

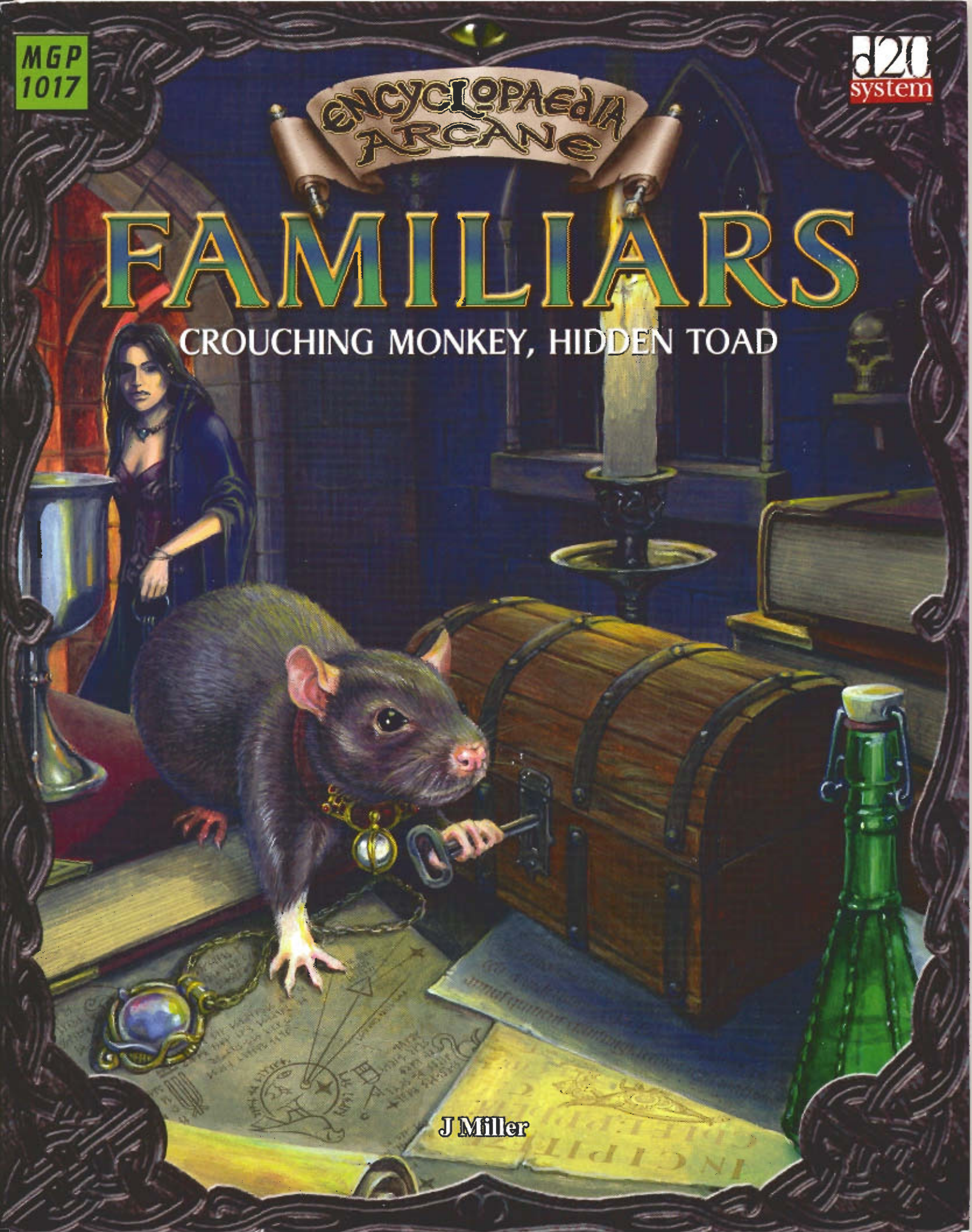
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ENCYCLOPEDIA  
ARCANE

# FAMILIARS

CROUCHING MONKEY, HIDDEN TOAD



J Miller

# BONDING SUMMARY

Creature	Special Boon(s)*
Achaierai	Immunity (Black Cloud)
Air Mephit	+2 to Initiative
Allip	Immunity (Babble & Madness)
Animated Object	+1 to Natural Armour
Ankheg	+2 to Fortitude saves
Annis	+2 to Concentration
Ant, Giant	+2 to Fortitude saves
Ant, Harvester	+2 to Constitution
Ape	+2 to Climb
Aranca	+2 to Climb
Arrowhawk	+2 to Initiative
Assassin Vine	+2 to Fortitude saves
Athach	+2 to Fortitude saves
Azer	Immunity (Heat)
Baboon	+2 to Reflex saves
Badger	+2 to Reflex saves
Barghest	+2 to Hide
Basilisk	Immunity (Petrifying Gaze)
Bat	+3 to Listen
Bears	+2 to Fortitude saves
Bcbilith	+2 to Fortitude saves
Bee, Giant	+2 to Reflex saves and Spot
Bee, Honey	+2 Dexterity
Beetle, Scarab	+2 to Strength
Behir	+2 to Climb
Belker	+2 to Reflex saves
Bison	+2 to Fortitude saves
Black Dragon	+2 to Swim and Immunity (Frightful Presence)
Blink Dog	+2 to Will saves
Blue Dragon	+2 to Intimidation and Immunity (Frightful Presence)
Boar	+2 to Fortitude saves
Bombardier Beetle, Giant	+2 to Fortitude saves
Brass Dragon	+2 to Gather Information and Immunity (Frightful Presence)
Bronze Dragon	+2 to Swim and Immunity (Frightful Presence)
Bulette	+2 to Fortitude saves
Camel	+2 to Reflex saves
Cat	+3 to Move Silently
Centaur	+2 to Survival
Centipede, Tiny	+2 to Dexterity
Centipede, Small	+2 to Fortitude and Climb
Centipede, Other	+2 to Fortitude
Chaos Beast	+2 to Escape Artist
Cheetah	+2 to Reflex saves
Chimera	+1 to Listen and Spot
Choker	+2 to Climb
Chuul	+2 to Initiative
Cloaker	+1 to Hide and Move Silently
Cockatrice	Immunity (Petrifaction)
Copper Dragon	+1 to Climb and Jump and Immunity (Frightful Presence)
Crocodile	+2 to Fortitude saves
Cnosphinx	+2 to Intimidate

Dark Naga	+2 to Will saves
Darkmantle	+2 to Listen
Deinonychus	+2 to Survival
Derro	Blind-fight feat
Destrachan	+2 to Listen
Digester	+2 to Fortitude saves
Dire Animals	+2 to Fortitude saves
Dog	+2 to Constitution
Dog, Riding	+2 to Reflex saves
Donkey	+2 to Fortitude and Reflex saves
Doppelganger	+1 to Bluff and Disguise
Dragon Turtle	+2 to Fortitude saves
Dragonne	Immunity (Roar)
Duergar	+2 to Move Silently
Dust Mephit	+2 to Initiative
Eagle	+2 to Reflex saves and Spot
Earth Mephit	+2 to Fortitude saves
Efreeti	Immunity (Heat)
Elamosaurus	+2 to Swim
Elephant	+2 to Fortitude saves
Ethereal Filcher	+2 to Sleight of Hand
Ethereal Marauder	+2 to Initiative
Ettercap	+1 to Hide and Spot
Fire Beetle, Giant	+2 to Fortitude and Climb
Fire Mephit	+2 to Reflex saves
Flesh Golem	+1 Natural Armour
Forest Gnome	+2 to Hide
Formian, Worker	+2 to Reflex saves and Craft (any one)
Formian, Warrior	+1 to Climb and Move Silently
Formian, Taskmaster	+2 to Initiative
Gargoyle	+2 to Hide
Ghast	Immunity (Stench & Paralysis)
Ghoul	Immunity (Paralysis)
Gibbering Moulder	Immunity (Gibbering)
Gold Dragon	+2 to Swim and Immunity (Frightful Presence)
Gorgon	+2 to Fortitude saves
Grey Render	+2 to Fortitude saves
Green Dragon	+2 to Swim and Immunity (Frightful Presence)
Grick	+2 to Climb
Griffon	+1 to Jump and Spot
Grimlock	+2 to Reflex saves
Gynosphinx	+2 to Concentration
Harpy	Immunity (Captivating Song)
Hawk	+3 to Spot in bright light
Hell Hound	+1 to Hide and Move Silently
Hieracosphinx	+2 to Spot
Hippogriff	+2 to Spot
Homunculus	+2 to Dexterity
Horses	+2 to Fortitude saves
Howler	Immunity (Howl)
Ice Mephit	+2 to Initiative
Invisible Stalker	+1 to Move Silently and Spot
Janni	+2 to Appraise
Kiwi	+2 Wisdom and Survival
Krenshar	Immunity (Scare)

# Encyclopaedia Arcane FAMILIARS

J. Miller

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## Credits

### Editors

Richard Neale

### Line Developer

Paul Tucker

### Cover Art

Anne Stokes

### Interior Illustrations

Anne Stokes, Dave Allsop, Gillian Pearce,  
Marcio Fiorito

### Production Manager

Alexander Fennell

### Proof-Reading

Andrew Wilson

### Playtesting

Mark Howe, Daniel Scothorne, Mark Sizer,  
Michael Young, Mark Billanie, Daniel Haslam,  
Jamie Godfrey, Alan Moore

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Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

[info@mongoosepublishing.com](mailto:info@mongoosepublishing.com)



# INTRODUCTION

Familiars have long been a part of the arcane tradition and their fabled past has been portrayed in many a yarn, old and new. They are depicted in the tales as dedicated servants, faithful confidants, and in some cases as unwavering soul mates, but no matter how they are described one thing is certain: familiars are more than just simple companions to keep your feet warm on a cold winter's night. They are in truth magical beings, bridges as it were, between the mages they serve and the arcane power their masters wield. Armed with this knowledge it is the aim of this tome to explore the world of the familiar and to comprehend its unfamiliar nature.

Herein shall be addressed an abundance of issues dealing with familiars and in order to give the work a coherent structure the first section shall be dedicated to an overview of the salient topics related to familiars. In this section we shall discuss in short many of the fundamentals that shall be dealt with in more detail later in this work. Also to be found in this section shall be a brief discussion of the various types of familiars, from aberrations to magical beasts to undead.

The following section shall feature an in-depth treatise upon the art of summoning a familiar. It is herein that the various summoning rituals shall be detailed and catalogued for ease of reference. Also to be found in this section shall be a concise assessment of the advantages and disadvantages of postponing the summoning of a familiar.

The next segment of this work deals with the effects of bonding to a familiar and provides a helpful and alphabetised list of the most common consequences of bonding. This portion of the manuscript also provides a detailed inquiry into the variations upon the standard evolution of abilities that familiars acquire as their masters expand their influence over arcane power.

Further sections incorporated into this tome include an in-depth exploration of the training rituals that are often used to develop and expand a familiar's repertoire and a short consideration of those mages that specialise in the utilisation of familiars. Finally this work shall conclude with a concise catalogue of spells that were created in order to enhance the survivability and capabilities of familiars.

As an endnote to this introduction, and a slight indulgence of wit, it is the firm hope of the author of the work that this volume will prove to be a useful reference for those who are fascinated by all things familiar.

## ENCYCLOPAEDIA

### ARCANE

This is the 17<sup>th</sup> book in the Encyclopaedia Arcane series from Mongoose Publishing. Designed to be incorporated into any fantasy-based d20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is not just intended for Games Masters to use in conjunction with their non-player characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with by the core rulebooks.

## FAMILIARS — CROUCHING MONKEY, HIDDEN TOAD

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to manage familiars in their campaigns. Herein you will find chapters devoted to the process of summoning familiars and the effects of bonding with them. You will also find variant special ability progressions for familiars whose masters have gained in experience, a detailed guideline on how to improve a familiar via gained experience and training rituals, prestige classes based on familiars and a catalogue of spells used to augment familiars. Finally, this work shall discuss how to implement the above rules and make familiars a living part of every campaign rather than a faceless list of numbers and abilities.

Summoning a familiar is an important step for any mage and it should not be taken lightly. Familiars are much more than pets; they are an extension of the mages that summon them. Familiars are a part of the mage made manifest by his arcane powers and will, and as such the mage should recognise that he invests much more than the components of the summon spell into his familiar. In fact, he invests a piece of himself that should be protected by the mage, lest it be lost to him forever.

# FAMILIARS — AN OVERVIEW

Familiars are a trusted liaison between the mage and his mistress, namely magic.

*Excerpt from Hedrian Prospel's treatise entitled 'On Familiars'.*

No matter what mages consider familiars to be, beloved companions or slavish servants, it is commonly recognised that they are an essential link to the arcane energies that mages employ. They are potent conduits of magical power that most arcane spellcasters would never leave untapped. This being said, there are those who choose to delay the summoning of their familiars until they are more experienced while some choose to summon no familiar at all. Why would a mage do such a thing? For the former, it is because they wish to summon a more powerful familiar and do not want to suffer the consequences of dismissing a weaker creature from his service. As for the later, they either do not wish the extra responsibility of such a creature, or they prefer to have a more direct link to the arcane energies they wield. Still the majority of mages prefer to summon their familiars earlier in their career as postponing the summoning ritual does have repercussions for both the mage and his familiar.

The methods of summoning familiars have evolved over the centuries, from simple rituals to complex ceremonies, and with them the nature of familiars have changed. Though there are many who still use the traditional and simple summoning ritual for magical beasts, there are those who now summon familiars of alternative form. These diverse creatures range from aberrations to oozes to the undead, and are usually selected according to their master's penchant and need. Of course, unorthodox familiars are not summoned by their masters without an additional price, but those who desire such creatures are more than willing to pay the cost in order to gain the type of familiar they desire. The following sections give a short overview of the alternative types of familiars that are available to those willing to pay the price.

## Aberrations

The familiars summoned from this classification of creatures are perhaps some of the most bizarre available to mages. The familiars that can be summoned from this group are exotic in their physical and behavioral traits, ranging from aboleths to will-o'-wisp. Though not a popular choice for most mages due to their often malevolent nature, these creatures make outstanding companions to those mages whom are willing to accept the aberration's alien qualities and appetites.

## Construct

Constructs are a common, if expensive, alternative to traditional familiars as they are perhaps the easiest to maintain and upkeep, requiring little if nothing to sustain them after their summoning. There is a wide assortment of possibilities available to a mage when summoning a construct as their familiar, from animated objects to shield guardians.



### Dragon

Dragons are rarely found in service as familiars due to the cost and maintenance typically involved in the summoning and care of dragon familiars. It should be noted that dragon familiars are quite formidable creatures and are unique among all familiars in that they have the ability to release themselves from their master's bond, though this is typically done only if they are mistreated.

### Fey

A popular familiar type among elven and mages of nature, fey are creatures that are typically chaotic or balanced in demeanor reflecting the natural forces that they serve. Fey rarely answer a summons to a mage that does not share their ethos. There are however those that do occasionally do so and though they cannot break their bond once it is given, they can make their master's lives quite difficult if they are treated unfairly or worse yet, ignored. This insubordination is carried out via the misinterpretations of their master's orders and the like. This is perhaps one reason why fey familiars are less popular among mages in general as they prefer unquestioning devotion to unruly servants.

### Humanoid

Though it is an uncommon practice to have humanoid familiars it is indeed possible and for some mages preferable. Humanoids who are summoned by mages typically share the ethos and beliefs of the mage who summons them. Mages who elect to summon humanoid familiars typically call forth their own kind, but this is not necessarily true.

