted by an outside force, the rite must be started all over again. Failure of the summoning at this point causes 50% of the ingredients to be wasted, such that they must be replaced.

Sacrifice: At the end of the ritual, when the spirit of the familiar begins to take form in the clay mixture, the caster must kill their current familiar. The familiar recognizes the need for the caster to kill them, and do not fight the action. However, the caster still suffers just as if the familiar died in any other circumstance.

Molding: As the clay mixture begins to take on the more distinct form of the new familiar, the caster focuses his will upon the creation. The caster will attempt to imbue the familiar with any additional gifts at this time. The stage is short but extremely taxing to the caster. As the creature forms on the brass table, the caster must offer up a portion of themselves to its creation.

The molding takes only about fifteen minutes, but causes the caster a temporary drain of 1d8+2 Constitution. As soon as the molding is complete the familiar is alive and ready to go.

Mangy: A blighted familiar always appears as if it is plagued with mange. This reduces the creature's Charisma score 1 (min 3). In other words a snake will always appear to

be partly molting, a bird will be constantly losing ugly gray feathers that will stick out oddly until they fall out, a badger's coat will have bare spots in it, a beetle's carapace will look diseased, etc.

Blighted Powers

The master of a blighted familiar can invest experience into adding blighted powers to the familiar. Upon creation, the master may add up to two blighted powers by expending additional XP at that time. This cannot reduce the master to a negative XP total.

After creation, the master can add one blight power per caster level the master gains. These opportunities do not carry into the next level so that if the power is not added during that level, the familiar will not be eligible to get two blighted powers later. The experience cost can not reduce the caster below their current level.

Blight Touch (Su): A familiar with this ability can do extra damage to plants and other vegetable matter. This can be part of the familiar's regular attack (claw or bite) or can be delivered as a melee touch attack. On a successful attack roll, the Blight Touch will do 1d6+1 damage to any plants. Used on inanimate objects, such as a wooden door, the familiar will automatically hit and do the damage, while ignoring hardness.

Wasting Blight Rot (Su): This is a terrible rotting disease that become part of the familiar. The disease does not harm the familiar, or the spellcaster. The disease attack must be part of an attack using a natural weapon (claw or bite) and can be used once per day. On a successful attack, the victim must make a Fortitude Save (DC 18) to ignore the effects. If the check is failed, there is no immediate effect other than normal damage, however after 1d3 hours the target will begin to wither, losing 1 temporary point of Constitution every 24 hours until dead. While the target is sick, they will not recover the temporary drain. The only way to remove the disease is a remove curse followed by a cure disease spell on the victim. Cure Disease alone will stem off the disease for a single day. Once this disease reaches half the victims Con, even if cured the plague has spread to cause permanent damage of 1 point of both Charisma and Constitution.





CHAPTER ELEVEN:

Monstrous Humanoid

How long have I been with Mistress Kiwen? Let me see, that would be three score and six if my memory serves me correctly.

Am I happy? Well, that would depend on what you mean by happiness. If you mean am I well provided for in things material and spiritual then indeed I have no complaints. If you mean am I healthy and hale, then once again I must say yes. But if you mean am I as happy as I could be, of course not. Is any servant, no matter how loved or trusted, as happy as they could be? For that matter, is any mistress?

How did we meet? It was through a professional matchmaker.

You've never heard of one? Well, they were rare even in my day and I don't think I've heard of one in some years now, but what a matchmaker did was to set up a meeting with a wizard and a potential seneschal. Don't look so shocked. It happened all the time in my day; things were different then.

If you were like me, the fourth child of a poor family, it was one of the few things that held the promise of the wider world. Not to mention that the money helped out the family. Anyway, my parents had introduced me to the local matchmaker when I was twelve, the age at which such things were done. She put me through a number of tests, mainly puzzles, although there were some physical challenges, and then sent me home. I did not hear from her for two years after that until one morning she just stood at my parents' doorstep.

Before I knew it I was bundled off with all my worldly possessions and taken to her place. There I joined a handful of other children and we engaged in some more tests; I remember one of the boys being sent home after failing a puzzle box three times. Anyway, I spent the next couple of weeks along with the others being instructed by the matchmaker's servant in everything from proper speech to etiquette.

Then one day we were sent out into the courtyard where I first laid eyes on my mistress. It didn't take long before she made her choice and all the others were sent home. I don't know what happened to them.

Since that day I have been at my mistress' side.

How was I chosen? I don't know, I never asked.

Slavery? You must be joking! Being a seneschal is nothing like slavery. I am a person just like you and it was as much my mistress who chose me, as it was I who chose my mistress. Slavery indeed!

Master and servant, yes, but slave? Not in the least. Is the Major Domo slave to the Emperor?

I see that the Academy has filled your mind with all manner of junk. Let me leave you with this one thought before I go, for I have duties to tend to. Who is more the slave, the servant who lives in comfort in his mistress' house and goes contentedly about his duties or the freeman who works from dawn to dusk at his loom trying to earn enough money to survive?

TABLE 11-1: MONSTROUS FAMILIARS (SEE MM)

Familiar	Benefit
Blink Dog	Blink – 2/day
Darkmantle	Darkness – 2/day
Gabberflap	Detect magic – at will
Goblin	Darkvision 60 ft /+4 to Move Silently skill checks
Kobold	Darkvision 60 ft /Gains Alertness
Mangonnel	Blindsight
Pseudodragon	See invisibility
Rust Monster	Gains Alertness /+4 to Listen skill checks
Satyr	Gains Dodge and Mobility
Shocker Lizard	Electricity Resistance 15
Stirge	+5 to Hide skill checks
Sprite (Grig)	Invisibility (self only) and Ventriloquism – 3/day
Sprite (Pixie)	Invisibility (at will)

Reasons To Choose A Humanoid Familiar

Humanoid familiars can be the most comfortable familiars spellcasters can have in the sense that they are people. A humanoid familiar is a person and should be one of the best, if not the best, friend and companion a spellcaster could want. Gone are the barriers of understanding that can hamper the master of an animal familiar. A humanoid tends to think and act with intelligence, not by instinct. Furthermore, a

humanoid familiar can do all the things a normal person can and can do them among people. A tiger cannot go shopping easily, nor can it open a scroll, but a humanoid can do all those things plus the windows too.

Because they begin with a higher intelligence than animal familiars, humanoid familiars are able to reason and work things out for themselves. At best this means that such a familiar can provide crucial advice to his or her master and even at worst the familiar is able to carry out complex instructions; try to get that from a skeleton. This higher intelligence also makes the humanoid familiars a more pleasant companion. They usually share a language with the master and can relate on a level that only people can; even the smartest owl familiar will have a difficult time telling a joke to lighten the mood in a difficult situation.

Most humanoid familiars fit in anywhere, subject to racial prejudices of course. In addition, having such a familiar may gain the master the ability to more easily enter and function within the peculiar society of the familiar's origin. This is especially handy in relatively closed societies such as the dwarven clanholds where one cannot gain entrance without being vouched for by a member of the community. In addition, familiars can instruct their masters on the proper forms of etiquette and behavior in their societies.

In addition, humanoid familiars may advance within their chosen profession or even learn a new one from their master making them that much more versatile than a non-humanoid. Should this profession be a combat-related profession then so much the better, although a learned alchemist is a boon for most spellcasters as well.

Reasons Not To Choose A Humanoid Familiar

The chief reason not to have a humanoid familiar is the fact that it is a humanoid; it is a person with his or her own goals, desires, opinions, emotions, etc. While all familiars have a personality, the personalities of beasts, monsters, and even the undead such as they are, tend to be rather simple; keep them clean and fed and they will usually be happy. But humanoids have higher needs and wants with no guarantee that these will coincide with their masters'. This creates a much bigger problem for conflict than with other familiars; it is one thing to have a willful cat as a familiar, it is quite another to have a person with diametrically opposing opinions and possibly goals rummaging around while you are sleeping.

Humanoid familiars also fail to bring any special benefits to their master. There are no improved senses, no quickening of the reflexes, and no seeing in the dark. While not technically a drawback, this is something a spellcaster should consider before choosing a humanoid familiar. In addition to not bringing any special benefits, humanoid familiars do not usually possess the physical abilities of other familiars. No flying, no small size allowing the familiar to hide, no special attacks or defenses, and it goes on.

Although this is rare, the moral questions that such a relationship creates can also be a burden. In some cases this

can be a question, asked by the caster or those in the larger society, of whether this is slavery or not. In most other cases it is a question of whether the humanoid familiar should be employed in the same manner as an animal familiar; there are things that we have animals do that we would not have people do. When a situation arises, such as a humanoid familiar wanting to start his or her own family, conflict can easily result.

Finally, as humanoid familiars encounter the wider world it is possible that at some point they may wish to end the relationship to move on with their own life.

Who Chooses A Humanoid Familiar?

The most obvious group of spellcasters favoring humanoid familiars are enchanters; such familiars are natural extensions of the enchanters' talents and they can often be employed to further their master's aims better than a non-humanoid familiar. Of course, other spellcasters are known to adopt humanoid familiars. Evil spellcasters with a certain bent enjoy tricking or forcing humanoids into service; it is proof positive of their power and will often be of benefit when dealing with members of the humanoid's race; there is a rumor that one of the powerful orc chieftains is in actuality the familiar of a human wizard. Such relationships are almost always unequal with the familiar being nothing more than a slave.

Good aligned casters have also been known to choose humanoid familiars usually as a desire to gain what they perceive to be either a more generally useful friend or someone they have an easier time relating to than an animal or monster. While this would seem to be a good idea on the surface, the nature of most wizards and sorcerers tends to be rather introverted and they actually have a tough time dealing with such a complex familiar. After all, even more so than any other type of familiar, a humanoid is a person with everything that this applies and, with the exception of enchanters, most spellcasters have a difficult time dealing with this fact. Still, when the relationship is entered upon by a mutual agreement, these can be very beneficial indeed.

SUMMON MONSTROUS FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 day + 4 hours

Range: Special

Area: 20 ft radius

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons a familiar whose type is considered to be a type of monster or member of a more unusual race. The creature's hit die should be no greater than one half of the caster's total character levels. It may be highly intelligent and possess an exceptionally strong personality. The familiar will

not tolerate bad treatment and may leave the caster if it feels it is continually being abused. The alignment of the caster and the familiar should closely match although exceptions are possible. The caster must prepare by beginning the same process used to call a normal familiar. However, he must continue casting this spell for an additional four hours beyond the initial twenty-four hours. If he is successful, a portal will open within a 20 ft radius of the caster through which the familiar will pass. Familiars associated with this spell would be: Blink Dog, Darkmantle, Goblin, Kobold, Mangonnell, Pseudodragon, Rust Monster, Satyr, Shocker Lizard, Stirge, or Sprite (Grig or Pixie).

Arcane Focus: A tiny candle, a drop of the caster's blood, and piece of the desired familiar (feather, hair, tooth, claw, etc.).

Consider this scenario:

Althor had spent many hours in preparation for this moment. Based on his research, he knew now was the time. Glancing around, one last time to be sure all of his preparations were in place; he began the long ritual of summoning. Hours later, clouds darkened the sky and thunder boomed across the heavens. The winds began to pick up and lightning was visible on the horizon. Althor was concerned, but knew he couldn't stop now. If he failed, he wouldn't get another opportunity for many months to come. The storm began to intensify, thunder and lightning coming closer to his spot. Suddenly, everything happened at once. The wind snatched up the materials he had used to prepare for the summoning as lightning struck all around his magic circle. His hair stood on end as thunder blasted his eardrums, deafening him. The very fabric of reality seemed to ripple before his eyes as something appeared from nowhere, blasting into his chest and sending his thoughts into oblivion. Eventually, he regained consciousness only to feel a great weight on his chest. Opening his eyes, he looked up to see a woman straddling his chest. Her long black hair parted by two ebony horns on her head, her eyes blazing red, and small fangs revealed by a wicked smile. All in all, quite stunning, thought Althor.

"Great. Just great." She says with exasperation. "I spend all that time making my preparations and what do I get as a familiar? A human."