### Monstrous Humanoid

Like aberrations these creatures are rarely chosen as familiars due to their frequently malevolent nature. Of course, those mages who are disposed towards the summoning of vile creatures do at times summon and bind themselves to grimlocks, yuan-ti or anything in-between. Perhaps the most notable exception to the generally malicious creatures within this classification of familiars are the centaurs who are good natured and quite useful as familiars, especially due to their knowledge of nature and ability to carry rider and wares great distances.

### Ooze

One of the stranger types of familiars and it is no easy task to summon and bind an ooze. To do so a mage must have quite a bit of power to infuse an ooze with the energies necessary to create a familiar. However, once this is done— and the mage is bonded to his ooze— they find their new familiars to be quite helpful, if slightly difficult to transport and maintain. Mages frequently call forth lesser forms of the more notable oozes and keep them in containers that are resistant to that particular ooze's acid.

### Outsider

Outsiders are perhaps the most popular alternative to traditional familiars. They are readily summoned and bonded and in addition they are so varied that a mage can easily find an outsider that fits his needs. From aasimar to yeth hound, the mage has a plethora of creatures at his disposal and at a reasonable cost and upkeep when compared to traditional familiars.

### Plant

Plant familiars are usually kept by nature-oriented mages and although they are simple to summon and bind with, they are not easy to transport or upkeep. For these reasons it is rare that a mage who travels much bonds with a plant familiar. However there are those species of plant that have the ability to travel on their own, such as shambling mounds and treants, and it is these that are most frequently bonded to by mages.

### Shapechanger

Shapechangers are a fascinating category of familiars. They are commonly found bonded to transmuters and those mages who have need of such versatile servants. Some like the doppelganger make excellent spies and infiltrators, while others, like the phasm, are more philosophical in their bent.

### Undead

Last, but not least in this listing of alternative familiars are those creatures that are known collectively as undead. What kind of mage would summon and bind himself to such? Most often necromancers are the summoners of undead familiars, but there are those who after the death



### Bonding

The act of bonding with a creature creates a connection between mage and familiar that is quite unique and powerful. Bonding may only occur if the creature is friendly towards the mage and cannot occur if the creature is under the influence of an enchantment spell. In addition naturally intelligent creatures must agree to be bound to the will of the mage. As a result of linking with a creature the mage and familiar come to share a part of themselves with each other and in some ways become a single entity.

### Training & Augmentation

Familiars can be trained to do almost anything from fighting techniques to roguish skills and everything in-between. They can be taught how to guard and defend their masters or perform simple tasks. Those who are naturally intelligent can even learn how to cast spells on their own. Finally, their masters can enhance them with spell-like and supernatural powers via augmentation rituals.

of a beloved familiar, when divine magic is neither affordable nor available, seek to return their lost servant via necromantic energies. No matter the reason for summoning an undead familiar, most mages frown on the practice and shun those who perform the rites that are necessary to call forth the undead.

### Naturally Intelligent Familiars

Those familiars that are naturally intelligent are no more easily controlled by mages than semi- or unintelligent creatures. In fact, those intelligent beings that are summoned by a mage must agree to be bonded during the summoning ceremony. Without this agreement the ritual fails and the mage must begin the rite again. Naturally intelligent familiars may also deny or misinterpret commands given to them by masters who are enchanted or otherwise controlled by an outside force.

Dragons and fey also have the unique ability to twist the meaning of their master's commands, though this is only done when their master has committed some injury against them. Dragons, with the exception of drakes, also have the ability to break their bonds with their masters. This course of action is generally reserved only for when a mage repeatedly mistreats his dragon familiar and no remedy can be found. At the breaking of the bond the mage is drained of some of his power and cannot summon a new familiar for a year and a day.

### Mistreatment of Familiars

The mistreatment of familiars is a rare occurrence among mages, but there are some who do so out of negligence and even malice. A familiar can be abused in many ways such as malnutrition, improper care, and irrational commands. As a result of these, the familiar's bond with its master weakens and the master may find that some of the benefits of having a familiar are lost to him. Also familiars have the ability to ignore their master's orders when they are given commands that are obviously suicidal in nature. The mage who gives such a command immediately loses all benefits from having a familiar and does not regain them until the familiar agrees to return them.

### Dismissing Familiars

A mage may choose to dismiss a familiar at any time though this should not be done lightly as it can be a draining event. Typically a familiar is dismissed when either a mage wishes to obtain a new familiar or when a familiar becomes willful or outright obstinate. Dismissing a familiar takes just a few seconds to do and as a result the familiar becomes completely free from the mage's will.



For those creatures that are more dangerous it is a common practice for mages to dismiss them from afar or even to kill them outright. No matter the means or occasion of the dismissal, the mage may not summon a new familiar for a year and a day. Those familiars who are dismissed by their masters become what are known as 'ronin' familiars. Ronin familiars lose some of their power at their dismissal, perhaps even becoming completely normal creatures of their type if their masters were of little experience or power in the arcane arts. Regardless of their master's power, a ronin familiar only retains its magical properties for a year, at which time the mage's essence fades from the familiar and the ronin becomes a normal creature of its type.



### Death and Familiars

The death of a familiar is a trying experience for a mage and as such leads to a loss of a part of the mage's *essence*, that which was infused into his familiar. There are, however, ways of returning a familiar to life and most mages seek them out if they are within their means. Most familiars can be raised from the dead or resurrected, however familiars such as constructs, elementals, oozes, outsiders, and undead can only be returned as the result of a *wish* or *miracle* spell. The *reincarnation* spell returns the familiar to life in another form, this does not sever the familiar's ties to its master, though the benefits of bonding may change to reflect the familiar's new species. Similarly, casting *animate dead* upon a deceased familiar creates an undead creature that retains its connection with its master, again with modifications to the benefits that are gained due to bonding with said creature, be they skeleton or zombie. The familiar suffers no ill effects from death due to its magical nature and return, except as a result of reincarnation and reanimation, as they were before their death. The only exception to this rule is when a familiar is trained in some way, then it does lose a portion of its training. If a mage does not return his familiar to life via the aforementioned means than he must wait a year and a day before being able to summon a new familiar.

The death of a master can be equally as shocking to a familiar and may even lead to their death. However if a familiar survives the initial trauma of its master's death and its master was of significant experience, then it becomes a ronin familiar. If their master is returned from the dead and is willing to receive the familiar's bond, the familiar may choose, and frequently does, to re-establish its link to its former master. Upon doing so the familiar once again comes under the mage's control and regains some of its former power. If the creature chooses not to revert to familiar status or its master refuses it, then it retains its powers and abilities for a year after which time the mage's essence ebbs and the ronin becomes a normal creature of its type. Once this occurs the mage may summon a new familiar to become his companion.



# THE SUMMONING

What could be more unfathomable than a familiar and his mage? For who is the master and who the servant? Who the summoner and who the summoned? Who is bonded to whom?

*Excerpt from Janna Goldenharp's 'Ode to Familiars'.*

For centuries mages have been summoning familiars to their side for aid and companionship. Though traditionally these creatures have come from very specific types of creatures – primarily animals, beasts and vermin – it has become more common for mages to bond themselves to creatures of more exotic or intelligent origins. No matter the type of familiar, the summoning ceremony is a profound ritual that prepares the mage for the commitment of a portion of himself into another being. In turn the summons also prepares the creature of the mage's choosing and unites them through arcane bonds and infuses the newly formed familiar with magical energies.

## Traditional Summoning

The traditional summoning ceremony is a simple daylong ritual that involves the gathering of arcane energies into a carefully prepared summoning circle. This magical ring is typically made of at least one hundred gold pieces worth of diamond dust or some other precious material and must be meditated over by the mage for at least nine hours. During their meditation the mage must focus his mind upon the completion of three tasks each of which takes three hours. The first and foremost of these tasks is the drawing of magical power into the circle, the second is the actual summoning or preparing of the familiar and the last is the actual bonding rite. Upon the successful completion of the ritual the mage and familiar are considered bonded with all the effects therein. An interruption at any of these points in the ceremony means that the mage must begin anew. Also depending upon when the ceremony was interrupted some of the diamond dust may be consumed, one-third the amount for each portion of the ceremony that was completed. Animals, beasts, magical beasts and vermin can be

summoned via traditional summoning, though all such creatures are considered magical beasts upon the completion of the ritual. The following is a list of traditional rituals and how they work.

All of the *familiar ritual I* spells are considered part of the Summon Familiar ability and as such **do not** count against a caster's spell known limits (if any). In addition, *familiar ritual* spells **cannot** summon creatures with class levels— unless they advance by class, such as humanoids. Note that humanoids and other creatures that advance by class are allowed to begin with one level in a class appropriate to the path of infusion chosen for them. This level is free, but still counts for purposes of determining their training.

## Animal Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M

**Casting Time:** 9 hours

**Range:** Unlimited

**Target:** One animal

**Duration:** Instantaneous

This spell binds an animal to the caster as his familiar. The caster decides upon the type of animal, although his choice must not exceed the spells' limitations on CR. If the caster exceeds this limit the spell automatically fails and all of the material components are consumed. The following table gives you a guideline for each level of the spell and what the maximum number of CR his familiar can have:

### Familiar Ritual CRs

Spell Level	Max CR*
1 <sup>st</sup>	Less than 1/2
2 <sup>nd</sup>	1
3 <sup>rd</sup>	2
4 <sup>th</sup>	3
5 <sup>th</sup>	4
6 <sup>th</sup>	5
7 <sup>th</sup>	6
8 <sup>th</sup>	7
9 <sup>th</sup>	8

\*Those who take the Improved Familiar feat may summon familiars of a higher CR than normal.

## THE SUMMONING

See the Familiar Feats section for more details upon this feat and others.

Before the spell is completed the mage must choose a “path of infusion” for his familiar to follow (see section on Infusion in the Consequences of Bonding chapter for more details). Once the path is chosen and any XP cost associated with it is paid the spell is complete and the animal that is summoned becomes a magical beast.

When using *animal familiar ritual II–IX* the summoned familiar is treated as having a master a number of levels equal to the spell’s level lower than the master’s actual level. This is the master’s effective class level when determining a familiar’s special abilities. In addition, when using these spells to summon a familiar the spell slot used to cast the spell is “permanently” used until the familiar is either dismissed or dies. The spell slot returns a year after the dismissal or death of a familiar.

**Material Component:** 100 gold pieces worth of diamond dust or some other precious material per

CR of the animal being bonded, minimum of 100 gp.

*Example:* Lucius is a 9<sup>th</sup> level wizard. He attempts to summon a black bear as a familiar, a creature with a CR of 4. This requires the use of his one 5<sup>th</sup> level spell slot. This spell level is then taken from Lucius’ class levels to determine the black bear’s level ( $9 - 5 = 4$ ), therefore the black bear will have be 4<sup>th</sup> level for the determination of its abilities.

### Beast Familiar Ritual I–IX

*Universal*

**Level:** Varies

**Components:** V, S, M

**Casting Time:** 9 hours

**Range:** Unlimited

**Target:** One beast

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a beast to the caster.

### Magical Beast Familiar Ritual I–IX

*Universal*

**Level:** Varies

**Components:** V, S, M

**Casting Time:** 9 hours

**Range:** Unlimited

**Target:** One magical beast

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a magical beast to the caster and has an increased material cost

**Material Component:** 250 gold pieces worth of diamond dust or some other precious material per CR of the animal being bonded, minimum of 250 gp.

### Vermin Familiar Ritual I–IX

*Universal*

**Level:** Varies

**Components:** V, S, M

**Casting Time:** 9 hours

**Range:** Unlimited

**Target:** One vermin

**Duration:** Instantaneous



Same as *animal familiar ritual*, only this spell binds a vermin to the caster.

### Alternative Summoning

Those ceremonies created to summon untraditional creatures as familiars are varied in their specifics, but there are some similarities between them that can be discussed here. They typically require more materials or access to certain spells, either from their own personal knowledge or the use of a scroll and more time to perform. There is an extra stage of the summoning ceremony, inserted between the summoning, or preparation, stage and bonding rituals whereby the summoned creature is infused with magical qualities that make it possible for the mage to bond with it. It should be noted here that a mage cannot summon a creature with an ethos that is vastly different from his own, nor one that would be naturally hostile to him.

### Aberrations Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One aberration

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds an aberration to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust or some other precious material per CR of the aberration being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of aberration being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 25 XP per CR of the aberration being bonded.

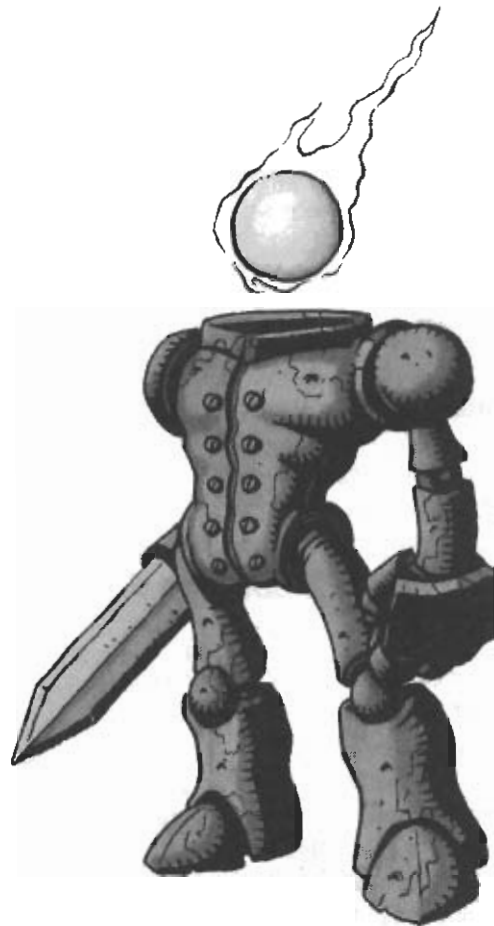
### Construct Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours



**Range:** Unlimited

**Target:** One construct

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a construct to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust or some other precious material per CR of the construct being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have a construct present within the magic circle. Alternatively the caster must have an amount of precious material contained by the circle with a value equal to or greater than the creation costs for the construct he desires to bond with, in this latter case the materials are consumed in the casting and replaced by the construct.

## THE SUMMONING

*XP cost:* Must pay the normal XP cost for creating a construct of the type being bonded to as well as 25 XP per CR of the construct.

### Dragon Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One dragon

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a dragon to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 750 gold pieces worth of diamond dust or some other precious material per CR of the dragon being bonded, minimum of 750 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of dragon being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 75 XP per CR of the dragon being bonded.

### Fey Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One fey

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a fey to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust or some other precious material per CR of the fey being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of fey being bonded.



This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 25 XP per CR of the fey being bonded.

### Humanoid Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One humanoid

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a humanoid to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust, or some other precious material per CR of the humanoid being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of humanoid being

bonded. This object acts as a focus and is not consumed in the casting of the spell.  
*XP Cost:* 25 XP per CR of the humanoid being bonded.

### Monstrous Humanoid Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One monstrous humanoid

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a monstrous humanoid to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 500 gold pieces worth of diamond dust or some other precious material per CR of the monstrous humanoid being bonded, minimum of 500 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of monstrous humanoid being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 50 XP per CR of the monstrous humanoid being bonded.

### Ooze Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One ooze

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds an ooze to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 500 gold pieces worth of diamond dust or some other precious material per CR of the ooze being bonded, minimum of 500 gp.

*Arcane Focus:* The caster must have a magically treated container that will hold the ooze during the spell.

*XP Cost:* 50 XP per CR of the ooze being bonded.