As you can see, the scenario presents an interesting conundrum in that each party believes that the other is the familiar. This can be a role-playing dream or a nightmare depending on the skills of both player and Game Master. It can be a lot of fun if done properly. But it can also be a disaster if treated improperly. It is very important that both the player and the Game Master be comfortable with this situation. The pairing of a humanoid type creature as a familiar and its master should really only be done with experienced players and Game Masters.

The possibility of having a humanoid familiar does come up again with the Summon Monstrous Familiar feat. However, there are other creatures that are not humanoid that can be selected. At this level, each creature has its own special requirements that add to the many difficulties of having a familiar.

Humanoid: Though quite a few varieties of humanoids are considered to be foul in personality or form by the more civilized races it is still often shocking for most to see someone take a humanoid for a familiar. Such a bonding, even if fully willed by the humanoid subject, is typically deemed as being egotistical and enslavement, and rarely deemed remotely acceptable by the majority of the good aligned wizards and sorcerers. Despite potential outcries amongst other peers of magic, however, enchanters tend to openly welcome the concept of having a completely devoted humanoid for a familiar.

As the enchanter works a great deal of mind influencing and charming spells having a sentient humanoid for a bonded, devoted familiar is really no different from the normal activities involved in the enchanter's trade. In fact quite a few of these spell casters view the humanoid familiar as mastering a degree of the enchantment trade.

It is not only the enchanter that finds the concept of a humanoid familiar appealing however. As humanoids naturally share a similar outlook on the world as the master, those who specialize in the divination spells often find a humanoid familiar to be quite useful when gathering information through mundane means. Though humanoid familiars are the most popular with diviners who live in heavily populated, urban areas it is not entirely rare to find such a pairing of familiar and master in the more remote, wilderness or rural areas.

Seneschal

Once, long ago, an evil necromancer enslaved a young woman after whom he had lusted for many years. After killing her current husband, he comforted her and convinced her after several years of frequent visits to marry him. Afterwards, he convinced her to share not only their lives, but their souls and minds as well. She agreed and willingly bound herself to her new 'husband' only to read in his mind the truth of her original husband's death. It was too late to break away after that as she found out quickly that she couldn't fight against her new 'master' and the power he now held over her.

It is long accepted that wizards and sorcerers have the ability to bind an animal or even a more powerful monster from another plane of existence as a servant. However, in ancient times, the masters of the arcane transformed many men and women into loyal servants. These men and women, like a normal animal familiar, were connected on an intimate spiritual level to their new masters. The powerful archmages were able to have a loyal servant, friend, and even lover in some cases by creating a Seneschal. However, after the story of the aforementioned necromancer and his slave-bride circulated among the populace, it generally became ill thought of to connect oneself to a wizard or other spellcaster in most cases. Many religions began to speak out against the practice openly, telling the peasant populace that to connect your soul to another man was a sentence in damnation, eternal pain, and life without the Gods. Thus, the practice became evil and the domain of the occult and the vile men and women

who practice black magic. Only in close-knit families was the practice continued with willing servants whose family had served the family of the potential master for ages.

The practice has almost been lost now, only practiced by a few remaining spellcasters, who guard the secret fervently to avoid it's spread to their rivals. Now, these few empowered individuals act as spies among the populace or as loyal servants and apprentices. Usually, the select individuals (politicians, merchants, etc.) are asked to participate in the ritual to become a Seneschal and only then if they' are willing.

When a seneschal is created, they cease hiding any secrets from their master and vice versa. Often, the master chooses not to tell the servant of this particular ability for fear it will cause them to become unwilling to accept the magic or for the simple fact that they wish to delve into the secrets of the man or woman they are cementing themselves to. At first, they can read each other's surface thoughts at all times and they become use to the disembodied voice of their master (or servant) appearing in their mind to comment on their own personal thoughts. Such a strong relationship is forged from this connection that it is not often that two people connected in such a way are ever apart for very long. Great distance causes the minds to temporarily separate, almost creating a physical craving for the mental contact with their 'significant other'. It is because of this addiction and mental craving that betrayal on either side of the party is rare.

CREATING A SENESCHAL

'Seneschal' is a template that can be added to any humanoid or monstrous humanoid with the same alignment or one step different in either direction from their future master (referred to hereafter as the "base creature"). This creature must be willing to suffer through the painful ritual, which binds their soul to the spellcaster creating it. If the creature is not willing, then the ritual fails and no connection is made. A seneschal uses all the statistics and base special abilities except what is noted below.

Hit Dice: The seneschal gains an additional hit point for every level of their master if their hit points are less than their master's at the time the ritual of connection is completed. Unlike animal familiars who gain half their master's hit points, a seneschal will often have their own character class levels and their own hit points and may not necessarily need this increase to insure their survival. Should the seneschal ever gain more hit points than their master through gaining levels, they still retain the extra hit points from gaining this template.

Special Attacks: In addition to whatever special attacks the base creature may have, they also gain the following from the Seneschal template.

Spell Use (Sp): A Seneschal with an intelligence of 10 or more can cast a limited amount of spells of their own. These spells draw their power from the master's connection with magic as a whole and utilize his or her knowledge to cast them, but otherwise have no effect on the master's spells per day. The seneschal can choose three zero level spells which they can cast once per day without any cost to their health. In

addition to this, they can cast one 1st level spell by expending a point of constitution to fuel it. It is only in the rarest of occasions that a seneschal will sacrifice his or her own health to cast such paltry magic, but it is still available as an option. The fact that they cast the spells as a sorcerer the same level as their master will often tempt them to do so.

Familiar Abilities (Su): The Seneschal gains the following benefits, which are similar to what an animal familiar gains: Alertness, Share Spells, Emphatic Link, Touch, Speak with Master, and Scry. The details of these benefits are identical to the ones granted to a normal familiar and can be found on page 51 of the PHB.

Summons (Sp): The master may summon the seneschal to his or her side as a standard action once a day. This allows the master to instantly teleport their servant to their location and have them appear within 30 ft of them, ready to do their bidding.

Share Skills (Ex): Since the master and seneschal share a strong mental and spiritual connection, they can directly utilize the knowledge and skills of the other on their own. This effectively gives both the seneschal and the master a single rank in all skills the other has that they do not.

Special Qualities: In addition to whatever special qualities the base creature may have, they also gain the following from the Seneschal template.

Telepathy (Su): The manifestation of two minds being merged on the mental plane is a state of continuous of telepathic contact between the master and the seneschal. Through this connection, they can speak, read surface thoughts, and if allowed, delve deeper into the mind of one another. This ability allows the seneschal and master to communicate anywhere as long as they're within a mile of one another and are on the same plane of existence.

Spell Conduit (Su): The master may cast a single spell of 5th level or lower through their seneschal once per day at the price of overloading the spiritual connection between both of them. After this spell is cast, the connection between the seneschal and the master becomes so weak that they lose all ability to communicate. The master loses the ability to scry on their seneschal and the connection that allows them to share skills becomes temporarily inert. In addition to all of this, all familiar abilities become useless. This period of silence lasts for 24 hours, after which the connection renews itself and becomes strong again.

Loyal Servant (Ex): No sane seneschal would act directly against their master. Like a familiar, the seneschal knows that their well being depends on the health of their master. If the master is ever killed, the seneschal loses 400 XP per level they gained after taking the template. The master suffers more if their servant is ever slain by losing 400 XP for every level they have gained, regardless of when they gained the seneschal. In addition to this, the seneschal has a minor compulsion always in effect that suggests they always do what is best for their master first and themselves second. A will save, in addition to any save granted by the rival compulsion, is granted to resist the effect cast or created by an enemy for the purpose of using the seneschal as a means to harm their master. If one of the

two saves is successful, then the seneschal remains unaffected by the compulsion effect. The seneschal also fails all saving throws against spells cast by their master because the master has the ability to lower their servant's defenses. This means that the master and spell resistance checks and can dictate when and if a seneschal accepts a spell cast by them, regardless if the creature is currently willing to do so.

Saves: Same as base creature

Abilities: Str +0, Dex +0, Con +0, Int +2, Wis +0, Cha +2

Skills: A seneschal gains Knowledge (Arcana) as a class skill, regardless of their original class. They also gain one extra skill point with each new level or hit dice gained which must be placed as ranks in Knowledge (Arcana). This ability to understand magic, when otherwise they wouldn't, is the result of the connection to a master of true magic.

Feats: Same as base creature

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as base creature +3

Alignment: Varies

Treasure: Standard

Advancement: As character class (any)

Level Adjustment: +4 (seneschal), +2 (master)

New Feat

BIND SENESCHAL

You have unlocked the secrets of creating a Seneschal. The ritual uncovered by this secret allows you to bind a humanoid or monstrous humanoid creature to you as a servant and familiar.

Prerequisites: Spellcasting Level 9+, Int 15+, Summon Familiar class feature

Benefit: You gain a humanoid or monstrous humanoid familiar if they are willing to be bound to you. You must convince the creature or person that binding themselves to you is a beneficial arrangement. Any creature to be transformed into a seneschal must have the same alignment as you or only deviate from your alignment by one interval in any direction (Example: a LE master could have a NE drow seneschal). You cannot have a normal familiar at the same time you create a seneschal as the connection between you and the seneschal uses the same spiritual connection between a familiar and its master. Also, the creature or character must be at least three levels or three hit dice lower than your current level at the time of use or the ritual will not take hold. After the arcane rite ends, it grants the creature or character affected the seneschal template and forever binds you and the seneschal together as partners.

Normal: Without this feat, an arcane spellcaster would be forced to use a normal animal as a familiar.

Special: This feat overlaps with the Summon Familiar class feature. A master with a seneschal cannot have a normal animal familiar bound by the Summon Familiar class feature.

In the Next Chapter...

Do you see her?

Yes master! It answered its master's query through their mind-link and waited. Master had kept it informed of the presence of the little organic as it got ever closer to where it was lying in wait. Soon it would get to strike and then master would be happy, very happy indeed.

It continued to lie perfectly still as the organic came closer. Female thief, master had called the organic that, but such concepts were lost on it for although it had a mind, it did not concern itself with such things; they were so rarely encountered. No, what the organic was did not matter, only that it could taste it and feed its curious hunger.

Closer, closer. It wanted the organic to move quicker; even now the little organic's rich smell was causing it to almost rumble with anticipation. It thought about striking at it, of rushing out of its hiding place and just enveloping it, but master had cautioned it about that. This organic was quick and very likely to detect it and then it would very likely be killed. It did not want that, it did not want to be killed. It liked its home too much, the small, tasty rodents especially. Did the fact that the organic had stopped moving mean that it had seen it? It hoped not.

The organic was moving again. What blessed relief. It was still moving cautiously. It smelled the same scent that the little rodents always gave off when they saw it. Master had called it fear and the little organic was giving it off in waves. Soon, soon.

It struck. The little organic had stopped right in front of its hiding place and it had struck at the thief. Master had been right, the little organic was quick, very quick, but it had caught the organic by surprise and even now it could feel the organic's defenses weakening as the smell of burning flesh filled the air. The organic struck at it and it felt the pain, but it would not let go, dared not let go. The little rodents never hurt it, but then again, they were not as tasty. Again the organic struck, but it held the struggling form fast, flowing its acid over the little morsel.

Such a feast! The metal, the leather, the flesh! Still the organic struggled, but it was of no use now. The organic's sting was gone, eaten by its acid, and soon the organic would be as well, dissolved in its hug.

Stupid thing! The master's rebuke broke it out of its feasting.

But Master . . .

But nothing! That scream will have alerted her comrades. You need to leave, and leave now.