### Outsider Familiar Ritual I-IX

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One outsider

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds an outsider to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust or some other precious material per CR of the outsider being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of outsider being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 25 XP per CR of the outsider being bonded.



**Plant Familiar Ritual I-IX**

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One plant

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a plant to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust or some other precious material per CR of the plant being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of plant being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 25 XP per CR of the plant being bonded.

**Shapechanger Familiar Ritual I-IX**

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One shapechanger

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds a shapechanger to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 500 gold pieces worth of diamond dust or some other precious material per CR of the shapechanger being bonded, minimum of 500 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of shapechanger being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 50 XP per CR of the shapechanger being bonded.

**Undead Familiar Ritual I-IX**

*Universal*

**Level:** Varies

**Components:** V, S, M, F, XP

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One undead

**Duration:** Instantaneous

Same as *animal familiar ritual*, only this spell binds an undead creature to the caster, has an increased material/experience cost, and does not change the familiar's type to magical beast.

*Material Component:* 250 gold pieces worth of diamond dust or some other precious material per CR of the undead being bonded, minimum of 250 gp.

*Arcane Focus:* The caster must have an object that is associated with the type of undead being bonded. This object acts as a focus and is not consumed in the casting of the spell.

*XP Cost:* 25 XP per CR of the undead being bonded.

**To Summon or not to Summon...**

Some mages postpone summoning a familiar because they wish to use one of the more powerful familiar rituals. Others do not summon familiars at all preferring to keep their link to magic their own. These individuals are known as 'unbound mages'. Still others do not summon because they recognise that they are not ready for such responsibilities that come with summoning a familiar.

Still, the majority of mages seek out familiars as soon as possible in their careers, purely because familiars can be immeasurably helpful creatures. They can aid mages with their work, spy and scout for them, protect them from harm, and even, for those of unhindered by morals, kill and murder for them.

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when the mage indicates the familiar's path during the familiar ritual.

## SPECIAL BOON

The special boon is an important part of the bond between mage and familiar. It grants the mage some special trait or traits that reflect the character of his familiar. An interesting correlation exists between the potency of the familiar and his boon with the more powerful the creatures typically having weaker special boons. Thus some mages prefer to bond with frailer creatures— such as ants or toads— in order to gain greater direct benefit from their bond. Still there are others that seek out the greater specimens not for their boons, but for their extraordinary and supernatural abilities. No matter the reason for bonding to a particular creature, each familiar brings with it a certain boon and the following is a catalogue of common and uncommon familiars and the special boons that they bring their masters.

Consider carefully the consequences of bonding: to take a familiar is to give a portion of your essence to a being beyond yourself and in a way receive the essence of that self-same being into your own quintessence. Should perfection be mingled? Or is perfection found in the mingling?  
*Excerpt from Jurus Riddlemarch's 'Ramblings of a Mad Mage'*

The consequences of bonding are varied and if truth were told, not all consequences have been discovered for not all creatures have been bonded with the aforementioned rituals. It can be said however that many a familiar has been bound and the effects recorded for posterity. Using this information, the following consequences have been noted and shall be dealt with in this section.

The first effects are called 'boons', or special traits that a mage gains from bonding with a particular familiar. The second effect is known as the 'infusion' and centres upon the familiar's acquisition of supernatural traits as a result of the summoning. The final effect is referred to as the 'doom' for it involves the fastening of mage and familiar to each other in such a way as the death of one brings about great effect upon the other. It is perhaps this later consequence that deters some mages from calling forth a familiar, but there are other reasons and alternatives to remaining unbound as described later in this work.

## BOONS

There are two types of boons that a mage receives from his familiar. The most notable of these boons is termed the 'special' boon and is unique to each species of familiar. For example, a mage who bonds with a harvester ant receives a boon to his health, while another mage who bonds with a troglodyte gains an immunity to the creature's stench. The other boons a mage gains are called 'fixed' boons because they are decided upon



## CONSEQUENCES OF BONDING

### A Catalogue of Creatures and their Special Boons

Creature	Special Boon(s)*
Achaierai	Immunity (Black Cloud)
Air Mephit	+2 to Initiative
Allip	Immunity (Babble & Madness)
Animated Object	+1 to Natural Armour
Ankheg	+2 to Fortitude saves
Annis	+2 to Concentration
Ant, Giant	+2 to Fortitude saves
Ant, Harvester	+2 to Constitution
Ape	+2 to Climb
Aranea	+2 to Climb
Arrowhawk	+2 to Initiative
Assassin Vine	+2 to Fortitude saves
Athach	+2 to Fortitude saves
Azer	Immunity (Heat)
Baboon	+2 to Reflex saves
Badger	+2 to Reflex saves
Barghest	+2 to Hide
Basilisk	Immunity (Petrifying Gaze)
Bat	+3 to Listen
Bears	+2 to Fortitude saves
Bebilith	+2 to Fortitude saves
Bee, Giant	+2 to Reflex saves and Spot
Bee, Honey	+2 Dexterity
Beetle, Scarab	+2 to Strength
Behir	+2 to Climb
Belker	+2 to Reflex saves
Bison	+2 to Fortitude saves
Black Dragon	+2 to Swim and Immunity (Frightful Presence)
Blink Dog	+2 to Will saves
Blue Dragon	+2 to Intimidation and Immunity (Frightful Presence)
Boar	+2 to Fortitude saves

Bombardier Beetle, Giant	+2 to Fortitude saves
Brass Dragon	+2 to Gather Information and Immunity (Frightful Presence)
Bronze Dragon	+2 to Swim and Immunity (Frightful Presence)
Bulette	+2 to Fortitude saves
Camel	+2 to Reflex saves
Cat	+3 to Move Silently
Centaur	+2 to Survival
Centipede, Tiny	+2 to Dexterity
Centipede, Small	+2 to Fortitude and Climb
Centipede, Other	+2 to Fortitude
Chaos Beast	+2 to Escape Artist
Cheetah	+2 to Reflex saves
Chimera	+1 to Listen and Spot
Choker	+2 to Climb
Chuul	+2 to Initiative
Cloaker	+1 to Hide and Move Silently
Cockatrice	Immunity (Petrification)
Copper Dragon	+1 to Climb and Jump and Immunity (Frightful Presence)
Crocodile	+2 to Fortitude saves
Criosphinx	+2 to Intimidate
Dark Naga	+2 to Will saves
Darkmantle	+2 to Listen
Deinonychus	+2 to Survival
Derro	Blind-fight feat
Destrachan	+2 to Listen
Digester	+2 to Fortitude saves
Dire Animals	+2 to Fortitude saves
Dog	+2 to Constitution
Dog, Riding	+2 to Reflex saves
Donkey	+2 to Fortitude and Reflex saves



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Doppelganger	+1 to Bluff and Disguise
Dragon Turtle	+2 to Fortitude saves
Dragonne	Immunity (Roar)
Duergar	+2 to Move Silently
Dust Mephit	+2 to Initiative
Eagle	+2 to Reflex saves and Spot
Earth Mephit	+2 to Fortitude saves
Efreeti	Immunity (Heat)
Elamosaurus	+2 to Swim
Elephant	+2 to Fortitude saves
Ethereal Filcher	+2 to Sleight of Hand
Ethereal Marauder	+2 to Initiative
Ettercap	+1 to Hide and Spot
Fire Beetle, Giant	+2 to Fortitude and Climb
Fire Mephit	+2 to Reflex saves
Flesh Golem	+1 Natural Armour
Forest Gnome	+2 to Hide
Formian, Worker	+2 to Reflex saves and Craft (any one)
Formian, Warrior	+1 to Climb and Move Silently
Formian, Taskmaster	+2 to Initiative
Gargoyle	+2 to Hide
Ghast	Immunity (Stench & Paralysis)
Ghoul	Immunity (Paralysis)
Gibbering Moulder	Immunity (Gibbering)
Gold Dragon	+2 to Swim and Immunity (Frightful Presence)
Gorgon	+2 to Fortitude saves
Grey Render	+2 to Fortitude saves
Green Dragon	+2 to Swim and Immunity (Frightful Presence)
Grick	+2 to Climb
Griffon	+1 to Jump and Spot

Grimlock	+2 to Reflex saves
Gynosphinx	+2 to Concentration
Harpy	Immunity (Captivating Song)
Hawk	+3 to Spot in bright light
Hell Hound	+1 to Hide and Move Silently
Hieracosphinx	+2 to Spot
Hippogriff	+2 to Spot
Homunculus	+2 to Dexterity
Horses	+2 to Fortitude saves
Howler	Immunity (Howl)
Ice Mephit	+2 to Initiative
Invisible Stalker	+1 to Move Silently and Spot
Janni	+2 to Appraise
Kiwi	+2 Wisdom and Survival
Krenshar	Immunity (Scare)
Lamia	+1 to Bluff and Hide
Lammasu	+1 to Knowledge (arcane) and Sense Motive
Leopard	+1 to Hide and Move Silently
Lillend	+2 to Perform (any one)
Lion	+2 to Reflex saves
Lizard	+3 to Climb
Lizard, Giant	+2 to Fortitude saves
Lizard Folk	+2 to Swim
Locathah	+2 to Swim
Magma Mephit	+2 to Reflex saves
Magmin	Immunity (Combustion & Fiery Aura)
Manticore	+2 to Spot
Megaraptor	+2 to Jump
Merfolk	+2 to Swim
Mimic	+2 to Disguise
Mohrg	+1 to Hide and Move Silently



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Mongoose	+2 to Reflex saves and +2 Fortitude save versus snake poison.
Monkey	+2 to Reflex saves and Climb
Monkey, Spider	+2 Reflex saves
Mule	+2 to Fortitude saves
Nightmare	Immunity (Smoke)
Nixie	+2 to Initiative
Nymph	Immunity (Blinding & Unearthly Beauty)
Octopus	+2 to Reflex saves and Swim
Oozes	Immunity (Acid) and for Gelatinous Cubes (Paralysis)
Ooze Mephit	+2 to Fortitude saves
Orc	+2 to Fortitude
Otter	+2 to Reflex saves and Swim
Otyugh	+2 to Spot
Owl	+3 to Spot in shadows
Owlbear	+2 to Fortitude saves
Pegasus	+2 to Sense Motive
Penguin	+2 to Wisdom and Swim
Phase Spider	+1 to Climb and Move Silently
Phasm	+2 to Bluff
Pony	+2 Fortitude saves
Porpoise	+2 to Reflex saves and Swim
Praying Mantis, Diminutive	+2 to Dexterity and Spot
Praying Mantis, Giant	+2 to Fortitude saves
Pseudodragon	+1 to Listen and Spot
Quasit	+2 to Reflex saves
Raccoon	+2 to Reflex and Hide
Rast	Immunity (Paralysing Gaze)
Rat	+2 to Fortitude

Raven	+3 to Appraise
Ravid	+1 to Listen and Spot
Red Dragon	+2 to Jump and Immunity (Frightful Presence)
Remorhaz	Immunity (Heat)
Rhinoceros	+2 to Fortitude saves
Rust Monster	+1 to Natural Armour
Sahuagin	+2 to Swim
Salamanders	Immunity (Heat) and +2 to Craft (metalworking)
Salt Mephit	+2 to Fortitude saves
Satyr	Immunity (Pipes)
Scorpion, Tiny	+2 to Fortitude and Hide
Sea Lion	+2 to Swim
Shadow	Immunity (Shadow Touch)
Shadow Mastiff	Immunity (Bay)
Shambling Mound	+1 to Hide and Move Silently checks
Sharks	+2 to Reflex saves
Shield Guardian	+1 Natural Armour
Shocker Lizard	+2 to Reflex saves and Climb
Silver Dragon	+2 to Diplomacy
Skeleton	+2 to Initiative
Skum	+2 to Swim
Snakes	+3 to Bluff
Spectre	+2 to Initiative
Spider Eater	+2 to Fortitude saves
Spider, Tiny	+2 Reflex saves and Climb
Squid	+2 to Swim
Stag Beetle, Giant	+2 Fortitude saves
Steam Mephit	+2 to Reflex saves
Stirge	+2 to Reflex saves
Tendriculos	+2 to Fortitude saves
Thoqqua	Immunity (Heat & Burn)

Tiger	+1 to Hide and Move Silently
Toad	+3 Hit Points
Treant	+2 to Survival
Triceratops	+2 to Fortitude saves
Triton	+2 to Swim
Troglodyte	Immunity (Stench)
Troll	+2 to Fortitude saves
Tyrannosaurus	+2 to Fortitude saves
Unicorn	+2 to Survival
Vampire Spawn	+1 to Bluff and Sense Motive
Vargouille	+1 to Listen and Spot
Wasp, Giant	+2 to Fortitude saves
Wasp, Yellow Jacket	+2 Dexterity and Spot
Water Mephit	+2 to Fortitude saves
Water Naga	+2 to Will saves
Weasel	+2 to Reflex
Whales	+2 to Swim
White Dragon	+2 to Survival and Immunity (Frightful Presence)
Wight	+2 to Move Silently
Will-o'-wisp	+2 to Spot
Winter Wolf	+2 to Fortitude saves
Wolf	+2 to Reflex saves
Wolverine	+2 to Fortitude saves
Worg	+2 to Fortitude saves
Wraith	+2 to Initiative
Wyvern	+2 to Fortitude saves
Xill	+2 to Reflex saves
Xorn	+2 to Fortitude saves
Yeth Hound	Immunity (Bay)
Zombie	Toughness feat

\* Immunities that are granted via boons only work against the special abilities of beings of the same base creature type as the familiar.

## GUIDELINES

### The Restrictions

The primary restriction used when determining the boon a master gains from his familiar is: Do *not* give masters any of their familiar's extraordinary, spell-like, or supernatural abilities. Simply because the familiar becomes less useful to the master if the master can replicate the abilities of his familiar. The secondary restriction is not to give benefits to the master that are not in line with the creature's abilities. These restriction stem from the belief that boons granted by familiars should not be pulled out of a hat and instead should reflect and be derived from the familiar's traits.

### Types of Boons

In this guideline there are seven types of boons that are possible for masters to inherit:

- † Initiative Boon: If the base creature has an Initiative of +4 or better, then an Initiative boon might be appropriate.
- † Armour Class Boon: If the base creature has a natural Armor Class of +4 or better, then an Armor Class boon might be appropriate. Note: This boon should be used sparingly and should only be used in conjunction with familiars that can be summoned by one of the 1<sup>st</sup> level and perhaps some 2<sup>nd</sup> level *familiar ritual* spells. Also constructs should grant natural armor class if no other bonus makes sense.
- † Special Immunity: If the base creature has a special ability that could bring about an adverse effect upon a master without immunity, then the boon that is granted should be one that grants immunity to that creature's special abilities. For example, the boon that would be granted by a basilisk familiar would be immunity to the basilisk's gaze attack.
- † Saving Throw Boon: If the base creature has a saving throw of +4 or better and it is the creature's highest saving throw, then a saving throw boon might be appropriate.
- † Ability Score Boon: If the base creature has an ability score of 12 or better, then an ability score boon might be appropriate. Note: giving out an

## CONSEQUENCES OF BONDING

ability score boon should not be done lightly and only in conjunction with familiars that can be summoned by one of the 1<sup>st</sup> level *familiar ritual* spells.

†Skill Boon: If the base creature has a racial skill bonus of +4 or better, then a skill boon might be appropriate. Also if the base creature has two or more skills with racial bonuses of +2 or better, then it might be appropriate to do give a lesser bonus to each of those skills. Finally, if the base creature does not fit into any other category choose one or two of its higher ranked skills and grant a skill boon to them. Note that some skill bonuses are based purely upon the base creature's physical form and thus should not be used to determine a skill boon for their master.