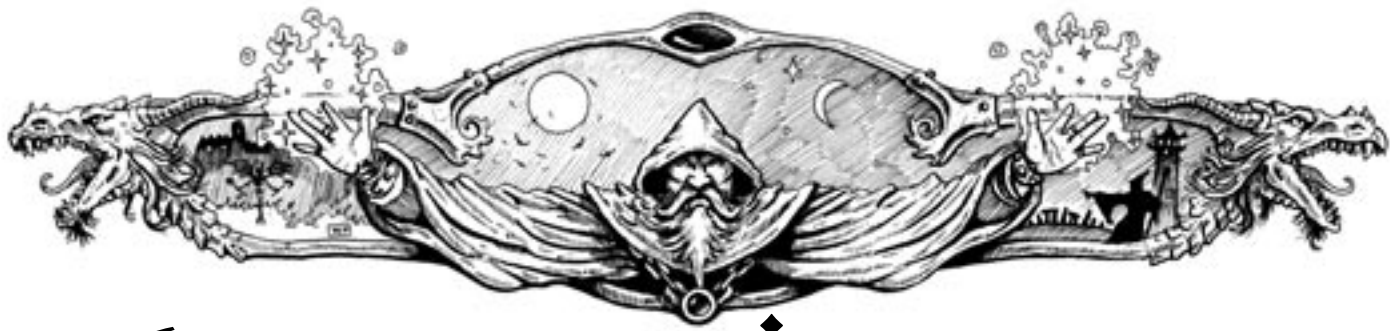
Can I take my meal?

No!

Yes, Master.

Go, go to the eastern hall and hide there.

It moved along, the lump of sizzling flesh sliding out of its embrace, the bones clicking on the stone floor as it squeezed back into the wall. Once inside it took a moment to recall its mental map of the place. Over the years it had paced every hall, every room, and knew them all by distance; it would go where Master had told it to go. Such a shame, such a waste, but there were more and Master would make sure that it could get a taste of them all.



CHAPTER TWELVE:

Oozes

Reasons To Choose

An Ooze Familiar

There are certain reasons one might choose an ooze as a familiar, but these are rather slim when compared to other types of familiars. They have a series of immunities, see the next section for a caveat, and do not require sleep. They can eat almost anything. Certain types even recycle their own waste, which makes them very simple to keep. Many have very mutable shapes that allow them to enter hard to reach areas and move along in places that other familiars cannot.

The various species of ooze have differing attack modes, many employing special powers and abilities. This, plus their surprising toughness and the difficulty of spotting them under normal conditions can make them effective combatants, but only if their master compensates for their other shortcomings (see below) in some manner.

Reasons Not To Choose

An Ooze Familiar

Oozes have a number of serious shortcomings that limit their usefulness as familiars. The most immediate shortcoming is the fact that they are blind. While they are possessing of blindsight, this is only good for a range of 60'. Thus it is difficult, if not impossible, for an ooze to successfully navigate beyond its immediate area without some outside help; it is the ooze that will be looking through the master's eyes more than the master through the ooze's eyes, so to speak. Putting an ooze out in the middle of a field, for instance, leaves it with no sense of direction and no choice but to continue on one set course until it encounters something in its path.

A master trying to "see" through an ooze's "eyes" is limited to the same 60' of vision, which makes oozes, despite the ability of certain kinds to gain access to almost anywhere, virtually useless as spies.

Oozes are also rather slow, moving at best at the rate of a heavily armored human. Of course this is not surprising considering an ooze's physical make-up and the fact that it cannot "see" beyond a short distance. While it is debatable

whether oozes can run, since they lack the ability to "see" upcoming obstacles until they are virtually right on top of them, it is unlikely that they can and, even if they can, unwise to have them do so.

Should they be engaged in combat their limited ability to "see" makes them extremely vulnerable to opponents who can outrun, or strike from outside of, its field of vision; an ooze unable to keep up with a fleeing opponent soon loses him or her and is now subject to being stalked by what it was chasing.

While ordinary oozes are immune to mind-influencing magic, this is due to the fact that an ordinary ooze is mindless: no mind, no way to affect it. Unlike an undead familiar that simply ignores such spells, oozes are affected only because they lack any intelligence. But an ooze familiar is intelligent; it does have the capacity to think and thus a mind. This means that an ooze familiar is subject to such spells and magic and loses what would be a valuable defense.

Of all the other familiars, oozes must certainly be the strangest, and a wizard who manages to take such a familiar out to the greater world will certainly be greeted with stares of disbelief at the very least. Further, merely taking an ooze traveling is a serious chore. If the ooze travels under its own power, the wizard must guide it like a blind man. If the ooze is to be transported the master must almost assuredly use magic to do so for the generally corrosive nature of oozes, plus their desire to test everything for edibility, makes it almost impossible to move them with mundane means.

The fact is that an ooze is really only comfortable, and of some use, within the confined spaces of a dungeon or castle.

Who Chooses An Ooze Familiar?

Given these massive shortcomings, there are few spellcasters who have had an ooze familiar. In fact, no adventuring spellcaster has been known to have one as their transport is so difficult. Those few that have been encountered have been familiars of wizards and sorcerers who spend virtually all of their time in one location. Often these are wizards so involved in their own research that they no longer leave their towers,

or so physically feeble that they no longer can. For them, the low-maintenance nature of an ooze and their ability to keep the local area clean do much to offset the disadvantages.

The one group of wizards and sorcerers who adopt oozes as familiars more than any other are the undead, and more specifically, the liches. Tending to their underground crypts and needing a familiar as long-lived as they are oozes are a good choice, although even here it is more of a matter of not having anything better available. Still, there has been at least one recorded tale of a lich living within his ooze familiar. If the tales are to be believed, the lich acted as the oozes “eyes” while using the creature for her own protection; the relationship was almost symbiotic. But this tale is still awaiting confirmation.

OOZE FAMILIARS

While few spell casters have ever dreamed of (much less desired) to have an ooze as a familiar these creatures actually make useful, loyal companions once summoned and transformed. Likewise, though a ritual of summoning is still required it is usually quite easy to transform an eager ooze into a loyal familiar.

RITUAL OF SUMMONING

Successfully bonding with an ooze familiar is a three step process that is broken down into the preparation, the ritual, and the transformation. Below is a description of each step.

Preparation: Before bonding with an ooze can be a success the spellcaster must first acquire the required ritual components. These items include yellowish green ceremonial candles of both beeswax and tallow; a specially prepared alchemical incense that is composed of charcoal and mold spores, and a stone basin covered with ritualistic engravings. The stone basin must also be partially filled with crushed toadstools, rotten vegetation, and pond scum. Generally all these items together cost around 100gp. Though it is not exactly required a spell caster can gain a bit of extra luck (+1 to their checks) if they add a flask of orc sweat, two scoops of ogre fat lard, and a vial of the pus from a witch’s boil. These extra ingredients can sometimes be purchased from an alchemist or at a wizard’s shop for a total price of 25gp.

The total preparation of the ritual is not very difficult, and requires a Knowledge: arcana (DC 12) check to perform in order to set up the proper rites for summoning the ooze. If the ritual is not correct then it must be re-performed but only 20gp must be spent on components as the stone basin should be fine. If the orc sweat, ogre fat lard, witch’s boil pus was used then they must also be re-purchased if one wishes to continue using them.

Ritual: Upon completing the preparation the spell caster performs the actual ritual. This ceremony requires around three hours of the spell caster’s time wherein the spell caster wails out a complex series of the magical chants under the smoking glow of the ceremonial candles. Upon completing the required opening rites the spell caster summons forth the ooze monster. This feat of casting is fairly difficult and

requires a DC 18 Spellcraft skill check to succeed. If the Spellcraft check happens to fail or an outside force interrupts the ritual, then the rite must be started all over again. Failure of the summoning at this point causes the incense and candles to be wasted, and they must be replaced at a cost of 20gp. If the additional pus, fat, and sweat were used then they must also be replaced as well.

Transformation: Upon successful completion of the ritual the body of the ooze should appear in the stone basin with a loud, bursting splash that sends the pond scum flying across the room, causing the ritual candles to extinguish in the process. At this point the caster should thrust their arm down into the pool of pond scum right in front the body of the ooze, allowing the caster to openly invite the ooze to travel up the length of the caster’s arm. At this point the caster and the ooze bond with one another and the summoning of the familiar is complete.

The Ooze Familiar’s Speaking Ability: While normal oozes are usually silent creatures that have no means of producing an audible voice an ooze that has been transformed into a magical familiar can speak through the means of sending out vibrating sound waves by rapidly quivering portions of its body. While the resulting “voice” is often described as being detached, hollow, eerie, or unearthly it still is beneficial in the effect that it allows the ooze to communicate with other intelligent creatures. The volume range of this voice can be roughly as loud or as soft as a human’s.

Upgraded Ooze Powers

The master of an ooze familiar can invest experience into adding upgraded ooze powers to the familiar. Upon creation, the master may add up to two upgraded ooze powers by expending additional XP at that time. This cannot reduce the master to a negative XP total.

After creation, the master can add one upgraded ooze power per caster level the master gains. These opportunities do not carry into the next level so that if the power is not added during that level, the familiar will not be eligible to get two upgraded ooze powers later. The experience cost can not reduce the caster below their current level.

TABLE 12.1 OOZE POWERS

Power	XP Cost to Master
Color/Pattern Change	400
Controlled Illumination	500
Enveloping Storage	400
Gem/Rock Tumbling	400
Pasty Form	500
Quick Flow	1000
Scent Release	500
Vibrating Mimic	1000
Vomit Replenish	500

Description

Color/Pattern Change (Ex)

The ooze can change its color at will and can also pattern its appearance. While this ability can make the ooze appear to be something that it really isn't the greatest benefit is that it allows the ooze to blend in with its surroundings. As such the ooze gains a +6 bonus to Hide checks and a +4 bonus to Disguise checks.

Controlled Illumination (Su)

At will the familiar can emit a glowing light as though the light spell had been placed upon them. Charging or extinguishing such light is considered to be a free action and the ooze familiar can maintain the glowing light as long as needed.

Enveloping Storage (Su)

The familiar ooze produces a membrane sac that allows the ooze to carry an item within their mass without the item risking damage from the oozes digestive acids or other acting compounds/functions of metabolism. The item carried may be up to 1/3 the ooze's weight and one size under the ooze's size scale. As the ooze is able to move the membrane around at free will attacking the object is only effective after the ooze itself has been killed.

Gem/Rock Tumbling (Ex)

The familiar ooze is able to understand the base concepts of tumbling ornamental and semi-precious gemstones and how their own metabolism can aid in such processes. A familiar ooze with the gem/rock tumbling power is able to properly tumble and/or polish a gem or rock as if the stone had been placed to a fine grinder or allowed to tumble for some time in a special mixture.

Pasty Form (Ex)

At will the ooze can make their form somewhat tacky or pasty to the touch, giving them that much more ability to climb and cling to surfaces. Oozes with the pasty form ability gain a +4 bonus to Climb checks.

Quick Flow (Su)

At will the ooze can immediately alter the properties of its outer membrane, making it less subjected to natural friction and thus allowing it to move faster. When using its quick flow ability the ooze is extremely moist to the touch and slippery and thus causing the ooze to automatically fail all Climb checks. Despite this setback however, quick flow allows the ooze to move across flat and semi-flat surfaces at a rate 10 feet faster than the ooze's normal base movement speed.

Scent Release (Ex)

At will the ooze can change their smell and increase the spread or notice of its odor/aroma, allowing a scent of their choice to be detectable for up to 90 ft. While the ooze can choose to take on most any smell, aroma, or odor the intensity is not strong enough to cause a creature to be overcome with nausea. The smells, however, may be created to mimic a food source of some sorts, which can cause an animal or beast to be drawn

to the ooze's immediate area. For such purposes treat the production of such smells as giving the ooze a Bluff +6 bonus.

Vibrating Mimic (Ex)

The ooze can use its vibrating sound ability to also mimic any sort of sound that it may have heard recently. In order to successfully mimic such a sound the ooze must have heard the particular noise no more than 48 hours prior to creating the mimicked noise. While reasonably accurate, the sound usually has a distinctive, artificial sounding tone if carefully listened too. Others around the ooze can pick up that the sound is fake with a successful Listen (DC 10) check. The mimicked noise may be as soft as a whisper or as loud as a lion roaring.

Vomit Replenish (Ex)

Should a nearby creature 1 size greater than the ooze or larger become nauseated the ooze familiar may consume the vomit, bile, or heavy, sickness induced spittle of the creature as a form of food and for healing. Should the ooze do this then the ooze will be considered fully fed for the day and up to 2 lost hit points (if the ooze has lost any) are restored. The ooze familiar may be benefited by vomit replenish only once per day.

The Care And Feeding of Oozes

Though an ooze is an incredibly easy creature to take care of in most aspects there are still certain things that a spell caster must do and consider in order to keep a happy sense of harmony with their ooze familiar. Though scavengers of perhaps the lowest sense of "food" an ooze familiar must still be fed. If the master is especially particular about keeping their homes spotless and clean then it is likely to find the ooze scampering outside on its own free will to see what the surrounding terrain has to offer. Should the master have a rubbish heap or compost pile lying about outside then one can easily suspect that the hungry ooze familiar will be outdoors, happily shuffling through the trash in search new, interesting things to eat.

While the body of the ooze allows the familiar to be more resistant to the everyday wounds that other familiars suffer the ooze familiar is still just a creature and can fall victim to a host of health problems. One tends to forget that the puddings and slimes that they so vigorously slain were indeed quite mortal and their ooze familiar is really not that much better off for the most part.

Though quite social towards their master one tends to easily forget that oozes are otherwise somewhat solitary creatures. As most of these creatures have the ability to reproduce through splitting into two forms the ooze really has no need to desire a mate or even the presence of any form of creature other than its master or the occasional find of live food. As such most ooze familiars seem quite content if they are given their own sense of space. Usually a small den or chamber in the cellar or dungeon serves this need quite nicely. In return for such a space a spell caster can be guaranteed that their ooze will do their part to rid the dungeon and home of debris, small rodents, and a variety of assorted pests.

Goozaling

CR ½; Tiny Ooze; HD ¼d10+1; hp 2; Speed 20ft; Init +2 (Dex); AC 14 (+2 size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple: +0/-12, Atk Bite-4 (1d2-4), Full Atk Bite-4 (1d2-4); Space/Reach 2 1/2 ft./0 ft.; SA: —; SQ blindsight, ooze; AL always neutral; SV Fort +1, Ref +2, Will -1; Str 3, Dex 14, Con 13, Int 0, Wis 8, Cha 3

Skills: None

Feats: None

Familiar: Master gains +4 to saves versus polymorph spells.

Description: These tiny oozes are normally completely harmless. Whenever transformed into a familiar, however, they become more lethal. Goozalings are usually around 6 inches in diameter with a height of about 2 inches tall. They may stretch their forms however to become as wide as 24 inches in diameter and with a height of less than ½ an inch if needed.

Goozalings come in a wide variety of colors though most are of a bright, bold shade. Yellow goozalings are the most common though many orange, purple, green, blue, lavender, and hot pinkish toned goozalings have been found as well. Most of these creatures are solid in color though a few have been found with multicolored splotches or swirls. In their normal form these creatures usually live no more than two years and reproduce by splitting in half once every three to five months. Magical familiar goozalings have been known to live for more than fifty years but rarely reproduce (most of their excessive form is simply stripped away and abandoned in order to keep the goozaling's body from growing too large). Goozaling familiars that do successfully reproduce (10% chance for a goozaling familiar to maintain its reproductive abilities) tend to create an opposing offspring with a different coloration and disposition. This reproduced goozaling is not a familiar or is it a magical beast. Though mindless the new goozaling will sense that something is "terribly wrong or different" with its parent and will thus attempt to move away from both the familiar and the owner as quickly as possible.

Familiar goozalings are able to release stronger vibrations that cause their surroundings to act as a sounding board of

sorts, allowing them to verbally communicate in a soft but crude manner.

Most goozalings are found in damp caves and caverns though some have also been found in temperate to warm marshes and forests. Due to their popularity as both pets and familiars there are many goozalings kept and bred in captivity and sold on the open market.

Immunities (EX): An goozaling is immune to disease. Likewise the goozaling familiar retains the normal ooze immunities of sleep, paralysis, stunning, mind-altering effects, and polymorphing.

Taffinymph

CR ½; Tiny Ooze; HD 1d10+1; hp 6; Speed 20ft; Init +1 (Dex); AC 13 (+2 size, +1 Dex), touch 13, flat footed 12; Base Atk/Grapple: +0/-12, Atk Bite-4 (1d2-4), Full Atk Bite-4 (1d2-4); Space/Reach 2 1/2 ft./0 ft.; SA: —; SQ ooze properties, immunities; AL neutral; SV Fort +2, Ref +1, Will -2; Str 3, Dex 13, Con 14, Int -, Wis 7, Cha 13

Skills: None

Environment: Any (mostly urban environments)

Familiar: Master gains a +2 to Charisma Score.

Description: Due to their pleasant nature and appealing candy like colorations and smell the taffinymph are considered to be a great deal more likeable than the goozaling.

Taffinymphs are strange, tiny sized oozes with brightly colored, speckled bodies and a sweet, candy like scent that reminds one of taffy. Unlike their close kin, the goozalings, taffinymphs are not natural creatures. Their ancestors were originally goozalings that were transformed into taffinymphs by an entertaining though somewhat mad wizard many ages ago. As such very few taffinymphs are ever found outside of captivity and prospective owners are usually able to purchase one from a passing sideshow.

Immunities (EX): A taffinymph is immune to disease. Likewise the taffinymph retains the normal ooze immunities of sleep, paralysis, stunning, and polymorphing. Taffinymphs are immune to mind-influencing effects.

Market Value (for a taffinymph): 10gp





CHAPTER THIRTEEN:

Equipping the Master and the Familiar

Depending on the type of familiar a magic user has, it may require certain equipment or necessities in order to travel with the mage. Since many familiars are a bit frail, their protection is always a consideration. Furthermore, the familiar's own size, personality and traits will have a reflection on the types of equipment needed.

While familiars capable of flight usually have no problem keeping pace with their masters, some smaller familiars do require a means of safely traveling with the master. Depending on the type of creature, this can be something as simple as a pouch to ride inside of. Mages who have some measure of wealth and experience may even have a magical cloak or robe with an extra dimensional pocket sewn into it for the express purpose of transporting their familiar. Saddlebags can be a convenient means of transporting smaller familiars such as ferrets, weasels, quasits, and so forth. Larger familiars that possess base speeds equal to their master's can easily travel alongside him (assuming his mount isn't too uncomfortable being shadowed by a panther, wolf, rust monster, shadow mastiff, or other monstrous creature) or even ride their own mount.

Providing a means of travel for a familiar isn't the only concern a mage has. If the familiar possesses special dietary needs, he may very well have to make equipment provisions for that. Using the earlier mentioned example of having a rust monster for a familiar, a wizard must now contend with the creature's need to consume large amounts of metal. Since adventuring with armored fighters just so they can provide "Spot" with a meal isn't going to work out very well, the wizard must devise a way to transport large amounts of metal with him. *Floating disk* can serve as a means of transporting the necessary metal to keep the monster fed until the wizard reaches sufficient level to cast *wall of iron* once a day. However, until the wizard does reach 9th level (10th level for sorcerers), he must devise a way to afford to purchase the necessary amount of metal to feed "Spot".

Obviously, under these conditions, such items as a *bag of holding* or *portable hole* are practically priceless to the mage with a high maintenance familiar. Not only does he have the ability to store large amounts of material essential for the

familiar, but it may also help an adventuring party by offering a much-needed means of storing gained treasure. That is assuming, of course, that there is sufficient room in the bag for storage and that the familiar doesn't feel that anything put in the bag belongs to it. Again, there are several excellent role-playing opportunities being offered with a scenario such as this.

EQUIPMENT FOR FAMILIARS

Item	Cost	Weight
Dry rations, meat/grain based	6cp	8lbs
Dry rations, vegetable/grain based	2cp	10lbs
Improved rations, meat based	2sp	5lbs
Improved rations, vege/grain	5cp	8lbs

Dry rations: Depending on whether or not the animal is a carnivore, omnivore, or vegetarian they will need either meat/grain based dry rations or vegetable/grain based dry rations. Aquatic creatures will also use such rations. The amount consumed per day is dependent roughly on the creature's size. Use the below chart as an estimate of the minimum recommended amount that a creature of a certain size should eat daily. Most characters will probably "spoil" their familiars however with fresher food, a bit of added meal, or some form of treat.

Size	Minimum Intake Per Day
Fine	1/16 oz (1 lb will feed this creature for 256 days)
Diminutive	1/4 oz. (1 lb will feed this creature for 64 days)
Tiny	2 ozs (1 lb will feed this creature for 8 days)
Small	8 ozs (1 lb will feed this creature for 2 days)
Medium	1 lb
Large	5 lbs
Huge	20 lbs

Improved Rations: These rations, though perhaps no more nourishing to the creature, are more improved in taste and content. The creature still needs to eat roughly the same

amount each day based on their size (see the chart under Dry Rations), but the overall quality and taste of the dry food is much better. Usually the meat and grain based rations feature more basting and crude fat, often allowing it to form a form of gravy if water is added. The vegetable and grain based dry food tends to offer more dried bits of fruits and vegetables to the mixture instead of mostly being an offering of crude grains and dried greens.

Item	Cost	Weight
Treats, Dry meat based	4cp	1lb
Treats, Dry vegetable based	1cp	2lbs
Powdered Lemon/Lime Peel, flask	3sp	1lb

Treats: These are created in much the same manner as dry animal rations but superior ingredients are included.

Powdered Lemon/Lime Peel: Used to help prevent featherflake in avian pets and familiars, a single flask of the dried, powdered peel is worth an amount of dosage that is determined by the creature's size. Use the chart below to determine the actual dosage. During the winter months a familiar or pet should be given a single dose daily if the pet/familiar appears healthy and two doses daily if the familiar/pet is showing possible signs of featherflake.

Size	Doses per Flask
Fine	200
Diminutive	100
Tiny	50
Small	20
Medium	8
Large	2
Huge	1

Items

SPECIAL, SUPERIOR, AND ALCHEMICAL ITEMS:

Item	Cost	Weight
Beakebolde, vial	5gp	1lb.
Bug Powder, flask	4sp	1/2lb.
Oil of Neutrafire, flask	50gp	1/2lb.
Oil of Neverfrost, flask	35gp	1/2lb.
Planar Tuning Fork	300gp	1/4lb.
Quickwing Meal (1 block)	10gp	1lb.
Scaleclot (1 flask)	10gp	1lb.
Sizzlerock, Diminutive	10gp	5lbs.
Sizzlerock, Tiny	25gp	30lbs.
Sizzlerock, Small	150gp	170lbs.
Sizzlerock, Medium	300gp	400lbs.
Sizzleslate, Diminutive	35gp	1lb.
Sizzleslate, Tiny	100gp	5lbs.

Sizzleslate, Small	500gp	20lbs.
Sizzleslate, Medium	1,000gp	45lbs.
Vita Spiders (dozen)	4gp	**
Winter Bed Pillow, Diminutive	2sp	**
Winter Bed Pillow, Tiny	4sp	1/3lb.
Winter Bed Pillow, Small	1gp	2lbs.
Winter Bed Pillow, Medium	5gp	8lbs.

DESCRIPTIONS

Beakebolde: Though the taste of this yellow brown, fuming fluid is favored by neither man nor beast the alchemical creation known, as Beakebolde has proved quite effective on avians and even domestic fowl, though such creatures usually have to be force fed the liquid. Any such creature that is under the influence of beakebolde gains a +2 to Attack rolls and a +4 to saving throw checks against fear. The effects of Beakbolde last for a total duration of 4 hours. The dosage of beakebolde is as follows: ¼ flask for diminutive, ½ flask for tiny, 1 flask for small, 2 flasks for medium, 4 flasks for large, and 8 flasks for huge sized creatures.

Bug Powder: This powder contains an assortment of substances that is harmless to the animal, beast, magical beast, or humanoid wearing it but repels fleas, ticks, lice, mites, and so forth. Familiars that are insectoid in nature or originated from monstrous vermin are easily irritated by bug powder. A flask is worth 8 doses for a fine sized creature, 4 doses for a diminutive creature, 2 doses for a tiny creature, 1 dose for a small creature, 1/2 dose for a medium creature, 1/4 dose for a large creature, 1/8 dose for a huge creature.