†Feat Boon: If the base creature has a feat that seems central to its concept and has no prerequisites associated with it, then a feat boon granting the master the feat might be appropriate. For example, the zombie grants its master the Toughness feat.

### Finer Points

So what happens when the base creature fits the description of more than one of these? The first question you should ask is which boon would be appropriate in light of the overall usefulness of the familiar. The more useful the familiar, the less useful the boon. Some familiars have special abilities that are weakened by being solitary creatures (such as formian workers and shocker lizards) or that are nullified by becoming familiars (such as demon and devil) and thus should be given extra consideration when deciding upon what boons they might give their masters. There is also the question of how to make weaker creatures just as appealing as more powerful ones and boons are a good way of adding appeal to a creature. Those creatures of CR ¼ or less should be given extra consideration when having boons assigned to them this is why many of these have the best boons available to mages.

### Fixed Boons

Besides special boons there are other boons, known as 'fixed' boons, which all familiars bring their masters. The first and foremost of these is the empathic link between familiar and master.



The secondary boon is the exceptional alertness that a mage gains while his familiar is within arms length. Other tertiary boons depend upon the familiar path that is chosen. Traditionally these include the ability to deliver touch spells and to scry through one's familiar.

### Lost Boons

There are four ways for a mage to lose some or all of his boons. The first instance is when a familiar is more than one mile distant from its master. The second is caused when a mage mistreats his familiar. In this case, the mage loses access to the special boons and even fixed boons if the abuse is ongoing or the familiar is particularly spiteful after a long period of misuse. This effect will last until such time as he rectifies the abuse, either through sincere apology or some other act of atonement. The third situation is caused when a mage or his familiar enters an anti-magic field and their supernatural bond is temporarily suppressed. While in an anti-magic field the mage loses access to his special and fixed boons and his familiar temporarily loses its supernatural abilities. The final situation in which a mage loses all of his boons is the death of his familiar and may only be remedied by returning the familiar to life.

# THE INFUSION

**F**amiliars are infused with a number of extraordinary and supernatural abilities through the bond that they share with their master. These benefits traditionally range from empathic links to spell resistance, but there is more than one path of infusion for mages to choose from when summoning a familiar. Note however that once a path is chosen it cannot be changed. There are of course other effects of infusion, which are particular to certain creatures and are explained in further detail below.

## PATHS OF INFUSION

There are seven paths of infusion for a mage to choose from—depending upon his needs and his familiar's physical ability. All familiars are capable of being infused with traditional powers, but there are some familiars who are eligible to take more unique paths. As such, when a mage summons forth his familiar he must indicate what path of infusion he wishes to place it upon. His choice is an important one and should not be taken lightly for it will have a profound effect upon the evolution of his familiar as he himself gains power over the arcane arts.

So then, what are the other paths? The first is called the “path of the assistant” and focuses upon the familiar as an aid to the mage in his magical craft and studies, the familiars of this path are generally more intelligent than normal. The second is referred to as the “path of the guardian” and establishes the familiar as a protector of the mage. Due to its focus upon defending its master such creatures are typically less intelligent, but more capable when conflict is unavoidable. The third is known as the “path of the infiltrator” and concentrates the familiar's abilities on incursion and surveillance. Such familiars gain supernatural abilities to enhance their role as information gatherers and even burglars. The fourth is the “path of the seeker” and it creates familiars that are exceptionally perceptive of the natural world and that are adept at locating objects, such as spell components and magical items. The fifth is named the “path of the envoy” and focuses upon the familiar as the mage's messenger; this is quite similar to the traditional familiar, but

much more focused upon allowing the familiar to communicate with more than just its master. The last is termed the “path of the gladiator” and infuses the familiar with much more offensive potential. Familiars of this type are perhaps the least intelligent and magical of familiars, but through their infusion with this path they are perhaps the least fearful of wading into the fray as they are much more robust than the typical familiar.

## THE TRADITIONAL PATH

Familiars of this path are magical beings that enhance and share the mage's arcane powers. They are empathetically linked to their masters and overtime they learn to communicate with them in their own unique language. Familiars of this type may also be trained in almost any class via training rituals, with the exception of divine ones, such as cleric, druid, paladin, and ranger which no familiars may obtain.

*XP Cost:* None.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if better than the familiar's.

**Skills:** Use either the normal skills for a creature of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their



## THE INFUSION

masters) depending on the level of the master. The abilities are cumulative.

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 6 or better. A familiar cannot have an Intelligence score higher than its master.

**Alertness:** The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains the Alertness feat.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw

and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he had seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the 'toucher'. The master and the familiar have to be in contact at the time of casting. The familiar can then deliver the touch spell just as the master could. If the master casts another spell before the touch spell is delivered it dissipates as normal.

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.



## Traditional Familiar Special Abilities

Master's Effective Class Level	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	6 (+1)	Alertness, improved evasion, share spells, empathic link
3-4	+2	7 (+2)	Touch
5-6	+3	8 (+3)	Speak with master
7-8	+4	9 (+4)	Speak with creatures of its type (or bonus language)
9-10	+5	10 (+5)	
11-12	+6	11 (+6)	Spell resistance
13-14	+7	12 (+7)	Scry on familiar
15-16	+8	13 (+8)	
17-18	+9	14 (+9)	
19-20	+10	15 (+10)	

**Speak with Creatures of its Type:** The familiar can communicate with creatures of approximately the same type as itself. The communication is limited by the Intelligence of the conversing creatures. A familiar that can naturally speak with creatures of its own type (such as a dwarf familiar being able to speak with other dwarves) gains a bonus language instead. This language must be one that their master knows, if no such language is available than the familiar does not gain any benefit. If at a later point the familiar's master learns a new language the familiar may learn it with him.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Scry on Familiar:** If the master is 13th level or higher, 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.

arcane power. Familiars of this type may only be trained as bards, experts, sorcerers, and wizards.

*XP Cost:* 250.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for a creature of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

## PATH OF THE ASSISTANT

Assistant familiars are particularly useful for those mages that concentrate upon the craft of magic. They are much smarter than traditional familiars and are able to enhance their master's skills and

## THE INFUSION

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 12 or better. A familiar cannot have an Intelligence score higher than its master.

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch

range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Skill Focus:** The presence of the familiar enhances one of its master's skills. While the familiar is within arm's reach, the master gains a Skill Focus feat in one of the following skills: Alchemy,

### Assistant Familiar Special Abilities

Master's Effective Class Level	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	12 (+1)	Speak with master, improved evasion, share spells, empathic link
3-4	+2	13 (+2)	Touch
5-6	+2	13 (+2)	Skill Focus
7-8	+3	14 (+3)	Spell Focus
9-10	+3	15 (+4)	Aid Master (1/day)
11-12	+4	15 (+4)	Spell resistance
13-14	+4	16 (+5)	Scry on Familiar
15-16	+5	17 (+6)	
17-18	+5	17 (+6)	Aid Master (2/day)
19-20	+6	18 (+7)	



Concentration, Craft (any), Knowledge (any), Profession (any), or Scry.

**Spell Focus:** The presence of the familiar increases the potency of certain types of its master's spells. While the familiar is within arm's reach, the master gains a free Spell Focus feat. The school this feat affects may not be changed after the initial choice.

**Aid Master:** The familiar can aid its master by granting him an enhancement bonus equal to its Intelligence modifier to one of the following skill checks: Alchemy, Concentration, Craft (any), Knowledge (any) or Profession (any). This may only be done a certain amount of times per day as indicated in the above chart and the familiar must be within arms reach.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Scry on Familiar:** If the master is 13th level or higher, 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.

## PATH OF THE ENVOY

Envoy familiars are adept at communicating with both their master and others. From the very beginning familiars of this path may speak with their masters in a secret language known only to them, the familiar quickly learns to speak and understand others whom they meet. Finally, the empathic link between master and familiar allows the master to see and hear what his familiar sees and hears. Familiars of this type may only be trained as bards, experts, sorcerers, and wizards.

*XP Cost:* 250.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for a creature of that type or the master's, whichever are better.



## THE INFUSION

### Envoy Familiar Special Abilities

Master's Effective Class Level	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	10 (+1)	Speak with Master, improved evasion, share spells, empathic link
3-4	+2	11 (+2)	Touch
5-6	+2	11 (+2)	Speech (bonus language)
7-8	+3	12 (+3)	<i>Comprehend Languages</i> (1/day)
9-10	+3	13 (+4)	<i>Tongues</i> (1/day)
11-12	+4	13 (+4)	Spell resistance
13-14	+4	14 (+5)	Scry on familiar
15-16	+5	15 (+6)	
17-18	+5	15 (+6)	Improved empathic link
19-20	+6	16 (+7)	

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 10 or better. A familiar cannot have an Intelligence score higher than its master.

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will

not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Speech:** The familiar can communicate verbally in any language that its master can naturally speak and understand. If the familiar already knows how to speak all of its master's languages – because it naturally knows them, it gains a bonus language of its master's choosing.

**Comprehend Languages:** As per the spell, but considered to be cast by a spellcaster of the master's effective class level. If their master is within 5 feet of them when this is cast their master also receives the benefits of the spell.

**Tongues:** As per the spell, but considered to be cast by a spellcaster of the master's effective class level. If their master is within 5 feet of them when this is cast their master also receives the benefits of the spell.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Scry on Familiar:** If the master is 13th level or higher, 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.

**Improved Empathic Link:** Same as empathic link, but by taking a full-round action (that provokes an attack of opportunity), the familiar's master may see and hear exactly what the familiar sees and hears. While in this trance the master is considered helpless and cannot make Spot or Listen checks. The master may end this connection with his familiar as a standard action.

## PATH OF THE GUARDIAN

Guardian familiars are interested in one thing: protecting their master from harm. Although typically not as intelligent as other familiars, guardian familiars have the innate ability to find their masters as well as ward them from harm. This latter ability can be quite useful, though it does leave the familiar extremely vulnerable to death. Familiars of this type may only be trained as fighters, monks, sorcerers, and wizards.

*XP Cost:* 500.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** Equal to their master's hit points.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for a creature of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 4 or better. A familiar cannot have an Intelligence score higher than its master.

**Alertness:** The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains the Alertness feat.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous,



## Guardian Familiar Special Abilities

Master's Effective Class Level	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	4 (+1)	Alertness, improved evasion, share spells, empathic link
3-4	+2	5 (+2)	Touch
5-6	+3	5 (+2)	Find Master
7-8	+4	6 (+3)	Protective Ward
9-10	+5	7 (+4)	
11-12	+6	7 (+4)	Spell resistance
13-14	+7	8 (+5)	Speak with master
15-16	+8	9 (+6)	
17-18	+9	9 (+6)	Regeneration 1 (damage via Protective Ward only)
19-20	+10	10 (+7)	

the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Find Master:** No matter the distance, as long as they are on the same plane, the familiar can always find his master. This is a supernatural ability.

**Protective Ward:** As long as the familiar and his master stay within 10 feet of each other, this ability wards the master and creates a mystic connection between them so that some of the master's wounds are transferred to the familiar instead. The master gains a +1 deflection bonus to AC and a +1 resistance bonus to saves. Additionally, the master takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal hit point damage. The familiar takes the amount of damage not taken by the master. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration may not be transferred to the familiar. If the master suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the familiar because it is not hit point damage. If the familiar and the master move out of range of each other, the ward ends. This is a supernatural ability.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Regeneration:** All damage that is dealt to the familiar is normal, except damage that is dealt to it via the protective ward ability. This damage is subdual and heals at the fixed rate of one point per round. Unlike most regeneration this is a supernatural ability.

## PATH OF THE GLADIATOR

Gladiator familiars are created for the specific purpose of fighting and as such are quite tough compared to most familiars. They, unlike guardian familiars, are not meant to passively defend their masters; instead they meant to actively and aggressively do so. Frequently these types of familiars are used in arcane arenas where their masters battle for money and glory. Familiars of this type may only be trained as barbarians, fighters, monks, sorcerers, and wizards.

*XP Cost:* 750.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** Equal to their master's hit points.

**Attacks:** Use their master's base attack bonus plus the amount listed in the following chart. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for a creature of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 4 or better. A familiar cannot have an Intelligence score higher than its master.

**Combat Reflexes:** The familiar gains the Combat Reflexes feat for free. The familiar loses this ability if it is more than 30 feet distant from its master.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect a familiar. The familiar must be within 30 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 30 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

## Gladiator Familiar Special Abilities

Master's Effective Class Level	Base Attack Bonus	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	+1	4 (+1)	Combat reflexes, improved evasion, share spells, empathic link
3-4	+1	+2	5 (+2)	Touch
5-6	+2	+2	5 (+2)	Weapon focus
7-8	+2	+3	6 (+3)	Damage Reduction 1/+1
9-10	+3	+3	7 (+4)	
11-12	+3	+4	7 (+4)	Spell resistance
13-14	+4	+4	8 (+5)	Speak with master
15-16	+4	+5	9 (+6)	
17-18	+5	+5	9 (+6)	Damage Reduction 2/+2
19-20	+5	+6	10 (+7)	

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Weapon Focus:** The familiar gains a Weapon Focus feat for free. The master chooses the type of weapon including one of the familiar's natural weapons. The familiar loses this ability if it is more than 30 feet distant from its master.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Damage Reduction:** The familiar gains the extraordinary ability to ignore a certain amount of damage from each blow or attack. Subtract one

from the damage the familiar takes each time the familiar is dealt damage. Note that a creature that already has damage reduction has their number increased by one. The familiar loses this ability if it is more than 30 feet distant from its master.

## PATH OF THE INFILTRATOR

Rascal familiars are quite useful in that they excel in slipping into and out of places without notice. They are excellent spies and thieves as they can even hide in plain sight. Also their improved empathic link makes it possible for their masters to see and hear what they are seeing and hearing. Familiars of this type may only be trained as bards, rogues, sorcerers, and wizards.

*XP Cost:* 500.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier,

whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for a creature of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 6 or better. A familiar cannot have an Intelligence score higher than its master.

**Infiltrator:** The familiar gains a +2 bonus to Hide and Move Silently checks. The familiar loses this ability if it is more than one mile distant from its master.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one

mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Hide in Plain Sight:** The familiar can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, familiars can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability and only works while the familiar is within one mile of its master.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Scry on Familiar:** If the master is 13th level or higher, 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.

**Improved Empathic Link:** Same as empathic link, but by taking a full-round action (that



**Infiltrator Familiar Special Abilities**

Master's Effective Class Level	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	6 (+1)	Infiltrator, improved evasion, share spells, empathic link
3-4	+2	7 (+2)	Touch
5-6	+2	8 (+3)	Speak with master
7-8	+3	9 (+4)	
9-10	+3	10 (+5)	Hide in plain sight
11-12	+4	11 (+6)	Spell resistance
13-14	+4	12 (+7)	Scry on familiar
15-16	+5	13 (+8)	
17-18	+5	14 (+9)	Improved empathic link
19-20	+6	15 (+10)	

provokes an attack of opportunity), the familiar's master may see and hear exactly what the familiar sees and hears. While in this trance the master is considered helpless and cannot make Spot or Listen checks. The master may end this connection with his familiar as a standard action.

**PATH OF THE SEEKER**

Seeker familiars are great at finding their masters anything from magical items to spell components. They also excel at searching out mundane objects and concealed or secret doors. They are slightly smarter than traditional familiars but their true usefulness stems from their ability to seek things out. Familiars of this type may only be trained as bards, experts, sorcerers, and wizards.

*XP Cost:* 250.