Oil of Neutrafire: Neutrafire oil is made from the extracted essences of the Neutrafire flower that have been enhanced with alchemical treatments. Though the exact reasons are not entirely known, oil of neutrafire has no effect on humanoids or any type of monster other than animals, beasts, and magical beasts. When an animal, beast, or magical beasts consumes oil of neutrafire they become immune to the effects of fire and heat for a full twelve hours. A flask is worth 8 doses for a fine sized creature, 4 doses for a diminutive creature, 2 doses for a tiny creature, 1 dose for a small creature, 1/2 dose for a medium creature, 1/4 dose for a large creature, 1/8 dose for a huge creature.

Oil of Neverfrost: This oil is made from the extracted essences of the Neverfrost weed and has been enhanced with different alchemical treatments. Though the exact reasons are not entirely known, oil of neverfrost has no effect on humanoids or any type of monster other than animals, beasts, and magical beasts. When an animal, beast, or magical beasts consumes oil of neverfrost they become immune to the effects of cold for a full twelve hours. A flask is worth 8 doses for a fine sized creature, 4 doses for a diminutive creature, 2 doses for a tiny creature, 1 dose for a small creature, 1/2 dose for a medium creature, 1/4 dose for a large creature, 1/8 dose for a huge creature.

Planar Tuning Fork: Master merchants that have acquired a substantial degree of knowledge in planar lore

specially create these tuning forks. Made of brass with delicate weavings of drawn gold and silver, each fork is carefully covered with numerous runes and feature honed rock crystals at the fork tips. The design of the fork allows it to tune itself to the arcane frequencies of a desired plane. As such these forks are used as focus objects for summoning familiars from other planes.

Quickwing Meal: A quickwing meal block consists of a variety of exotic seeds, nuts, berries, and alchemical mixtures. When consumed by an avian the creature's flight speed doubles for a duration of 4 hours. A 1lb. block of Quickwing Meal is worth 10 doses for a diminutive (or fine) avian, 6 doses for a tiny avian, 3 doses for a small avian and 1 dose of a medium avian. Large avians must consume 2 blocks to gain one dose and Huge creatures must consume 4 blocks to gain one dose.

Scaleclot: Scaleclot is a special tonic that speeds up the healing process for reptilian creatures. Any reptilian creature that consumes a dose of Scaletonic will heal any lost hit points at twice the normal rate for a duration of one week. A 1lb. flask of Scaleclot is worth 10 doses for a diminutive (or fine) reptilian, 6 doses for a tiny reptilian, 3 doses for a small reptilian and 1 dose of a medium reptilian. Large reptilians must consume 2 flasks to gain one dose and Huge creatures must consume 4 flasks to gain one dose.

Sizzlerock: This bizarre, rare form of rock has inert self heating properties that become active after an application of specially prepared alchemical substances. Most sizzlerocks are sold treated and maintain their heating properties for a total of eight years. Though big and bulky sizzlerocks are highly valued by owners of reptilian pets and familiars. The temperature coming off the rock is appealing to these creatures and ensures that such animals have a warm place to lie on even in the colder environments.

Sizzleslate: Sizzleslate is much similar to sizzlerocks but are smooth, squarish, and lighter in weight. Due to their ease of shaping sizzleslates are also used sometimes under bed mattresses as well. Sizzleslate has a lesser lifespan than sizzlerocks, however, and loses its heating properties after 5 years.

Vita Spiders (dozen): These fine sized spiders are a bright pink in coloration and glow slightly in the dark. Though their bite is toxic to equal sized and smaller insects the "venom" of the Vita Spider is actually quite invigorating to reptilian and avian creatures. Any such creature that consumes a dose of live Vita Spiders gains a +4 bonus to Fortitude saves for a duration of 8 hours. A single spider is equal to a dose for a reptilian or avian that is Tiny in size or smaller. Small and Medium creatures require two live spiders to make a full dose while Large and Huge creatures require 4 vita spiders for a full dosage. Taking care of vita spiders is relatively simple. They may be kept in a flask or a small box and they will live on small ants, mites, etc.

Winter Bed Pillows: These bedding pillows are made with sack cloth and stuffed with an assortment of loose hairs, dry herbs, and plant stuffing material. When the animal lays upon them they hold the animal's heat rather well.

Magic Items

BELL OF FAITHFUL DIRECTION

When chimed the vibrations flowing off this dainty, round bell produces a series of distinctive echoes that can be heard only by the creature or familiar that is wearing the bell on their collar. The echoes are actually useful in helping such a creature sense their location and movements, and as such the wearer gains a +6 to Intuit Direction checks.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *ghost sounds*; Market Price: 1,200gp; Weight: ---

BELL OF SHIELDING FORCE

When chimed the vibrations flowing off this otherwise dainty, round bell actually seem to push away at anything around it. When worn on the collar of a creature or familiar the bell of shielding force causes an invisible field of magical energy to surround the creature or familiar giving them a +2 bonus to their armor class.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *mage armor*; Market Price: 2,000gp; Weight: ---

BELL OF SILENT MOVEMENT

Though rather fancy in appearance most individuals are quick to believe that this tiny, round bell is a dud or otherwise broken. If one pays close attention however they will notice that the bell actually "removes" noise when chimed rather than producing it. When attached to the collar of a diminutive to small sized creature the bell of silent movement gives the creature a +8 bonus to Move Silently checks.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *deafness*; Market Price: 2,000gp; Weight: ---

BOWL OF STAPLE RATIONS

This simple bowl may be increased in size to suit the needs of a familiar or creature from diminutive to medium size. Upon command the bowl fills up with a plain, lightly flavored substance that serves as a staple but nourishing meal for the familiar or creature. A single serving is enough to feed one creature for a day and the bowl of staple rations may be used only once per day.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Create Food And Water*; Market Price: 1,500gp; Weight: ---

COLLAR OF FLYING

This collar appears to be made out of a fine bluish-white leather and has engraved patterns of feathers. Small settings of lapis lazuli, blue quartz, and zircon adorn the collar as well. When worn by a land based familiar of diminutive to small size the collar allows the creature to fly a base movement speed of 50ft.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Fly*; Market Price: 6,500gp; Weight: ---

COLLAR OF INVISIBILITY

This collar appears to be made out of a bizarre, nearly translucent gray leather and has engraved patterns of ghosts. Small settings of moonstone, smoky quartz, and fluorite

adorn the collar as well. When worn by a land based familiar of diminutive to small size the collar allows the creature to remain invisible unless the familiar chooses to attack, which reveals the location of the familiar.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *Invisibility*; Market Price: 3,000gp; Weight: ---

COLLAR OF WATER BREATHING

This collar appears to be made out of a deep green leather and has engraved patterns of scales. Small settings of aquamarine adorn the collar as well. When worn by a land based familiar of diminutive to small size the collar allows the creature is able to breathe normally underwater.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Water Breathing*; Market Price: 4,500gp; Weight: ---

Cursed Items

BONE OF ENDLESS GNAWING

Though normal creatures seem to be disinterested or even repulsed by the bone of endless gnawing this cursed magical item has a severe alluring effect upon carnivorous and omnivorous familiars of tiny to medium size. Anytime that such a familiar comes within 15 ft of a bone of endless gnawing that is not currently “owned” by another familiar the familiar must succeed a Will save (DC 16) or fall under the bone’s curse. The bone will appear to be rich with scraps of the finest of meats and all that the cursed familiar can do is continue to gnaw at the bone. As the bone of endless gnawing is created with the spell *create food and water* the cursed familiar will be able to maintain a stable diet and drink while they continue to gnaw at the cursed bone. This is a good thing too because once a familiar is under the bone’s influence nothing else in life will matter. The creature will simply continue to gnaw away at the magical bone until they finally pass out from exhaustion. Upon reawakening the familiar will still be under the bone’s influence and will once again continue to gnaw away at the cursed bone.

The bone’s curse cannot be removed by normal means and if anyone attempts to pry the bone from the familiar’s mouth (including the familiar’s master) then the cursed familiar will fly off into a rage and ceaselessly attack the individual in order to get the bone back. If one happens to escape with the bone then the familiar will make every attempt possible to follow the thief in order to retrieve their precious bone. Some cursed familiars have been known to perish in this respect, as they tracked across unknown trails and dangerous territory in hopes of retrieving the cursed item and never bothering to stop and eat or drink from any normal means or source. Once a familiar has had the curse removed they will become repulsed by the bone and will forever be immune to the effects of the same bone or another bone of endless gnawing. Likewise the familiar’s normal personality will immediately return as well.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Bestow Curse*; *Create Food And Water*; *Charm Monster*; Market Price: 8,500gp; Weight: 1 lb.

COLLAR OF FLEAS

This collar appears to be made out of gray and red mottled leather and has engraved patterns of crawling bugs. Small settings of opal, jasper, and bloodstone adorn the collar as well. When worn by a land based, non-vermin creature or familiar of diminutive to small size the collar seemingly bonds itself to the animal’s neck, making it impossible to remove by normal means. Likewise a multitude of fleas, mites, and lice spring forth from the gemstones set in the collar and infest the familiar or creature wearing the collar. So irritating are these insects that the familiar must succeed a Fortitude Save (DC 12) every four hours or become fatigued from the constant scratching, picking, and biting at the insects as well as the mild loss of blood that these parasitic vermin cause.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Summon Swarm*, *Bestow Curse*; Market Price: 3,000gp; Weight: —

FRUIT OF ENDLESS NIBBLING

Though normal creatures seem to be disinterested or even repulsed by the fruit of endless nibbling gnawing this cursed magical item has a severe alluring effect upon herbivorous and omnivorous familiars of fine to tiny size. Anytime that such a familiar comes within 15 ft of a fruit of endless nibbling that is not currently “owned” by another familiar the familiar must succeed a Will save (DC 16) or fall under the fruit’s curse. Though unusual in normal appearance, resembling a lemon with bold red streaking the scent and taste of the ever-restoring fruit is irresistible to plant eating familiars. As the fruit of endless nibbling is created with the spell *create food and water* the cursed familiar will be able to maintain a stable diet and drink while they continue to nibble at the cursed fruit. This is a good thing too because once a familiar is under the fruit’s influence nothing else in life will matter. The creature will simply continue to nibble away at the magical fruit until they finally pass out from exhaustion. Upon reawakening the familiar will still be under the fruit’s influence and will once again continue to gnaw away at the cursed fruit.

The fruit’s curse cannot be removed by normal means and if anyone attempts to pry the fruit from the familiar’s mouth (including the familiar’s master) then the cursed familiar will fly off into a rage and ceaselessly attack the individual in order to get the treasured fruit back. If one happens to escape with the fruit then the familiar will make every attempt possible to follow the thief in order to retrieve their precious magic fruit. Some cursed familiars have been known to perish in this respect, as they tracked across unknown parts and into dangerous areas in hopes of retrieving the cursed item and never bothering to stop and eat or drink from any normal means or source. Once a familiar has had the curse removed they will become repulsed by the fruit and will forever be immune to the effects of the same fruit or another fruit of endless nibbling. Likewise the familiar’s normal personality will immediately return as well.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Bestow Curse*; *Create Food And Water*; *Charm Monster*; Market Price: 5,500gp; Weight: ½lb.



CHAPTER FOURTEEN:

Making Familiars Tougher

A familiar gains hit points, certain abilities and benefits as her sorcerer or wizard master advances in spellcasting levels. However, even though they tend to be more resilient and intelligent than others of their species, the potential for a quick fatality remains high. So how does a mage go about “powering up” his familiar? One way is through the use of magic items or spells that may provide either temporary or permanent bonus enhancements to the familiar. A second method is the addition of specific class levels to the familiar, such as adding a level in fighter to increase his hit points and improve his base attack bonus. A final possibility is for the spellcaster to choose the Magebond prestige class, which grants the familiar special abilities along with the master.