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee

attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for a creature of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

**Natural Armour:** This number improves the familiar's AC, up to a maximum of 25.

**Intelligence:** The familiar's Intelligence score. Use the modifier listed if the familiar has a base intelligence of 8 or better. A familiar cannot have an Intelligence score higher than its master.

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw



and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he casts on himself also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Track:** The familiar gains the Track feat. This is a supernatural ability and only works while the familiar is within one mile of its master.

**Detect Magic:** As per the spell, but considered to be cast by a spellcaster of the master's effective class level.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If the creature already has spell resistance, then it adds its master's level to its normal spell resistance and that becomes its new spell-resistance (up to a maximum of 35).

**Locate Object:** As per the spell, but considered to be cast by a spellcaster of the master's effective class level.

**Find Component:** Once per day, the familiar may be asked to find its master a single component

#### Seeker Familiar Special Abilities

Master's Effective Class Level	Natural Armour	Intelligence (Modifier)	Special
1-2	+1	8 (+1)	Speak with master, improved evasion, share spells, empathic link
3-4	+2	9 (+2)	Touch
5-6	+2	9 (+2)	Track
7-8	+3	10 (+3)	<i>Detect Magic</i> (1/day)
9-10	+3	11 (+4)	
11-12	+4	11 (+4)	Spell resistance
13-14	+4	12 (+5)	<i>Locate Object</i> (1/day)
15-16	+5	13 (+6)	
17-18	+5	13 (+6)	Find Component (1/day)
19-20	+6	14 (+7)	

## THE INFUSION

(this item must be linked to a spell that its master knows). No matter the distance, as long as the familiar and component are on the same plane, it will know in which direction the component lies— north, east, west, south, up, or down. This ability points the familiar to the nearest component of the type indicated. This is a supernatural ability and can only be used if the familiar and master are within one mile of each other.

## OTHER EFFECTS OF INFUSION

Besides the above effects the bonding process has some other effects that are specific to certain creatures. The following is a short list of other effects that infusion has upon creatures. Familiars lose any innate spell-like or supernatural abilities to summon other creatures. They also lose any ability to generate anti-magic fields of any type. Finally they can never go berserk, as some golems are apt to do, when they are linked to a master as a familiar. There may be other consequences for creatures but these are denoted as the most common.

### The Doom

The death of a familiar is a great loss to a mage, but it will not kill him. The death of a master however may be too much for a familiar to survive and frequently takes the life of the familiar. Still there are those familiars that are able to survive the shock of their master's death and through them a portion of their master survives.

*Excerpt from Hedrian Prospel's treatise entitled "On Familiars".*

The final consequence of bonding to a familiar is called the 'doom' and refers to the linking of the life forces of the familiar and his master. This is an integral part of the bonding process and one that cannot be avoided, for without the doom, the boon and infusion do not take root. The doom is in a way the signature upon the contract between mage and familiar, a seal that when broken by a wilful or unforeseen act has dire consequences for the parties involved.

### Master's Doom

If the familiar dies, the master chooses to dismiss it or a dragon familiar releases itself from service, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level (not effective class level). A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happy event occurs.

### Familiar's Doom

If the master chooses to dismiss his familiar or a dragon familiar releases itself from service, then reduce the master's effective class level for the familiar before the dismissal by two levels. If the master's effective class level for the familiar would be brought to zero or lower than the familiar becomes a normal creature of its type and no longer has any connection to the mage. However, if the master's effective class level is still at least 1st level, then the familiar retains whatever powers, would be granted to it at its new effective class level. The familiar retains its powers and abilities for a year at which time the mage's essence returns to him and the ronin familiar becomes a normal creature of its type.

If the master dies, the familiar must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the familiar dies. Upon a successful saving throw treat the familiar as if it has only been dismissed from its master. A familiar may choose to re-establish its link to its former master if its master is revived and willing to accept the reunion. Upon reconnecting, the familiar recalculates its master's effective level and reinstates any abilities that it should gain. If the former, or ronin, familiar chooses not to revert to familiar status or its master denies it, then it retains its powers and abilities for a year at which time the mage's essence returns to him and the ronin becomes a normal creature of its type. Once this occurs the mage may summon a new familiar to become his companion.

# UNBOUND MAGES

Why share your power with a parasite? Why dilute your magic with a sieve? Why summon a leech to suckle at your breast? Why deny the 'path to power' for a pet to bring you your shoes?

*Excerpt from Mesephot Elenik's speech 'The Path to Power'*

Unbound mages range from those who seek a more personal connection with magic to those who give up their ability to summon a familiar for greater personal power. The majority of mages fall into the first category, but there are some who believe that summoning a familiar taints and deprives the mage of his birthright to connect with arcane energies directly. They see familiars as parasites that feed from and weaken mages. Both types of unbound mages use rituals to unbind themselves to the arcane energies that allow them to summon familiars, though the rituals vary in their means and ends.

## THE PATH OF INDEPENDENCE

The following ritual is simple to perform and once completed it is irrevocable, so it is recommended that one should weigh their options before committing oneself to this path. This ritual has two effects, the first is that the caster evermore forgoes his ability to summon a familiar and secondly it grants the caster an insight into the inner workings of magic for this sacrifice.

### Ritual of Independence

*Universal*

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 9 hours

Range: Personal

Target: You

Duration: Instantaneous

This spell may not be cast by a mage that has ever bonded to a familiar. This ritual is irreversible and once completed the caster will never be able to summon a familiar again. Once completed this spell takes immediate affect upon the caster and further castings have no effect. As a result of casting this spell the mage gains the following benefit.

The mage gains a bonus feat. This feat must be a metamagic feat, item creation feat, or one of the following: spell focus or spell penetration.

*Material Cost:* 100 gold pieces worth of diamond dust or some other precious material encircling the caster.



## THE PATH TO POWER

Unlike the *path of independence*, this ritual is much more sinister in its means and potent in its purpose. The ritual is a perversion of the traditional process of summoning a familiar with the mage seeking not to summon a familiar, but to sacrifice another mage's familiar. The first part of the ritual involves incantations that prepare the familiar for sacrifice. After this is done the familiar is killed with a ceremonial weapon, usually a dagger and the mage draws new powers from the fallen familiar's essence.

### Ritual of Power

*Universal* [Evil]

Level: Sor/Wiz 5

Components: V, S, M, XP

Casting Time: 9 hours

Range: Personal



Target: You

Duration: Instantaneous

This spell may not be cast by a mage that has ever bound himself to a familiar or cast the *ritual of independence*. This ritual is irreversible and once completed the caster will never be able to summon a familiar again. As part of the ritual the caster must sacrifice another mage's familiar. The familiar must have a master that is or was, before his death, the same caster level as the caster of this spell. Once completed this spell takes immediate effect upon the caster and further castings have no effect. As a result of casting this spell the mage gains several benefits.

The mage gains a bonus feat. This feat must be a metamagic feat, item creation feat, or one of the following: spell focus or spell penetration. The mage also gains whatever boon is normally associated with the familiar he has sacrificed.

Finally, the mage gains a +2 inherent bonus to his primary casting ability—charisma for sorcerers and intelligence for wizards. If he has more than one primary casting ability he chooses which ability gains the bonus.

If the caster of this spell ever atones for this act—via the *atonement* spell or some other means, he permanently loses the boon and inherent bonus but keeps the bonus feat.

**Material Cost:** A master-worked or better weapon and 100 gold worth of diamond dust— or some other precious material— encircling the familiar to be sacrificed.

**XP Cost:** 2500 XP.

The above spells are considered part of the Summon Familiar ability and as such do not count against a caster's spell known limits (if any).

# TRAINING FAMILIARS

Familiars do not learn in the same way as you or I might, instead they depend upon magical rituals to instill within them what training their master desires.

*Excerpt from Professor Marus Quintalis's lectures upon familiars.*

Training a familiar is a time consuming and draining process, but for a mage who wishes to instill his familiar with abilities beyond those granted to it by infusion, it is well worth it. How does one train a familiar? It is certainly not by normal means, but instead by magical means and through what are known as 'training rituals'. These rituals are based upon archetypal professions from soldier to sneak thief, from sorcerer to wizard and through them a familiar is granted certain abilities that are above and beyond those granted to them by their infusion.

## TRAINING RITUALS

The following training rituals can be used

### Training Ritual I-VIII

*Universal*

Level: Varies

Components: V, S, M, F

Casting Time: 9 hours

Range: Unlimited

Target: One familiar

Duration: Instantaneous

This spell infuses the familiar with the abilities, but not the HD of a class appropriate to its path of infusion. Each ritual requires a spell slot of a certain level to cast. The following chart indicates what level of spell must be used with each ritual:

Training Ritual	Spell Slot Needed for Ritual
Training Ritual I	2 <sup>nd</sup>
Training Ritual II	3 <sup>rd</sup>
Training Ritual III	4 <sup>th</sup>
Training Ritual IV	5 <sup>th</sup>
Training Ritual V	6 <sup>th</sup>
Training Ritual VI	7 <sup>th</sup>
Training Ritual VII	8 <sup>th</sup>
Training Ritual VIII	9 <sup>th</sup>

Once completed each ritual infuses the familiar with the abilities of a training of the appropriate level of the spell. These rituals must be performed in sequence from *training ritual I* to *training ritual VIII*. One may not cast *training ritual I* granting his familiar one level in a chosen class and then cast *training ritual III* without first casting *training ritual II* and then proceeding to *training ritual III*. The following is a chart that indicates what level of training that is granted for each ritual.

Training Ritual	Class Level Granted
Training Ritual I	1 <sup>st</sup>
Training Ritual II	2 <sup>nd</sup>
Training Ritual III	3 <sup>rd</sup>
Training Ritual IV	4 <sup>th</sup>
Training Ritual V	5 <sup>th</sup>
Training Ritual VI	6 <sup>th</sup>
Training Ritual VII	7 <sup>th</sup>
Training Ritual VIII	8 <sup>th</sup>

Note that the total number of levels that a familiar can be trained in is limited to eight, one for each level of the training ritual. Once the familiar obtains eight total levels he may not gain any more levels through this method of training.

*Material Cost:* 300 gold pieces worth of the masterwork objects that are associated with the class being trained in per spell level of the ritual being cast.

*XP Cost:* The XP cost of the ritual is based upon the familiar's total number of class levels prior to

## TRAINING FAMILIARS

the ritual. For example if the familiar had no class levels prior to the ritual it would cost his master 1,000 XP to grant the familiar one level in a class of his choice, whereas if a familiar had four total class levels— in whatever classes his master has chosen— then its master would have to pay 5,000 XP.

Total Class Levels Prior to Ritual	XP Cost
0	1,000
1	2,000
2	3,000
3	4,000
4	5,000
5	6,000
6	7,000
7	8,000

The above spells are considered part of the Summon Familiar ability and as such do not count against a caster's spell known limits (if any).

## SPECIAL RULES ON TRAINING

Once trained, the familiar gains the Base Attack Bonus of the class taken in addition to the bonus granted to them by their master. The Saving Throw modifiers of the class are added to the familiar's normal bonuses. Skill points are added to the familiar's base skills and not the ones granted to them from their master. They do not gain bonus feats or ability increases from level gains. Finally, each class has some special rules and restrictions when training a familiar in them. This is to reflect some of the unique possibilities that might occur when certain types of familiars are trained in a given class.

### Barbarian

**Rage:** Those creatures that naturally have the ability to rage gain the ability to voluntarily end the rage, if they do not have this ability already. Those creatures without Constitution scores should be treated as having a base Constitution score of 10 when determining how long their rage lasts. Those familiars with Constitutions below 6 do not gain the ability to rage.

**Fast Movement:** The increase to the familiar's speed is one-third the creature's normal base speed (rounded down to the nearest 5 foot increment, a minimum of 5 feet). This affects all of the creature's movement types. The following chart gives you the movement increase for creatures with base speeds of up to 100 feet.



**Barbarian Fast Movement**

Unarmoured Speed	Fast Movement Speed
10 ft.	15 ft.
20 ft.	25 ft.
30 ft.	40 ft.
40 ft.	50 ft.
50 ft.	65 ft.
60 ft.	80 ft.
70 ft.	90 ft.
80 ft.	105 ft.
90 ft.	120 ft.
100 ft.	130 ft.

**Bard**

**Bardic Music:** If the creature is unable to vocalize or use musical instruments then it cannot use this ability.

**Bardic Knowledge:** If the familiar is unable to speak with its master it is unable to communicate what it knows, though the familiar may give its master emotive responses to indicate like or dislike, affirmative or negative.

**Spells:** The familiar does not learn spells for itself, instead it knows all the spells that its master knows, but may only cast spells that are upon the bard's list. It may not cast spells from the bard list that its master does not or cannot know.

**Fighter**

**Bonus Feats:** Some bonus feats do not make sense for certain creatures and so Games Masters should use their discretion when allowing familiars to acquire certain feats.

**Monk**

**Unarmed Strike:** Familiars without the ability to slam or claw an opponent do not gain this ability. The damage dealt by this ability is dependent upon the familiar's size and natural weapons. The following chart provides the needed information for how to handle different sized creatures and the increased damage from unarmed strike:

**Monk Unarmed Damage**

Size	1 <sup>st</sup> -3 <sup>rd</sup>	4 <sup>th</sup> -7 <sup>th</sup>	8 <sup>th</sup>
Fine	1d2	1d3	1d4
Diminutive	1d2	1d3	1d4
Tiny	1d3	1d4	1d6
Small	1d4	1d6	1d8
Medium-Size	1d6	1d8	1d10
Large	1d8	2d6	2d8
Huge	1d10	3d6	3d8
Gargantuan	1d12	2d8	1d20
Colossal	1d20	2d12	3d10

**Stunning Attack:** Familiars without the ability to slam or claw an opponent do not gain this ability.

**Evasion:** Familiars do not gain this ability because they already have improved evasion.

**Deflect Arrows:** Familiars without a hand of some sort do not gain this ability.

**Unarmed Attack Bonus:** Familiars without the ability to slam or claw an opponent do not gain this ability.

**Fast Movement:** This ability affects all of the creature's movement types. The following chart gives you the movement increase for creatures with base speeds of up to 100 feet.

**Monk Fast Movement**

Unarmored Speed	1 <sup>st</sup> -2 <sup>nd</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	6 <sup>th</sup> -8 <sup>th</sup>
10 ft.	10 ft.	15 ft.	20 ft.
20 ft.	20 ft.	25 ft.	35 ft.
30 ft.	30 ft.	40 ft.	50 ft.
40 ft.	40 ft.	50 ft.	60 ft.
50 ft.	50 ft.	60 ft.	75 ft.
60 ft.	60 ft.	75 ft.	90 ft.
70 ft.	70 ft.	85 ft.	100 ft.
80 ft.	80 ft.	95 ft.	115 ft.
90 ft.	90 ft.	110 ft.	130 ft.
100 ft.	100 ft.	120 ft.	140 ft.

## TRAINING FAMILIARS

**Slow Fall:** Familiars without a hand of some sort do not gain this ability.

### Rogue

**Sneak Attack:** The familiar must have an attack—natural or weapon-based—that does at least 1d2 (not including modifiers) points of damage in order to be able to use the sneak attack ability. For example, toads have no attacks listed for them, thus they would be unable to use sneak attack.

**Evasion:** Familiars do not gain this ability because they already have improved evasion.

### Sorcerer

**Summon Familiar:** Familiars may not summon other familiars.

**Spells:** Familiars must choose their known spells from those that their masters know. The spells

known to a familiar may be changed when they obtain a new level.

### Wizard

**Summon Familiar:** Familiars may not summon other familiars.

**Scribe Scroll:** Familiars may not scribe scrolls.

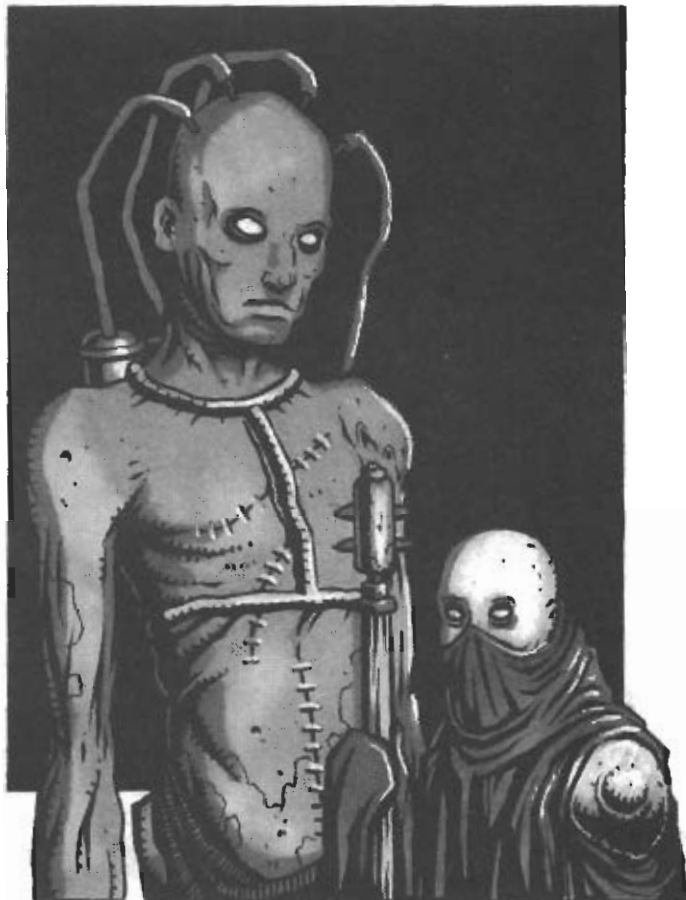
**Bonus Feats:** Familiars may not take item creation feats.

**Spells:** Familiars do not learn spells for themselves; instead they know all the spells that their masters know.

## TRAINING, DEATH AND RESURRECTION

Normally familiars that die and are brought back to life do not suffer any adverse effects, however familiars who have received training do lose some, if not all of their abilities when they are revived from the dead. As long as the familiar has one class level of training the following rule applies:

Familiars with class levels that die lose one level of training in their highest class. If two classes are tied for highest the mage chooses which class level is lost.





# FAMILIAR FEATS

It is quite an accomplishment to summon a dragon as your familiar and though this may come at the expense of some of your personal power, I am of the belief that it is well worth it to do so.

*Excerpt from Professor Marus Quintalis's lectures upon familiars*

This chapter details the extraordinary feats that can be performed by mages who have familiars. Some masters study the art of summoning a familiar and as such they learn how to call forth more unusual companions. Still others choose to cultivate the bonds they have with their familiars and by doing so enhance the utility of some of their familiar's abilities. No matter what the reason for doing so it must be pointed out that there is a cost to these endeavors and they should be weighed against the gains that could be made elsewhere in a mage's studies.

## FEATS

The following list of feats are gained and used in the same way as those listed in the *Core Rulebook*.

### Cultivate Link [Special]

You have cultivated your link with a particular familiar type so that it is more powerful than normal.

**Prerequisites:** Must have a familiar and be able to cast 2<sup>nd</sup> level arcane spells.

**Benefit:** You are considered to have an effective master level that is two levels higher than normal while the master of a particular familiar type.

**Special:** This feat may be taken multiple times for different familiar types such as magical beast, ooze, undead and so on.

### Enhanced Damage Reduction

#### [Special]

Your familiar's damage reduction capabilities are improved.

**Prerequisites:** Must have a familiar that has the Damage Reduction ability.

**Benefit:** Your familiar retains its damage reduction up to 60 feet away from you.

**Special:** Normal: The familiar loses its damage reduction when it is 30 feet away from its master.

### Enhanced Spell Sharing [Special]

You can share spells with your familiar even when they are not within arm's length.

**Prerequisites:** Must have a familiar and be able to cast 3<sup>rd</sup> level arcane spells

**Benefit:** You can share spells with a familiar that is up to 10 feet away and spells with durations other than instantaneous only stop working if the familiar moves farther than 10 feet away from you.

**Special:** Normal: The familiar must be within 5 feet at the time of casting and if the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away.

### Extended Empathic Link [Special]

Your empathic link with your familiar is extended to five miles.

**Prerequisites:** Must have a familiar and be able to cast 3<sup>rd</sup> level arcane spells

**Benefit:** Your empathic link works out to a distance of five miles.

**Special:** Normally, the empathic link only extends out to one mile.

### Extended Ward [Special]

Your familiar's protective ward has an increased range.

**Prerequisites:** Must have a familiar that has the Protective Ward ability.

**Benefit:** Your familiar's protective ward now extends to 30-ft.

**Special:** Normal: The protective ward only has a 10-ft radius.

### Extra Aid [Special]

Your familiar is better at assisting you than before.

**Prerequisites:** Must have a familiar that has the Aid Master ability.



**Benefit:** Your familiar may aid you three more times per day than normal.

### Extra Familiar [Special]

You have the ability to summon more than one familiar.

**Prerequisites:** Must have the ability to Summon Familiar, Intelligence 13+ and Charisma 13+.

**Benefit:** You have the ability to summon an additional familiar with the *familiar ritual* spells. When determining the special abilities your familiars have access to your effective master level is divided by the number of familiars you have, rounded down (minimum of 1). Finally, when summoning an additional familiar by the *familiar ritual* spells use a **spell slot one level higher** than normal for each familiar that the caster already has. These spell slots are 'permanently' lost while the familiars remain in the service of their master.

**Special:** Normal: You can only have one familiar. This feat may be taken a number of times equal to your primary spellcasting ability's modifier, each time allowing you the ability to summon an additional familiar.

### Familiar Slot [Special]

You no longer need to sacrifice a spell slot when you summon a familiar with a specific *familiar ritual* spell.

**Prerequisites:** Must have a familiar and Familiar Spell (specific ritual).

**Benefit:** You gain a bonus spell slot that can only be used in conjunction with a familiar summoned with a specific *familiar ritual* spell.

**Special:** Normally, when using *familiar ritual II-IX* to summon a familiar the caster 'permanently' uses a spell slot. This feat may be taken multiple times for different *familiar ritual* spells.

### Familiar Spell [Special]

You gain an extra known spell that is tied to a specific *familiar ritual* spell.

**Prerequisites:** Must have a familiar and be able to cast 2<sup>nd</sup> level arcane spells.

**Benefit:** You gain a bonus known spell that can only be used in conjunction with a specific *familiar ritual* spell.

**Special:** Normal: *Familiar ritual II-IX* spells require the caster to use a known spell slot. This feat may be taken multiple times but each time it is selected it must apply to a different *familiar ritual* spell.

### Far-Reaching Empathic Link [Special]

Your empathic link with you familiar is extended to anywhere on the same plane.

**Prerequisites:** Extended Empathic Link.

**Benefit:** Your empathic link works as long as you and your familiar are upon the same plane.

**Special:** Normal: The empathic link only extends out to one mile.

### Greater Scry on Familiar [Special]

You are better able to scry on your familiar.

**Prerequisites:** Must have a familiar upon which you can use the Scry on Familiar ability.

**Benefit:** You gain the ability to use *greater scrying*, instead of *scrying* once per day upon your familiar without material components or focus.

### Greater Spell Sharing [Special]

Your can share spells with your familiar even when they are not within range.

**Prerequisites:** Enhanced Spell Sharing.

**Benefit:** You can share spells with a familiar that is up to 30-feet away and spells with durations other than instantaneous only stop working if the familiar moves farther away than 30-feet away from you.

**Special:** Normal: The familiar must be within 5-feet at the time of casting and if the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5-feet away.

### Hold Touch [Special]

Your familiar can hold a touch spell even after you have cast another spell.

**Prerequisites:** Must have a familiar that can use the Touch ability.

**Benefit:** When you designate your familiar as the 'toucher' and cast another spell, the touch spell does not dissipate, instead it stays with the familiar until it is either dismissed, replaced, or used.

**Special:** Normal: When your familiar is designated as the 'toucher' and you cast another spell the touch spell it holds dissipates.

### Mouthpiece [Special]

You can speak through your familiar.

**Prerequisites:** Must have a familiar who can vocalise and has the Improved Empathic Link ability.

**Benefit:** Same as improved empathic link, but by taking a full-round action, the familiar's master cannot only see and hear exactly what the familiar sees and hears, but may also speak through his familiar. This may attract an attack of opportunity. In this way he can relay messages to others and may also cast Verbal only spells with the familiar acting as the 'caster'. No metamagic feats can be used to modify the spell being cast in this way. While in this trance the master is considered helpless and cannot make Spot or Listen checks.

The master may end this connection with his familiar as a standard action.

**Special:** Normally, improved empathic link only allows you to see and hear what the familiar sees and hears.

### Sense Component [Special]

Your familiar has an uncanny ability to know when spell components are near.

**Prerequisites:** Must have a familiar with the Find Component ability.

**Benefit:** Your familiar can detect the presence of any spell components for spells that you know which lie within 60 feet of the familiar.

### Speak with Another [Special]

Your familiar can speak to others in a secret language.

**Prerequisites:** Must have a familiar that has the ability to Speak with Master.

**Benefit:** You can choose a number of individuals equal to one plus your familiar's intelligence modifier (minimum of one) to whom it can speak in a secret language. Your familiar can then communicate with those indicated as if they were using a common language. Other creatures do not understand the communication without magical help, though those chosen via this feat can understand what is said without aid.

**Special:** This may be taken multiple times and each time allows the familiar's master to choose a new batch of individuals to which the familiar can speak.

### Unbroken Bond [Special]

Your link with a particular familiar type continues to grow even when you are advancing in an arcane class other than sorcerer or wizard.

**Prerequisites:** Must have a familiar and Cultivate Link.

**Benefit:** Each time you gain '+1 level to existing class' and choose to apply it toward your sorcerer or wizard spells, then you gain +1 to your effective master level with a particular familiar type.

**Special:** This feat may be taken multiple times, but each time it is taken it must be for a different familiar type— such as magical beast, ooze, undead and so on.

# THE MASTERS — BOUND AND UNBOUND

What shall you do when the time comes to choose between coddling a familiar and personal power? Shall you choose to study the deeper mysteries of magic or shall you spend your time changing a familiar's litter box? I know what I shall choose, but not all are so clear-sighted, not all have the will.

*Excerpt from Mesephot Hlenik's speech 'The Path to Power'*

The masters of magic come in two types as described before, those who take upon themselves familiars and those who unbind themselves from the tradition and seek out a more personal connection with the arcane. No matter what course they choose, equally as many of the doorways that are opened by their decision are closed to them as well. It is the purpose of this chapter to illuminate these pathways and the boons that they hold for those willing to tread them. This is not meant to be an all-encompassing list by any means, but instead it is meant to give you an idea of the plethora of possibilities that await those who are willing to walk down these specialized and divergent paths.

## ACOLYTE OF THE GHOST

**Immortality is worth any price, even death.**  
**Krast Coldblood, Founder of the Acolytes of the Ghost.**

The acolytes of the ghost are typically made up of those who seek to escape death by embracing it. They begin this journey by summoning an undead familiar and over the course of time, through their bond and arcane studies, come to understand the secrets of the unliving. This, of course, is a dangerous path as it ultimately results in the death of the acolyte of the ghost. In the end, however, the acolyte of the ghost gains not only the immortality he seeks, but also discards the flesh that has bound him since his birth.

**Hit Die:** d4.

### Requirements

To qualify to become an acolyte of the ghost, a character must fulfil the following criteria:

**Alignment:** Any non-good.

**Skills:** Knowledge (arcana): 15 ranks.

**Feats:** Cultivate Link (undead) and Unbroken Bond (undead).

**Special:** Must have an undead familiar.

### Class Skills

The acolyte of the ghost's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

**Skill points at each level:** 2 + Int modifier.

### Class Features

All of the following are class abilities of the acolyte of the ghost prestige class.

**Weapon and Armour Proficiency:** Acolytes of the ghost gain no new weapon or armour proficiencies.

**Spells per Day:** When an acolyte of the ghost gains a level, the character 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 (metamagic or item creation feats and so on). This essentially means that he adds a certain number of levels of acolyte of the ghost, as indicated, to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**The Coming Death:** As part of the trial of becoming an incorporeal undead the acolyte of the ghost must survive what is known as *the coming death*. *The coming death* is a disease that the acolyte of the ghost contracts upon entering this class. He automatically fails his saving throw to avoid infection and incubation takes only a round

after taking the class. There is no save against the initial damage, which drains 2 permanent points from both Strength and Constitution. Thereafter the acolyte of the ghost must make a Fortitude save (DC 20) every day or take 1d4 points of temporary Constitution and Strength damage as a secondary effect. An unsuccessful save is followed by another Fortitude save (DC 20), if it fails 1 point of permanent Strength and Constitution is lost as well as any temporary losses. The acolyte of the ghost is cured of any temporary losses only after a successful save against the secondary effect, though this will not restore any permanent loss.

He may not use any form of magical healing while infected, if he does so he immediately loses his level in the acolyte of the ghost class with his experience total immediately set to the midpoint of the previous level.

As a side effect of this disease the acolyte of the ghost's skin becomes deathly pale and dried. If killed by this disease the acolyte of the ghost immediately becomes a wight. If, however, the acolyte of the ghost survives, then once per week he can use a special touch attack to deliver *the coming death* to another creature. This manifestation of the disease allows an initial Fortitude save (DC 20) to avoid infection, the incubation takes a day, the victim is allowed a save versus the initial damage and it may be cured via magical means without ill effect.

**The Maddening:** As part of the trial of becoming an incorporeal undead the acolyte of the ghost, must survive what is known as *the maddening*. *The maddening* is a disease that the acolyte of the ghost contracts upon reaching 2<sup>nd</sup> level in the class. He automatically fails his saving throw to avoid infection and incubation takes only a round after obtaining 2<sup>nd</sup> level in this class. There is no save against the initial damage, which drains 2 permanent points from the acolyte of the ghost's Wisdom. Thereafter the acolyte of the ghost must make a Fortitude save (DC 20) every day or take 1d4 points of temporary Wisdom damage as a secondary effect. Upon an unsuccessful save the acolyte of the ghost must make another Fortitude save (DC 20) and if it fails 1 permanent point of Wisdom is lost as well as any temporary losses. The acolyte of the ghost is cured of any temporary

losses only after a successful save against the secondary effect, though this will not restore any permanent loss.

He may not use any magical healing while infected, if he does so he immediately loses a level in the acolyte of the ghost class with his experience total immediately set to the midpoint of the previous level.

As a side effect of this disease the acolyte of the ghost's skin becomes almost pitch black. If brought to 0 Wisdom by this disease the acolyte of the ghost dies and immediately becomes an allip. If, however, the acolyte of the ghost survives, then once per week he can use a special touch attack to deliver *the maddening* to another creature. This manifestation of the disease allows an initial save to avoid infection, the incubation takes a day, the victim is allowed a save versus the initial damage and it may be cured via magical means without ill effect.