Magically Guarding Your Familiar

The protection of a familiar should always be a priority to a spellcaster. The use of both spells and magical items is a simple yet fairly reliable method of achieving this goal. Casting certain spells on your familiar before going into potentially harmful areas is a good idea. Also, equipping your familiar with items that enhance his protection and qualities can be a great asset.

Using spells to enhance your familiar offers great role-play possibilities between the player character and her familiar. If the familiar is intelligent and capable of speech, negotiations may commence as soon as the player states his intentions regarding use of the familiar, especially if the familiar possesses a strong personality or traits that lead it to be a bit stubborn.

Rockingdor looked carefully at the castle upon the hill. The only way to be certain what lie ahead was to send a scout. He looked at the black bird perched on his shoulder, “Artemis, it’s time for you to go to work.”

The bird eyed him and then spoke, “You ARE going to provide me with some manner of protection, aren’t you?”

“Of course, my lovable friend. I wouldn’t risk your feathers without giving you the means to protect yourself.”

Rockingdor reached into his pocket and pulled out two small, hinged bands much like rings. He put one on each of Artemis’ legs, locking them shut by uttering a simple word.

“There,” he said warmly, “Just say the command word I taught you once you’re airborne and you’ll be invisible to any unwanted eyes and well protected.”

Artemis rubbed his head affectionately against the wizard and leaped off his shoulder into flight only to seemingly vanish a mere moment later...



The use of magical items such as rings is a very easy way to enhance your familiar with a little protection. An obvious choice would be using a *ring of protection*. However, a *ring of invisibility*, *ring of chameleon power*, *freedom of movement ring*, and *ring of feather fall* can be equally valuable. A mage, who can afford the purchase price or cost involved to manufacture one, would do well with providing her familiar with a *ring of regeneration* to aid in healing should her companion become injured.

Familiars who have limbs capable of grasping and holding objects (such as humanoids) are able to wield magic items other than rings only. For example, a kobold familiar may use a *wand of fear* and a *rod of security* to protect itself if things get out of hand before it can return to its master's zone of protection. The use of rods, staves and wands (along with potions) swings the proverbial barn door right open as far as role-playing possibilities go. What sorcerer wouldn't be diving for cover after his familiar mistakenly grabbed the wrong wand and used it successfully? Imagine the thought of a kobold familiar mistakenly using a rod of wonder given to him by his equally absent-minded wizardly master.

"Lissk, use that rod I gave you on that beast now unless you want him to eat you!"

Lissk squealed as the owlbear snapped at him with its jaws, trying to squeeze into the small crevice where the kobold was hiding. Trembling, he reached into his pocket and grabbed the rod within. Pointing the rod at the owlbear, he quickly activated it expecting a bolt of lightning to leap forth and strike the creature. Instead, the owlbear was suddenly covered head to toe in leaves much to the amazement of the kobold.

"Why didn't monster get burned?" wondered Lissk as the owlbear backed off to tear the leaves from its body. Without wasting an opportunity, he shot out of the hole where he was hiding and up the side of the rocky ravine until reaching the top where his master awaited him.

"Give me that rod, Lissk," ordered the gruff old man.

Lissk obediently handed it over. Hoshimon took one look at it and said, "I didn't give you this rod. I gave you the one capable of lightning and thunder."

A quick check of his pocket quickly confirmed Hoshimon's fears. He had given his familiar the wrong magic rod by mistake and it had nearly cost him his life. The wizard looked down on his panting familiar and scratched him softly on the top of his head, "Lissk, I am so sorry. I must be getting forgetful in my old age. Come on, let's go home. I think it's that way..."

If the intelligence of a familiar is sufficient, there is no reason why a familiar cannot utilize certain magic items for protective uses. However, the potential of abuse is something that any GM should always be aware of. The first time a player starts to consistently arm his familiar with items such as a *wand of fireball* or *wand of lightning bolt* a Game Master should be prepared to step in and make adjustments.

Giving Classes to Familiars

The concept of allowing a familiar to take player classes is certainly controversial. However, it does present a variant way of handling experience points by allowing the spellcaster to allocate a certain number of experience points she gains to the familiar for level advancement. Ideally, this rule works well for humanoid familiars, but there is no reason why other types of creatures cannot be used. For example, a raven could take a level in rogue once he had acquired sufficient experience. This would give him more skills to choose from, access to special abilities (such as sneak attack), more feats and increase his base bonuses.

Adding a class to a familiar is not a decision that should be made lightly by player or game master. The player should be aware that it will slow down the progression of his character and that the limitations imposed by this new rule will also make it so the familiar does not advance at the same rate as other characters. This should discourage the use of power-gaming with a familiar.

Familiars earn experience at one-half the normal rate. The level progression and advancement is reduced for a familiar. All experience accrued is applied at one-half the standard rate. What this means is that if a familiar acquires 200 points in experience for a particular action, he gets 100 points.

Familiars cannot select classes that are contrary to their nature or alignment. Familiars are under the same restrictions as normal characters when it comes to class selection and alignment. A neutral evil imp would not qualify to become a paladin because he does not meet the lawful good requirement. Typically, most familiars will likely choose to take levels in fighter, rogue or sorcerer, although other classes are permitted.

A familiar's base attack bonus and base saving throws must follow those of his chosen class. Under normal circumstances, a familiar's base attacks and saving throws progress in proportion to its master's as he advances. However, when a familiar chooses to follow a particular class, he forgoes that rate and applies the bonuses granted the class instead. This also applies to a familiar's hit points in that they are no longer equal to one-half of its master's but the maximum hit die of the class is added in its stead. The familiar does retain the previous existing base attacks, save and hit points. The new modifiers are applied just as though a normal character was multiclassing.

Training a familiar for the selected class should be considered a challenge in itself. Training a familiar in a class requires the skill of a very special teacher capable of handling the task. The cost of training should be 1.5 times the rate charged a standard player character in addition to any necessary special equipment costs to outfit the familiar. In addition to that cost, training a familiar for a class may take longer. An easy solution for determining the amount of time needed is to apply the following equation:

Training = DC 15 - Familiar's Int modifier

If a familiar's Intelligence modifier is a negative number,

that number must then be added to the DC 15 to determine the proper DC (for example, $15 - (-2) = 17$ which is the same as $15 + (+2) = 17$). Obviously, as the familiar's intelligence score increases, the chances for immediate success are also increased. Once the roll is successfully made, the familiar has advanced a level. The roll should only be made once per day and taking 10 or 20 should not be allowed in this circumstance. If the player fails his roll, the familiar didn't learn the necessary elements to gain the level and must wait another day before rolling again.

After a class has been selected, a player may choose to have his familiar no longer make any further class pursuits and return to "standard" familiar status, progressing as outlined in the *PHB*. When the familiar is returned to its "base" status, any further experience accrued is awarded to the master and the familiar follows the normal advancement that is based upon the master's levels and abilities. This allows the player to give his familiar a little more flavor and uniqueness but not advance it to the point where it becomes the equivalent of a henchman or NPC status.

Prestige Class: Magebond (Mgb)

A magebond and his familiar share a bond that is much greater than the one commonly shared between spellcaster and familiar. This connection allows the spellcaster to share his magical energies with his familiar, allowing it to *magishape* into a different but more powerful creature. In addition, the magebond acquires abilities that allow him to act through his familiar, while at the same time, the familiar gains abilities that may equally assist the magebond. As a result of this exchange of energies, magebonds tend to be a bit tougher than the average spellcaster. Magebonds never mistreat or abuse their familiars; their relationship is one of mutual admiration, affection and trust. Magebonds are limited to familiars that are living and not constructs or undead.

Hit Dice: d6

REQUIREMENTS

Base Attack Bonus: +5

TABLE 14-1: MAGEBOND PROGRESSION TABLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Shared Strike – at will	+1 level of existing class
2	+1	+0	+0	+3	True Sharing – at will	
3	+1	+1	+1	+3	Bonus feat	+1 level of existing class
4	+2	+1	+1	+4	Bolster familiar – 3/day	
5	+2	+1	+1	+4	Familiar's call – 3/day	+1 level of existing class
6	+3	+2	+2	+5	Bonus feat	
7	+3	+2	+2	+5	Gestalt – 2/day	+1 level of existing class
8	+4	+2	+2	+6	Awaken	
9	+4	+3	+3	+6	Bonus feat	+1 level of existing class
10	+5	+3	+3	+7	Enlightenment	

Base Saving Throws: +3 or better (all saving throws)

Class Restriction: Must be able to cast arcane spells of 3rd level

Special: Must have summoned a familiar no sooner than one year and a day ago. Undead or magically constructed familiars are not eligible for this class.

CLASS SKILLS

The magebond's skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier

TABLE 14-2: FAMILIAR PROGRESSION TABLE

Master's Magebond Level	Natural Armor Bonus	Intelligence	Special
1	+6	11	Spell Resistance
2	+6	11	Magishape I – 3/day
3	+7	12	Scry on familiar
4	+7	12	Bonus feat
5	+8	13	Vampiric ally – 3/day
6	+8	13	Magishape II – 3/day
7	+9	14	Bonus feat
8	+9	14	Damage Reduction 3/-
9	+10	15	Magishape III – 1/day
10	+10	15	Damage Reduction 5/-

CLASS FEATURES

Armor and Weapon Proficiency: Magebonds gain no proficiency in any weapon or armor. Armor penalties are applicable where appropriate.

Spellcasting: At 1st level and every other level thereafter, the magebond gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other

benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of magebond to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Bonus feat: At 3rd, 6th and 9th levels, a magebond gains a bonus feat, which may be chosen from any GM approved list of feats. This includes Metamagic or other specialized feats.

Shared Strike (Sp): At 1st level, a magebond may utilize *shared strike* (as the spell) at will.

True Sharing (Sp): At 2nd level, a magebond may utilize *true sharing* (as the spell) at will.

Bolster Familiar (Sp): At 4th level, a magebond may *bolster familiar* (as the spell) a maximum of 3 times per day.

Familiar's Call (Sp): At 5th level, a magebond may use *familiar's call* (as the spell) up to three times per day.

Gestalt (Sp): At 7th level, a magebond may use *gestalt* (as the spell) to merge with his familiar two times per day.

Awaken (Sp): At 8th level, a magebond may choose to *awaken* his familiar (much like the spell) in that the familiar gains humanlike sentience. The familiar gets 3d6 Intelligence, +1d3 Charisma, and +2 HD and is capable of speaking a single language that the magebond knows plus a number of others dependant upon the familiar's Intelligence modifier. This ability may only be used on one familiar at a time.

Enlightenment (Sp): At 10th level, a magebond may cast *enlightenment* on his familiar (as the spell). This ability may only be used on one familiar at a time.

FAMILIAR SPECIAL ABILITIES

Spell Resistance (Ex): The familiar gains spell resistance equal to the master's level + 5. This ability increases as the master continues to advance in levels.

Scry on familiar (Sp): The master may *scry* on the familiar (as if casting the spell *scrying*) once per day. This is a spell-like ability that requires no material components or focus.

Vampiric Ally (Sp): The familiar may use this ability to heal itself or its master by draining blood of an opponent (as the spell *vampiric ally*). The familiar may use this ability three times per day.

Magishape (Su): This ability allows the familiar to alter its form in much the same way as a *polymorph* spell. The familiar must assume a form that has a similarity or tie to its current body type and species, but may be a different size category dependent on the level of magishape. The familiar gains all abilities, attacks, natural weapons, etc. just as if the new form was its original one. The familiar may remain in this form for a number of minutes equal to the master's total character level. When the time period elapses, the familiar assumes its original base form. Returning back to its base form does not count against the number of times a day that this ability may be used. The use of this ability should be considered a standard action.

Magishape I: The familiar may go from its base form to that of a creature one size category larger. For example, a cat (size Tiny) could morph into a bobcat (size Small).

Magishape II: The familiar may go from its first magishape form to a new one that is a size category larger. Using the above example, a cat morphs to a bobcat and now may morph into a cheetah (Medium size). Each stage of changing form is considered a standard action, thus requiring two rounds to use this ability.