**Death of the Flesh:** At 4<sup>th</sup> level, the acolyte of the ghost is forevermore treated as an undead creature and gains the following benefits: immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, subdual damage, ability damage, ability drain, energy drain and critical hits. In addition, they lose their Constitution score and are therefore immune to anything requiring a Fortitude saving throw (unless it effects objects). Acolytes of the ghost use their Charisma modifier when making concentration checks. Finally, acolytes of the ghost are immune to death from massive damage, though when they are reduced to 0 hit points they are immediately destroyed.

**Ghost Form:** At 5<sup>th</sup> level, the acolyte of the ghost sheds its material form and essentially becomes a ghost with all of the following effects:

**Hit Dice:** d12

**Speed:** Acolytes of the ghost have a fly speed of 30-feet, unless the base creature has a higher fly speed, with perfect manoeuvrability.

**AC:** Natural armour is the same as the base creature but applies only to ethereal encounters. When the acolyte of the ghost manifests (see below) its natural armour value is +0 but it gains a



## THE MASTERS - BOUND AND UNBOUND

deflection bonus equal to its Charisma modifier or +1, whichever is higher.

**Attacks:** The acolyte of the ghost retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

**Damage:** Against ethereal creatures, an acolyte of the ghost uses the base creature's damage ratings. Against non-ethereal creatures, the acolyte of the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

**Special Attacks:** The acolyte of the ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The acolyte of the ghost also gains a manifestation ability plus the following special attacks. Saves have a DC of 15 plus the acolyte of the ghost's Charisma modifier.

**Manifestation (Su):** All acolytes of the ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, acolytes of the ghosts become visible but remain incorporeal. However, a manifested acolyte of the ghost can strike with its touch attack or a ghost touch weapon. A manifested acolyte of the ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting acolyte of the ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting acolyte of

the ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested acolyte of the ghost's touch spells and supernatural abilities don't work on material targets. This includes the touch attacks granted by *the coming death* and *the maddening diseases*.

**Corrupting Touch (Su):** An acolyte of the ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

**Horrid Appearance (Su):** Three times per day, the acolyte of the ghost can use this supernatural ability to cause any living creature within 60-feet that views it to make a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Constitution, and 1d4 points of permanent Wisdom drain. A creature that successfully saves against this effect cannot be affected by the same acolyte of the ghost's horrid appearance for one day. If the acolyte is able to kill a creature through Constitution drain it may choose to raise the creature as a wight, whereas if it drains an opponent to 0 Wisdom it may choose to raise it as an allip. The acolyte of the ghost can only raise and control a number of wights or allips equal to its Charisma modifier.

**Telekinesis (Su):** The acolyte of the ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the acolyte of the ghost's HD.

### Acolyte of the Ghost

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	The Coming Death	+1 level of existing class
2	+1	+0	+0	+3	The Maddening	
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Death of the Flesh	
5	+2	+1	+1	+4	Ghost Form	+1 level of existing class

**Special Qualities:** A acolyte of the ghost has all the special qualities of the base creature and those listed below and gains the incorporeal subtype.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a acolyte of the ghost through simple combat: The "destroyed" spirit will often restore itself in five days. Even the most powerful spells are often only temporary solutions. A acolyte of the ghost that would otherwise be destroyed returns to its remains with a successful level check (1d20 + acolyte of the ghost's HD) against DC 30. As a rule, the only way to get rid of a acolyte of the ghost for sure is to discover its remains and destroy them.

**Turn Resistance (Ex):** An acolyte of the ghost has +4 turn resistance. His familiar also gains this resistance as long as it is within 30 feet.

**Saves:** Same as base creature

**Abilities:** Same as the base creature, except that the acolyte of the ghost has no Constitution score and its Charisma score increases by +4.

**Skills:** Acolyte of the ghosts receive a +8 racial bonus to Hide, Listen, Search and Spot checks. Otherwise same as the base creature.

**Feats:** Same as base creature

### Ghostly Equipment

When an acolyte of the ghost obtains 5<sup>th</sup> level, all its equipment and carried items usually become ethereal along with it. In addition, the acolyte of the ghost retains five items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the acolyte of the ghost manifests and enchanted weapons can harm the acolyte of the ghost. The original material items remain behind, just as the acolyte of the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This invariably angers the acolyte of the ghost, who stops at nothing to return the item to its original resting place.

### The Acolyte's Remains

The acolyte of the ghost's remains and favoured items are often hidden in a place that is only known to the acolyte. They are typically guarded by the acolyte of the ghost and its minions. Those that make physical contact with the remains must make a Fortitude save (DC 20) or contract the touch attack form of *the coming death*. The remains may be destroyed via submergence in blessed water. When destroyed all those within 60 ft. must make a Fortitude save (DC 20) or contract the touch attack form of *the maddening*.

## BEASTHEART

To become a beastheart you must be willing to sacrifice a portion of yourself for a deeper connection with your familiar.

*Lionus Pratt, Founder of the Order of Beasthearts*

The beasthearts are an order of mages that seek a deeper connection to their familiars than normally offered by the arcane bond between master and familiar. Some wish to have a better understanding of how their familiar sees and experiences the world. Others wish to garner some of their familiar's abilities for themselves. No matter the reason for seeking this deeper bond, beasthearts are transformed by the experience and are never quite the same again.

**Hit Die:** d8.

### Requirements

To qualify to become a beastheart, a character must fulfil the following criteria:

**Alignment:** Any.

**Skills:** Knowledge (arcana): 15 ranks.

**Feats:** Cultivate Link (magical beast) and Unbroken Bond (magical beast).

**Special:** Must have a magical beast familiar.

### Class Skills

The beastheart's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

**Skill points at each level:** 2 + Int modifier.



### Class Features

All of the following are class abilities of the beastheart prestige class.

**Weapon and Armour Proficiency:** Beasthearts gain no new weapon or armour proficiencies.

**Spells per Day:** When a beastheart gains a level, the character 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 (metamagic or item creation feats and so on). This essentially means that he adds a certain number of levels of beastheart, as indicated, to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Bestial Property:** At each level the beastheart gains a bestial property drawn from the following list:

*Attack Bonus:* The beastheart gains a +1 bonus to attacks. He cannot gain an attack bonus greater than that of the familiar's base creature. For example, a dog has an attack bonus of +2, thus a beastheart could not take this property more than twice.

*Natural Armor:* The beastheart gains +1 to his natural armor class. He cannot gain an amount of natural armor greater than that of the familiar's base creature. For example, a blink dog has an unmodified natural armor of +3, thus a beastheart

could not take this property more than three times. As a side effect of taking this property, however, the beastheart's skin takes on some of the aspects of his familiar's hide.

*Natural Weapon:* The beastheart gains one of the natural weapon attack types of his familiar. The damage dealt by these attacks is determined by the beastheart's size.

As a side effect of taking this property the beastheart gains some physical aspect of his familiar appropriate to the attack type taken.

Size	Bite	Claw	Gore	Slam
Small	1d4	1d3	1d4	1d2
Medium	1d6	1d4	1d6	1d3
Large	1d8	1d6	1d8	1d4

*Racial Saves:* The beastheart gains a +2 to either his Fortitude or Reflex saves. The beastheart may not gain more of a bonus to a save than the familiar's base creature does. For example, a stag beetle has a Reflex save of +2, which means that the beastheart could take +2 to his Reflex saves, but could not do so again.

*Racial Skills:* The beastheart gains one of the racial skill bonuses of the familiar's base creature. As a side effect of taking this property the beastheart takes on the physical aspects, if any, that grant his familiar these bonuses. For example, a giant praying mantis familiar gains +8 racial bonus to Hide checks when surrounded by foliage, thus the beastheart would have his skin color change to that of the giant praying mantis.

### Beastheart

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Bestial Property	+1 level of existing class
2	+1	+0	+0	+3	Special Qualities	
3	+1	+1	+1	+3	Bestial Property	+1 level of existing class
4	+2	+1	+1	+4	Special Qualities	
5	+2	+1	+1	+4	Bestial Property, Bestial Self	+1 level of existing class



If a familiar's skill bonus is based upon one of its special qualities than you must take the special quality first.

**Racial Feats:** The beastheart gains one of the feats from the familiar's base creature. May only be taken once.

**Special Qualities:** The beastheart gains one of the special qualities from the familiar's base creature. As a side effect of taking this property the beastheart usually takes on the physical aspects, if any, that grant his familiar this special quality.

**Bestial Self:** The beastheart is forevermore treated as a magical beast and gains the spell-like ability to resurrect his magical beast familiar from the dead, once per year, as per the *resurrection* spell. In order to do this he must spend ten minutes in meditation and sprinkle 500 gold pieces worth of diamond dust or some other precious material over the dead familiar or place of the familiar's death. After this is done the familiar is returned to life. The beastheart still suffers the XP loss associated with his familiar's death.

## LIBERTINE DARKTONGUE

You have sentenced me to death, but my ideals shall live on! Long live the Libertine!  
*The last words of Mesephot Hlenik founder of the Libertine Order.*

The libertine darktongues are an order of mages that are despised wherever they go. This is not simply because they are murderers and vile men but also because they seek to create anarchy wherever they go and by whatever means they can. Though they are few in numbers they typically seek each other out and form secret covens in order to increase their powers. Beware if you ever encounter a libertine, for they are rarely alone.

**Hit Die:** d4.

### Requirements

To qualify to become a libertine darktongue, a character must fulfil the following criteria:

**Alignment:** Chaotic evil.

**Ability Score:** Intelligence 15+ and Charisma 15+.

**Feats:** Must have at least two metamagic feats, Spell Penetration, and Skill Focus (Knowledge (arcana)).

**Skills:** Concentration: 13 ranks, Knowledge (arcana): 13 ranks and Spellcraft: 10 ranks.

**Spells:** Must be able to cast 5<sup>th</sup> level arcane spells and know the following spells *alter self*, *bestow curse*, *blindness/deafness*, *charm person*, *confusion*, *magic circle against good/law* and *suggestion*.

**Special:** Must have successfully performed the *ritual of power*.

### Class Skills

The libertine darktongue's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Move Silently (Dex), Profession (Wis), and Spellcraft (Int).

**Skill points at each level:** 2 + Int modifier.

### Class Features

All of the following are class abilities of the libertine darktongue prestige class.

**Weapon and Armour Proficiency:** Libertine darktongues gain no new weapon or armour proficiencies.

**Spells per Day:** When a libertine darktongue gains a level, the character 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 (metamagic or item creation feats and so on). This essentially means that he adds the level of libertine darktongue, as indicated, to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Suggestive Tone:** At 1<sup>st</sup> level, the libertine darktongue can make a suggestion to all those within a 30 feet radius as per the *suggestion* spell. The libertine darktongue may use this ability a number of times per day equal to his



**Libertine darktongue**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Suggestive Tone	+1 level of existing class
2	+1	+0	+0	+3	Form Coven	
3	+1	+1	+1	+3	Bonus Feat	+1 level of existing class
4	+2	+1	+1	+4		+1 level of existing class
5	+2	+1	+1	+4	Confusing Tongue	
6	+3	+2	+2	+5	Bonus Feat	+1 level of existing class
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6	Cursed Voice	
9	+4	+3	+3	+6	Bonus Feat	+1 level of existing class
10	+5	+3	+3	+7	Evil Word	+1 level of existing class

Charisma modifier. Also at this level the libertine darktongue becomes immune to suggestion and charm effects.

**Form Coven:** At 2<sup>nd</sup> level, the libertine darktongue can bond himself with a number of libertine darktongues equal to his level in the libertine darktongue class. While within a coven the libertine darktongue gains access to the following pool of spells: *alter self*, *bestow curse*, *blindness/deafness*, *charm person*, *confusion*, *suggestion* and *magic circle against good/law*, which may be cast by members of the coven a number of times per day equal to half the number of current members in the coven (rounded down). Libertine darktongues also gain additional hit points equal to the number of current members in the coven. These hit points replenish themselves whenever the libertine darktongue rests for at least eight hours.

**Bonus Feats:** At 3<sup>rd</sup> level and every three levels thereafter (6<sup>th</sup> and 9<sup>th</sup>), the libertine darktongue gets a bonus feat from the following list: metamagic feats, item creation feats, combat casting or spell focus.

**Confusing Tongue:** At 5<sup>th</sup> level, the libertine darktongue gains the supernatural ability to sow confusion in all who are within 30 feet as per a *confusion* spell. The libertine darktongue may use this ability a number of times per day equal to his

Charisma modifier. Also at this level the libertine darktongue becomes immune to confusion spells and their effects.

**Cursed Voice:** At 8<sup>th</sup> level, the libertine darktongue gains the supernatural ability to curse all those within 30 feet as per the *bestow curse* spell. The libertine darktongue may use this ability a number of times per day equal to his Charisma modifier. Also at this level the libertine darktongue becomes immune to curse spells and their effects.

**Evil Word:** At 10<sup>th</sup> level, the libertine darktongue gains the supernatural ability to kill a single creature within 30 feet with a mere word. This can only be used once per day and the victim must make a successful Fortitude save (DC 15 + the libertine darktongue's Charisma modifier) or die. In addition to gaining this ability the libertine darktongue gains immunity to death effects.

## TRUE MAGI

To be honest with you I feared the commitment of taking on a familiar.

*Wesly Fricher explains why he chose to perform the ritual of independence.*

The true magi are an order of mages that seek a closer bond with the arcane by not only sacrificing

their ability to summon a familiar, but also by seeking out the arcane secrets that lay hidden to sorcerer and wizard alike. Through their arcane studies true magi gain the inherent ability to resist other caster's spells and insight into their own spellcasting. It is a path that is growing in popularity, but still many mages are not willing to give up their ability to summon a familiar.

**Hit Die:** d4.

**Requirements**

To qualify to become a true magi, a character must fulfil the following criteria:

**Alignment:** Any.

**Skills:** Concentration: 13 ranks, Knowledge (arcana): 13 ranks, and Spellcraft: 13 ranks.

**Spells:** Must be able to cast 5<sup>th</sup> level arcane spells.

**Feats:** Must have at least two metamagic feats, Spell Penetration, and Skill Focus (Knowledge (arcana)).

**Special:** Must have successfully performed the *ritual of independence*.



**Class Skills**

The true magi's class skills (and the key ability for each skill) are Alchemy (Int),

**True Magi**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Aura of Resistance	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Arcane Secret	+1 level of existing class
5	+2	+1	+1	+4	Arcane Insight	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	Arcane Secret	+1 level of existing class
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	Arcane Secret	+1 level of existing class

Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Skill points at each level:** 2 + Int modifier.

### Class Features

All of the following are class abilities of the true magi prestige class.

**Weapon and Armour Proficiency:** True magi gain no new weapon or armour proficiencies.

**Spells per Day:** When a true magi gains a level, the character 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 (metamagic or item creation feats and so on). This essentially means that he adds the level of true magus to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Aura of Resistance:** At 1<sup>st</sup> level the true magi gains a spell resistance of 10 + the true magus's current level in the true magus class. This is a supernatural ability.

**Arcane Insight:** At 5<sup>th</sup> level the true magi gains a +2 insight bonus to his primary spellcasting ability—Charisma for sorcerers and Intelligence for wizards.

**Arcane Secret:** At 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level, the true magi gains one of the following special abilities:

**Arcane Defense:** The true magi gains a +1 insight bonus to all saving throws involving spells and spell-like abilities. This may be taken only once.

**Arcane Feat:** The true magi gains a bonus feat from the following list: metamagic feats, item creation feats, combat casting, or spell focus. This may be taken multiple times.

**Arcane Focus:** The true magi gains a +3 insight bonus to the Difficulty Class for all saving throws against spells from a certain school of magic. May only be taken once.