Magishape III: The familiar may shift from its first two magishape forms into the next larger size category and a new form. Under these conditions, the cat morphs to a bobcat to a cheetah and then into a lion (Large size). Each stage of changing form is considered a standard action, thus requiring three rounds to use this ability. This also applies when changing back to the base form.

Damage Reduction (Ex): At 8th and 10th levels, the familiar gains the extraordinary ability to shrug off some amount of injury from each blow or attack. At 8th level, subtract 3 from the damage the familiar takes each time it is dealt damage. At 10th level, subtract 5 from the damage the familiar takes each time it is dealt damage.

Magebond Spells

These spells provide the basis for a magebond's abilities and serve to support and strengthen the bond between him and his familiar.

BOLSTER FAMILIAR

Necromantic

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/level)

Target: Your familiar

Duration: 1 hour/level (dismissible)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell strengthens the life force of a familiar, allowing it to surpass its normal strength and endurance. Upon casting, the familiar's hit points increase to equal the casters at full health (unless this would be a decrease, in which case this effect does not occur). It also gains enough strength points to negate any negative modifier it may possess, and all its natural attacks receive a +1 competence bonus to hit and damage per every 3 full caster levels; maximum of +5.

Material Component: A single potion of endurance or a charge from any item that can cast it.

ENLIGHTENMENT

Alteration

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: Your familiar

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Casting *enlightenment* transforms the target familiar into a fully sentient member of its gender and the caster's race. The bond between the caster and the familiar remains as strong as before, but there are some changes.

The familiar no longer retains previous racial bonuses, skills, feats, or special qualities, if any. Instead, the familiar gains the racial traits and adjustments of the new race. More importantly, the familiar gains levels in the same spellcasting class that granted the spellcaster the ability to have it as a familiar. The number of levels gained is equal to half the casting level of *enlightenment*, rounded down. The familiar gains feats, skill points, and hit points (though it does not have to use its own hit point total if half the caster's hit points is a greater value) as per a character of its new level.

If the transformed familiar chooses to obtain a familiar of its own, the caster has no direct bond to this secondary creature.

The newly enlightened familiar is still bound to the caster, but this bond no longer advances as the caster increases in level. Also, if the caster or familiar are killed, the other is no longer detrimentally affected (although there is certainly a great emotional loss). A caster may only have one *enlightened* familiar at a time.

Material Components: Gems, rare incenses, essential oils, and ritual tools valued at 1000 gp times one-half the caster's spellcasting level. The XP cost is 2500 experience points, paid immediately upon casting this spell.

FAMILIAR'S CALL

Alteration

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

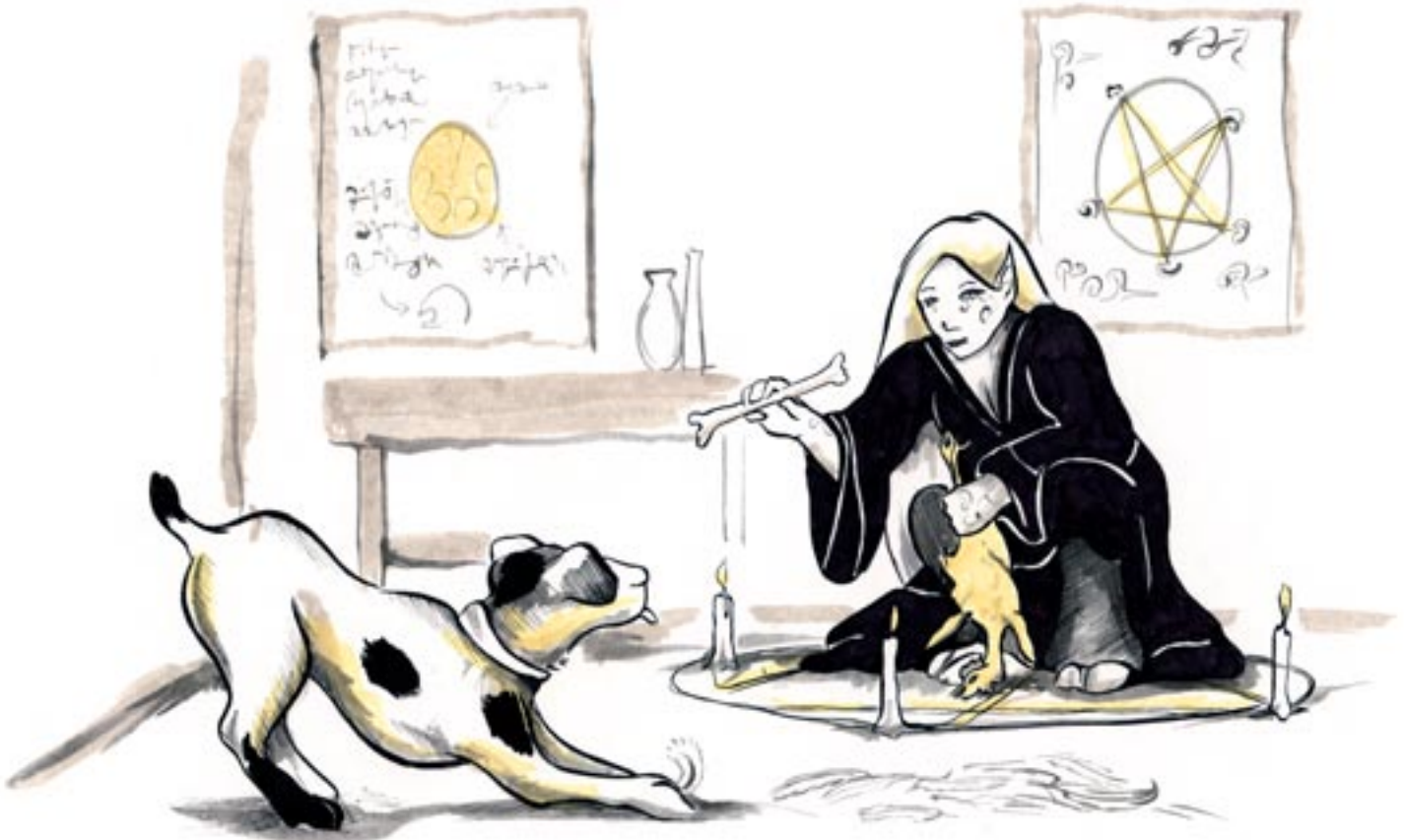
This spell places an invisible magical sensor on a familiar, allowing the caster to *teleport* instantly to the nearest safe place adjacent to it. If there is not an adjacent safe place, the spell fails. In either case, the sensor disappears afterwards. Teleportation of this kind is not entirely safe, having the same success rate as a "casually studied" teleport location. If the familiar is within line of sight, however, there is no chance of teleportation error.

The caster cannot take any other living beings with her on this *teleport*, but up to 10 pounds of non-living material per caster level can be carried. Any more causes the spell to fail and the sensor to be wasted.

FEATHER FRAZZLE

Transmutation

Level: Sor/Wiz 1



Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: One target creature or familiar (with feathers)
Duration: Instantaneous
Saving Throws: Fortitude negates
Spell Resistance: Yes

This spell is able to cause a target creature or familiar's feathers to completely fall out, causing the familiar to be completely bald. While this simple spell is considered to be little more than a prank the use of feather frazzle in colder environments can cause a targeted creature to be more vulnerable (-4 penalty to DC checks) to cold effects. *Feather frazzle* is a modification of the spell *fur frazzle*. The spell negates an avian creature's ability to fly, however it can only affect Small-sized or smaller avians.

Material Component: A clump of feathers from a creature of the same type as the target.

FOOT LEND

Transmutation

Level: Sor/Wiz 1, Drd 1, Brd 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: Caster's own familiar
Duration: 5 rounds/level
Saving Throws: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the caster to double their familiar's base movement rate while reducing the caster's base movement rate by ½. The spell caster essentially slows their own movement speed down in order to increase the movement rates of their familiar.

Material Component: A toenail clipping

FUR FRAZZLE

Transmutation

Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: One target creature or familiar (with fur)
Duration: Instantaneous
Saving Throws: Fortitude negates
Spell Resistance: Yes

This spell is able to cause a target creature or familiar's fur to completely fall out, causing the familiar to be completely bald. While this simple spell is considered to be little more than a prank the use of fur frazzle in colder environments can cause a targeted creature to be more vulnerable (-4 penalty to DC checks) to cold effects.

Material Component: A clump of fur from a creature of the same type as the target.

GESTALT

Alteration

Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 round
Range: Personal
Target: You and your familiar
Duration: 1 round/level
Saving Throw: Will negates (harmless), special (see below)
Spell Resistance: Yes

Casting *gestalt* can be disorienting for a caster and her familiar, but the benefits are beyond question. The effect of this spell is to meld the two beings into one powerful form.

Immediately upon casting the spell, the caster and the familiar must make Will saves against the spell's base DC. If both master and familiar fail their saves, the spell fails and they are stunned for 1d4 rounds. If one fails, the spell succeeds but the caster is stunned for one round.

Once melded with her familiar, the caster gains the following bonuses:

- 2d4 Strength enhancement
- 2d4 Dexterity enhancement
- 5d6 temporary hit points
- Natural Armor bonus equal to the familiar's to a maximum of +6. If none or +1, the caster automatically gets a +2 Natural Armor bonus.
- Size increases one step, to a maximum of Huge.
- Natural attacks as per the familiar, with damage increased to reflect the new size category.
- Competence bonus to attack rolls equal to the familiar's base attack bonus, maximum of +5.
- All special qualities and racial bonuses of the familiar.
- All spell effects current on familiar, though these do not stack with the caster's own.
- Evasion, which stacks to become Improved Evasion if the caster already possesses Evasion.
- The familiar's special movement rates, if any.

During this spell's duration, the caster cannot cast any spells or activate magical items. Quickened spells can be cast, but the amount of concentration involved increases the casting time to one action.

When the spell ends, the caster and familiar immediately separate and are stunned for one round.

LINK STATIC

Enchantment (Mind Affecting)

Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: All familiars within range
Duration: 4 rounds/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes the minds of all familiars within range to become cluttered with a magical static. This static cuts off all telepathic links between the familiar and their master.

SHARED STRIKE

Alteration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

For this spell to work, the caster must be in physical contact with her familiar at the time of casting. *Shared strike* grants the caster one of the familiar's attack modes, complete with a slight physical change in appearance to account for the new ability.

This spell does not grant any attack bonuses or special damage types like poison, but the caster may use the attack mode with no proficiency penalty and do damage equal to the familiar's base damage, scaled up for size. For example, a cat's 1d2 claw attack is *shared* with a human caster as a 1d4 claw attack.

The caster always uses her own strength modifier with the *shared* attack, even if the modifier is worse than the familiar's.

Material component: A representative piece of the attack form to be shared (a cast-off claw, a tooth or fang). This piece does not have to come from the familiar, but it must come from a creature of the same type.

TRUE SHARING

Evocation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: You and your familiar

Duration: 10 minutes/level (dismissible)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

When this spell is cast, the bond between a caster and her familiar is greatly intensified. This increased bond allows the caster and the familiar to share each other's feats, skills and some special qualities as if they were truly the same being. For this *true sharing* to work, the familiar must remain in contact with the caster throughout the duration. Any loss of contact ends the spell instantly.

Shared skills only share skill ranks, not ability bonuses, and these ranks do not stack with ranks possessed by the other. Feats never stack, even if they normally would. Special qualities are only shared if the quality is not dependent on a physical trait, such as poison. (It's likely the master does

not have the poison glands necessary to generate the poison.) An exception is the familiar ability of Improved Evasion. During the duration of the spell, both caster and familiar have Evasion instead.

If the caster or familiar were to die while under the effects of this spell, the other must immediately make a Fortitude save (DC 20) or perish from the shock of loss.

VAMPIRIC ALLY

Necromantic

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

A familiar enchanted with *vampiric ally* becomes a valuable healing asset in combat and an effective weapon against enemies. All of its natural weapons are enhanced with blood drinking properties. Against living creatures, each natural attack that successfully does damage inflicts an additional 1d4 point's blood drain. Nonliving targets are unaffected.

The damage caused by the blood drain is added to the familiar as healing. If the familiar is already at full health, the healing is transferred to the caster if he is within 30 feet. Extra hit points above the caster's full total do not become temporary hit points; they are simply lost.

While this spell is in effect, the familiar's natural weapons glow with either a black or red (caster's choice) aura and feel very cold to the touch.

Material component: The intact proboscis of a stirge or living mosquito in a glass vial.

Core Classes and Familiars

Standard rules dictate that only wizards or sorcerers are eligible to have familiars. Another controversial option is to allow bards, clerics, druids, paladins and rangers the opportunity to also have a familiar. The special abilities that those classes gain from a familiar are not as powerful as those gained by wizards and spellcasters. Eligible familiars may be selected from Tables 2-1, 2-2, 2-3, or 2-7. In order to qualify for a familiar, the player must select the Summon Familiar feat followed by any subsequent prerequisite feats to choose familiars from the more advanced tables.

BARDS

Bards tend to attract familiars that complement bardic abilities. Creatures capable of song, speech, or entertainment will gravitate to bards to enhance his abilities. The presence of a familiar may also be used to mingle among the crowd and acquire items from unsuspecting persons or reconnoiter an area to gain information. A monkey could acquire extra

coins or gems from the purses of rich nobles while a cat could go almost anywhere and find out where the innkeeper stores his cashbox.

TABLE 14-3: BARDIC FAMILIAR SPECIAL ABILITIES

Master Class Level	Natural Armor	Intelligence	Special Abilities
1-2	+1	4	Empathic link, alertness
3-4	+1	5	Improved evasion
5-6	+2	6	Share spells
7-8	+2	7	Bonus Bardic Feat
9-10	+3	8	Touch
11-12	+3	9	Speak with master
13-14	+4	10	Bonus Bardic Feat
15-16	+4	11	Speak with animals of its type
17-18	+5	12	Spell resistance
19-20	+5	13	Bonus Bardic Feat

Bonus Bardic Feat: Bards may choose from the following bardic feats as a result of having a familiar: Compelling Song, Intercepting Voice, Songs of the Suggestive Siren, or Songs of Triumph.

COMPELLING SONG (GENERAL)

Your ability to *fascinate* others through bardic music is greater due to your compelling voice and captivating songs.

Prerequisites: Cha 15+, Perform 6 ranks, bard level 1+

Benefit: While using your bardic music ability to *fascinate* creatures, you gain a +4 circumstance bonus to your Perform check.

INTERCEPTING VOICE (GENERAL)

Your ability to countersong against spellcasting opponents is improved by your penetrating voice.

Prerequisites: Cha 15+, Perform 3 ranks, bard level 1+

Benefit: While using your bardic music to *countersong*, you gain a +4 circumstance bonus to your Perform check

SONGS OF THE SUGGESTIVE SIREN (GENERAL)

Your voice and songs carry greater power when attempting to make a *suggestion* to a *fascinated* creature.

Prerequisites: Cha 17+, Perform 9 ranks, bard level 1+

Benefit: While using your bardic music ability to make a *suggestion*, your DC to resist this ability is increased by two, changing the DC to 15 + your Charisma modifier.

Normal: Without this feat, the DC to resist your *suggestion* would be 13 + your Charisma modifier.

SONGS OF TRIUMPH (GENERAL)

Your ability to recall stories of great triumph improves your ability to inspire others.

Prerequisites: Cha 15+, Perform 6 ranks, bard level 1+

Benefit: While using your bardic music to *inspire courage*, you grant your allies a +4 morale bonus to saving throws

against charm and fear effects, as well as a +2 morale bonus to attack and weapon damage rolls.

Normal: Without this feat, you would only grant a +2 morale bonus to saving throws and a +1 morale bonus to attack and weapon damage rolls.

DRUIDS

Druids and rangers have an affinity for natural creatures. This lends itself to the possibility of attracting an animal that can serve as a familiar. In the case of the druid, the animal companion that the druid befriends remains with her and gains magical abilities much like a familiar. If a druid chooses to have a familiar, she may not have any other animal companions for as long as she retains that familiar.

TABLE 14-4: DRUID FAMILIAR SPECIAL ABILITIES

Master Class Level	Natural Armor	Intelligence	Special Abilities
1-2	+1	8	Empathic link, alertness
3-4	+1	9	Improved evasion
5-6	+2	10	Share spells
7-8	+2	11	Speak with master
9-10	+3	12	Touch
11-12	+3	13	Bonus feat (familiar & master)
13-14	+4	14	Speak with animals of its type
15-16	+4	15	Timeless body (familiar)
17-18	+5	16	Spell resistance
19-20	+5	17	Bonus feat (familiar & master)

RANGERS

TABLE 14-5: RANGER FAMILIAR SPECIAL ABILITIES

Master Class Level	Natural Armor	Intelligence	Special Abilities
1-2	+1	8	Empathic link, alertness
3-4	+1	9	Improved evasion
5-6	+2	10	Share spells
7-8	+2	11	Bonus Ranger Feat
9-10	+3	12	Speak with master
11-12	+3	13	Bonus Ranger Feat, Touch
13-14	+4	14	Speak with animals of its type
15-16	+4	15	Bonus Ranger Feat
17-18	+5	16	Know Terrain (familiar & master)
19-20	+5	17	Avoidance (familiar & master)

Rangers do not start out with an animal companion. However, their Animal Empathy class skill tends to produce favorable reactions among animals. When a ranger makes the decision to summon a familiar, it will be a creature that prefers the same general surroundings and environment as the ranger.

It will also share any favored enemies (and the appropriate bonuses) of its master.

Bonus Ranger Feat: Rangers may choose any of the following bonus feats (which the familiar also gains): Ambush, Grace Under Pressure, Hunter's Wisdom, Master Tracker, or Scent of the Beast.

AMBUSH (GENERAL)

You know how to set ambushes for greatest effect.

Prerequisites: Wis 13+, Base attack bonus +4 or higher

Benefit: When setting an ambush, you receive a +4 circumstance bonus to your Initiative check, and also in determining awareness to see if the enemy perceives you. The bonus applies to Hide or Move Silently rolls, or whatever the Gamemaster deems appropriate in the situation.

GRACE UNDER PRESSURE (GENERAL)

You have very strong control over your emotions and are difficult to panic or confuse. You can remain clam in the face of grave danger and are resistant to spells and magical effects that cause panic or confusion.

Benefit: You receive a +2 bonus to resist magical fear and confusion. Note that this bonus also increases the DC of any attempts to Intimidate you.

HUNTER'S WISDOM (GENERAL)

Your knowledge of animals makes you more skilled at killing them.

Prerequisite: Knowledge (nature) 5 ranks

Benefit: Whenever you are in combat with an animal or beast, you can make a Knowledge (nature) check at a DC 10 + the creatures hit dice. If you succeed, the threat range of any weapon you use against that creature is increased by 1.

MASTER TRACKER (GENERAL)

You have mastered the ways of the hunter, allowing you to follow enemies through even the most difficult terrain.

Prerequisite: Track, Wis 15+

Benefit: You gain a +4 bonus to all Search checks and Wilderness Lore checks while tracking.

SCENT OF THE BEAST (GENERAL)

You are so attuned with nature, so sensitive to every nuance, that you can track by scent, like an animal.

Prerequisite: Wis 13+, Track, Wilderness Lore 10 ranks

Benefit: You gain the extraordinary ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors with your nose just as you can familiar sights with your eyes. You otherwise gain all the benefits of the scent ability (per the *MM*).

AVOIDANCE (EX)

The ranger (and the familiar) is able to use the confusion of battle to weave through it unmolested. Neither draws an attack of opportunity for moving through threatened squares. The ranger (or familiar) must be wearing light or no armor in order to execute this ability.

KNOW TERRAIN (EX)

The ranger and his familiar are aware of the combat modifiers of all terrain and environmental features in a given situation that have not been deliberately concealed. For example, the ranger could immediately identify the degree to which a particular piece of cover would benefit him. He therefore benefits from a +1 competence bonus to all combat modifiers related to terrain or environmental conditions.

CLERICS AND PALADINS

The use of familiars with clerics and paladins is also highly controversial and will not be suitable for many gaming groups. However, the presence of a familiar may be used to further accent the ties between the character and his deity, especially in settings where certain animals were considered to be signs from a god. In Egyptian settings, this was especially common as each deity had a specific animal symbol. The god Sobek was associated with crocodiles while Sekmet was called the scorpion goddess for a reason. Clerics and paladins do not gain many of the benefits as other spellcasting classes, but in the right circumstance, may be an attractive feature for a player.

TABLE 14-6: CLERIC AND PALADIN FAMILIAR SPECIAL ABILITIES

Master Class Level	Natural Armor	Intelligence	Special Abilities
1-2	+1	4	Empathic link, alertness
3-4	+1	4	
5-6	+2	5	Bonus feat (divine/metamagic)
7-8	+2	6	Share spells, speak with master
9-10	+3	7	
11-12	+3	8	Bonus feat (divine/metamagic)
13-14	+4	9	Speak with animals of its type
15-16	+4	10	
17-18	+5	11	Bonus feat (divine/metamagic)
19-20	+5	12	

Bonus Feat: At 5th, 11th and 17th levels, the divine spellcaster gains a bonus divine or metamagic feat from a Game Master approved source.

Prestige Familiars: Unusual Choices

Another method of creating unusual or unique familiars is the use of a concept very similar to that of *prestige races* created by Bastion Press for the *Oathbound*[®] campaign setting. The basic idea behind this is through sacrificing experience points, a character may undergo certain physical adaptations and gain bonuses because of it. Prestige familiars follow the same format of using experience points to enhance a familiar, giving it new abilities, protections, feats, *etc.* The required experience point's cost must be sacrificed by the familiar's

master in order for any prestige abilities to be selected. Table 3-6 illustrates some of the possible “improvements” a familiar may gain along with the necessary experience point cost. Game Masters are encouraged to expand upon this table by developing additional abilities or features that may be added

to a familiar at an appropriate cost in experience points. Certain improvements listed in the below table may not be suitable for all familiars, depending on the creature’s body type and physical make-up. All enhancements are considered to be extraordinary abilities.

TABLE 14-7: PRESTIGE FAMILIAR OPTIONS

Experience Point Cost	Enhancement/Improvement	Description (applies to familiar only)
200 XP	Skill Bonus	Gains +1 competence bonus to any class skill
200 XP	Trip	Gains Trip special ability
300 XP	Improved Grab	Gains Improved Grab special ability
300 XP	Speak Language	Gains the ability to speak one additional language
400 XP	Scent	Gains the Scent ability
400 XP	Low-light vision	Gains Low-light vision
400 XP	Natural Weapon Finesse	Gains +1 damage when using natural weapons to attack
500 XP	Blindsight	Gains the Blindsight ability
500 XP	Winged Familiar	Familiar grows wings where it originally had none and is capable of flight
500 XP	Extra Appendage	Familiar grows new appendage (arm, leg, limb, etc.)
500 XP	See Invisibility	Familiar acquires ability to see invisible creatures as the spell
500 XP	Smite	Gains a single smite attack (1/day) against creatures of a particular alignment.
750 XP	Darkvision	Gains Darkvision
750 XP	Energy Resistance	Familiar acquires Energy resistance 5 to a single form of energy
750 XP	Incorporeal	Undead familiar may become incorporeal – 3/day
750 XP	Invisibility	Familiar gains Invisibility – 3/day
750 XP	Turn Resistance	Undead familiar gains +2 turn resistance
1000 XP	Fast Healing	Familiar gains Fast Healing 2
1000 XP	Rage	Familiar gains the ability to Rage – 1/day
1300 XP	Damage Reduction	Familiar acquires Damage reduction 2/-
1500 XP	Gaseous Form	Familiar may assume Gaseous Form – 3/day
1750 XP	Breath Weapon	Familiar acquires breath weapon – useable 3/day
2000 XP	Regeneration	Gains Regeneration 2
2000 XP	Size Increase	Familiar grows one size category – all bonuses and penalties are applicable





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