**Arcane Penetration:** The true magi gains a +3 insight bonus to caster level checks to beat spell resistance. May only be taken once.

**Arcane Resistance:** The true magi gains an extra 2 points of spell resistance. May only be taken once.

**Arcane Skill:** The true magi gains a +3 insight bonus to one of his class skills. May only be taken once.

### OOZE LORD

At first it was a little disorienting, but over time I got used to compressing down to the size of a gold piece. Of course my familiar thought it quite odd.  
Excerpt from Hurdu Jarma's 'My life as an Ooze'

Becoming an ooze lord is perhaps one of the oddest things a mage can do but there are those who seek out this path and follow it to its ultimate end. The transformation into an ooze is a taxing experience and not without cost, especially to the mage's mental capabilities. Strangely enough the effects have little influence over the ooze lord's arcane abilities.

**Hit Die:** d10.

### Requirements

To qualify to become an ooze lord, a character must fulfil the following criteria:

**Alignment:** Any neutral.

**Feats:** Cultivate Link (ooze) and Unbroken Bond (ooze).

**Skills:** Knowledge (arcana): 15 ranks.

**Special:** Must have an ooze familiar.

### Class Skills

The ooze lord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

**Skill points at each level:** 2 + Int modifier.

## Class Features

All of the following are class abilities of the ooze lord prestige class.

**Weapon and Armour Proficiency:** Ooze lords gain no new weapon or armour proficiencies.

**Spells per Day:** When a ooze lord gains a level, the character 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 (metamagic or item creation feats and so on). This essentially means that he adds a certain number of levels of ooze lord, as indicated, to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Aspect of the Ooze:** As the ooze lord progresses he gains certain aspects of the type of ooze he has as his familiar. All of the following abilities are extraordinary.

**Extra Hit Points:** At 1<sup>st</sup> level, the ooze lord gains a number of extra hit points depending upon his size.

Size	Extra Hit Points
Small	5
Medium	10
Large	15

**Natural Weapon:** At 2<sup>nd</sup> level, the ooze lord gains the natural weapon attacks of his familiar. The damage dealt by these attacks is determined by the ooze lord's size and the normal secondary affects associated with the ooze type he has for a familiar. As a side effect of obtaining this property the ooze lord's skin becomes more viscous to the touch. Note that the secondary effect only applies to slam attacks, which activate secretion of the secondary affect. Still, shaking hands with an ooze lord is not very comforting as such the ooze lord suffers a -2 penalty to Charisma based checks.

Size	Slam*
Small	1d4
Medium	1d6
Large	1d8

\*Plus the normal secondary affect associated with the attack such as 1d6 points of acid damage if the ooze lord's familiar is a gray ooze.

## Ooze Lord

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+0	Aspect of the Ooze (Extra Hit Points)	+1 level of existing class
2	+1	+0	+0	+0	Aspect of the Ooze (Natural Weapon)	
3	+2	+1	+1	+1	Aspect of the Ooze (Blindsight)	+1 level of existing class
4	+3	+1	+1	+1	Aspect of the Ooze (Alter Form)	
5	+3	+1	+1	+1	Ooze Lord, Viscous Form	+1 level of existing class

**Blindsight:** At 3<sup>rd</sup> level the ooze lord gains blindsight 60-feet and can detect the whereabouts of others by scent and vibration. As a side effect of gaining this ability the ooze lord suffers a -2 penalty to Wisdom based checks due to his higher dependency upon this ability.

**Alter Form:** At 4<sup>th</sup> the ooze lord also gains the spell-like ability to alter his appearance at will. This ability works exactly like the *alter self* spell as cast by a 16<sup>th</sup> level caster.

**Ooze Lord:** The ooze lord is forevermore treated as an ooze and gains the following benefits: immune to mind affecting effects, poison, sleep, paralysis, stunning, polymorphing, and critical hits. Unfortunately, the ooze lord also suffers a -2 penalty to Intelligence based checks. This is due to the strange effect that becoming an ooze has upon the ooze lord.

**Viscous Form:** The ooze lord also gains the ability to squeeze his way through openings of fine size, though not less than a half an inch around. It takes a full round action to activate this ability and while in viscous form the ooze lord cannot cast spells with verbal, somatic, material, or focus components. The ooze lord can, however, use any metamagic feats that might negate this restriction. The ooze lord also loses supernatural abilities and touch spells are suppressed while in viscous form. The ooze lord moves at a base speed of 10-feet when in viscous form. It takes a full-round action to return to normal form.

## TREANTBLOOD

Why I ever decided to uproot and teach at this university I'll never know!

*Alastir Starwood, Professor of Natural Studies*

Treantbloods are mages who specifically seek out treants as familiars in the hopes of garnering their secrets. In exchange for a portion of their personal power treantbloods become in essence treants. They develop bark-like skin, wooden hands, and even grow in size. Finally they can transform themselves into treants and gain all of the benefits of becoming more plantlike.

**Hit Die:** d8.

### Requirements

To qualify to become a treantblood, a character must fulfil the following criteria:

**Alignment:** Any Good.

**Feats:** Cultivate Link (plant) and Unbroken Bond (plant).

**Skills:** Knowledge (arcana): 15 ranks.

**Special:** Must have a treant familiar.

### Class Skills

The treantblood's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Wilderness Lore (Wis).

**Skill points at each level:** 2 + Int modifier.

### Class Features

All of the following are class abilities of the treantblood prestige class.

**Weapon and Armour Proficiency:** Treantbloods gain no new weapon or armour proficiencies.

**Spells per Day:** When a treantblood gains a level, the character 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 (metamagic or item creation feats and so on). This essentially means that he adds a certain number of levels of treantblood— as indicated— to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Treant Trait:** As the treantblood progresses he gains certain aspects of the treant. All of the following abilities are extraordinary.

**Natural Armor:** At 1<sup>st</sup> level, the treantblood gains a natural armor bonus equal to his current levels in the treantblood class. As a side effect of gaining

this ability the treantblood's skin becomes tough like wood.

**Natural Weapon:** At 2<sup>nd</sup> level, the treantblood gains a slam attack that does an amount of damage dependent upon the treantblood's size. The treantblood does double damage against objects and structures when taking a full round attack. As a side effect of obtaining this property the treantblood's hands become knotted and wooden.

Size	Slam
Small	1d4
Medium	1d6
Large	1d8

**Piercing Resistance:** At 3<sup>rd</sup> level, the treantblood only suffers half-damage from piercing weapons (minimum of 1 point of damage).

**Treant Growth:** At 4<sup>th</sup> level, the treantblood increases its size category by one and thereby its damage with slam attacks. The treantblood also gains the ability to trample creatures of a

certain size category or smaller. When using the trample ability against creatures or objects of the appropriate size or less the treantblood deals double damage plus one and a half its Strength modifier. Opponents who do not make attacks of opportunity (at -4 to hit) against the treantblood can make a Reflex save DC 10 plus one for each level in the treantblood class plus the treantblood's Strength modifier.

Size	Slam	Trample Against
Medium	1d6	Tiny
Large	1d8	Small
Huge	1d10	Medium size

**Treant Form:** At 5<sup>th</sup> level, the treantblood is forevermore treated as a plant and gains the following benefits: immune to mind affecting effects, poison, sleep, paralysis, stunning, polymorphing, and critical hits. In addition the treantblood gains the spell-like ability to *polymorph self* into a treant once per day. Finally, the treantblood obtains the fire vulnerability weakness and -2 to its Dexterity.

### Treantblood

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Treant Trait (Natural Armor)	+1 level of existing class
2	+1	+3	+0	+0	Treant Trait (Natural Weapon)	
3	+2	+3	+1	+1	Treant Trait (Piercing Resistance)	+1 level of existing class
4	+3	+4	+1	+1	Treant Trait (Treant Growth)	
5	+3	+4	+1	+1	Treant Form	+1 level of existing class

# SPELLS OF THE MASTER

I had always wondered what the perfect gift for my niece would be and then it dawned on me. If I could summon a familiar for myself why could I not do so for another? So I did!

*Excerpt from Jurus Riddlemarch's 'Ramblings of a Mad Mage'*

Over the centuries mages have spent many an hour developing spells that benefit their familiars. From Takkalar's familiar augmentation spell to Riddlemarch's bond transferal spell, magic that deals with familiars have been used over the ages to great effect. Perhaps the most popular of these spells are those that protect and enhance a familiar's capabilities. In light of the importance of these spells, this tome includes a short list to illustrate those spells that best exemplify the spells of the master.



## NEW SPELLS

### Bond Transferral

*Universal*

**Level:** Sor/Wiz 7

**Components:** V, S, M, XP

**Casting Time:** 9 hours

**Range:** Close (25 ft. + 5 ft./level)

**Target:** One willing creature and your familiar

**Duration:** Instantaneous

This spell bonds the caster's familiar to a creature of the caster's choice.

The familiar still uses its previous master's effective class level when determining special abilities, however, it is reduced by two levels. In addition, if the familiar used a 'permanent' spell slot its former master does not regain the spell slot unless the familiar dies or the new master takes over its maintenance by sacrificing the appropriate level spell slot. Note that the familiar's effective class level is not affected by an increase in its former master after the point at which it is bound to a new master and that the former master and familiar no longer gain any boon or doom from each other. The familiar still counts against its former master's number of familiars that can be summoned and thus their effective master level. This is only applicable if the caster has the Extra Familiar feat.

In all other respects the familiar and new it's master are treated as normal master and familiar. The new master gains all the boons of having a familiar of its type, the familiar is infused with all the special abilities and attributes appropriate to its adjusted master level. They also both suffer from the dooms that come about from bonding with each other. Also the familiar counts against its new master's number of familiars that can be summoned and thus their effective master level, this is only applicable if the caster has the Extra Familiar feat.

If at some future point the new master's effective class level rises above the familiar's former master, then the new master may take over the maintenance of



the familiar's infusion by sacrificing the appropriate spell slot and the familiar then uses his new master's effective master level to determine abilities.

**Material Cost:** 100 gold pieces worth of diamond dust or some other precious material per CR of the familiar being bonded, minimum of 100 gp.

**XP Cost:** The maximum experience loss that comes from dismissing a familiar (200 XP per class level). The recipient must pay the normal XP cost for acquiring a familiar of the CR and type that is bonded.



### Bolster Familiar

*Universal*

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./level)

**Target:** Your familiar

**Duration:** 1 minute/level

*Bolster familiar* grants the familiar 1d4+1 temporary hit points per every four caster levels and grants them a +1 to all attack rolls and saving throws.

### Familiar Growth

*Universal*

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./level)

**Target:** Your familiar

**Duration:** 1 minute/level

The caster's familiar grows to twice its normal size. This doubles the familiar's height, length and

width, increasing its weight by a factor of eight. This increase in size has a number of effects:

**Hit Dice:** The familiar's HD double and it gains a number of temporary hit points equal to its current hit points.

**Size:** The familiar's size increases one step. This increase reduces its AC (according to the new size), reduces its attack bonus (according to the new size), affects its ability to grapple and so on. The familiar gains a +2 size bonus to Strength and Constitution scores and its damage with natural attacks increases.

### Familiar Refuge

*Universal*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./level)

**Target:** Your familiar

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** No

Any opponent attempting to strike or otherwise directly attack the warded familiar, even with a targeted spell, must attempt a Will save. If the



save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost and the attacker can't directly attack the warded familiar for the duration of the spell. Those not attempting to attack the familiar remain unaffected. This spell does not prevent the warded familiar from being attacked or affected by area or effect spells (fireball, summon monster IV, etc.). While protected by this spell, the familiar cannot attack or cast any offensive spells without breaking the spell.

### Familiar's Fang

*Universal*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Your familiar

**Duration:** 1 minute/level

*Familiar's fang* gives one natural weapon of the familiar a +1 enhancement bonus to attack and damage rolls. The spell can affect a slam attack, fist, bite or other natural weapon. The spell does

not change an unarmed strike's damage from subdual damage to normal damage.

### Greater Familiar's Fang

*Universal*

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Your familiar

**Duration:** 1 hour/level

As *familiar's fang*, except that the enhancement bonus to attack and damage is +1 per three caster levels (maximum +5).

### Speak with Familiar

*Universal*

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Targets:** One touched creature and your familiar

**Duration:** 1 minute/level

The subject of the spell can comprehend and communicate with your familiar. The subject of the spell is able to ask questions of and receive answers from the indicated familiar.

### Takkalar's Familiar Augmentation

*Universal*

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Your familiar

**Duration:** 1 round/level

The familiar gains 1d6 temporary hit points per caster level, 2d4 Strength enhancement bonus, 2d4 Dexterity enhancement bonus, a +1 base attack bonus per two effective master levels (which may give the familiar an extra attack) and a +5 competence bonus on Fortitude saves.

*Material Component:* Powdered ginseng that is sprinkled in the familiar's direction.

# THE ART OF FAMILIAR MAINTENANCE

Proper maintenance of your familiar is of the utmost importance. There is nothing like having your familiar throw a shoe or crack a tooth when you need them the most.

*Excerpt from Oberon Isen's, 'Arcana and the Art of Familiar Maintenance'*

When a mage summons a familiar he should realize that he is taking on the responsibilities that are associated with the type of familiar he calls. Some familiars can be low maintenance, such as constructs, while others might require an amount of attention that borders on egotism, such as dragons. It is the purpose of this chapter to remind the prospective mage of what tasks they will need to undertake when they summon particular familiar types. This of course is not meant to be an exhaustive list, as such would be enough to fill volumes, but instead this short chapter is intended to be a guideline, or warning in some cases, for those trying to determine which familiar not only fits their needs, but also their budget.

## Aberration

The maintenance of aberrations is a difficult task for a mage as most have alien appetites that cannot easily be satiated. From the aboleth's need to consume sentient creatures to the will-o'-wisp's craving for strong fear-related emotions. Still the mage must provide its familiar the sustenance needed to survive lest it consider itself mistreated and withhold its special boon or even worse die of starvation. Needless to say aberrations are typically difficult to upkeep for many mages as their hungers and thirsts are quite unusual, distinctive, and rarely easy to obtain.

## Construct

Constructs do not need to eat, sleep, or drink. In fact they have little need of any maintenance at all. They can be repaired and cleaned by relatively common spells and although expensive

in the initial price have virtually no drain on the mage's coffers thereafter. It is however highly recommended that the mage keep his construct familiar repaired for its animating force departs immediately upon its destruction and no resurrection magic will reanimate it.

## Dragon

To say that dragons are high maintenance would be an understatement in the extreme. It would be enough that dragons typically have a voracious appetite. It would be enough that dragons have an innate need to hoard certain precious items. In addition, however, dragon familiars also need to feel appreciated by their masters lest they grow melancholy and dour. Chromatic dragon love to eat sentient creatures, while metallic dragons enjoy eating raw ore and other unique foodstuffs. No matter the type of dragon a mage may have, all share a hoarding instinct for coins, gems and everything in between, though chromatic dragons have particular tastes that must be satiated such as the black dragon's affection for coins to the white dragon's adoration for diamonds. Finally, as mentioned before dragons need more than just sustenance for the body, but also require respect and praise from their masters.

## Fey

Fey are not so much maintained as contained by their masters. They are quite inquisitive and independent minded. Though they cannot break their bonds like dragons they can 'misinterpret' their master's wishes, a favoured course of action when they are mistreated. In light of this it is in a mage's personal interest that he takes care of his familiar. So then, what do fey familiars want? Typically fey want three things: attention, delicious foods and drink, nothing like sugar cubes and maple syrup to make a pixie the happiest familiar in the world, and amusement. A mage who does not show enough interest in a fey familiar will soon find the fey trying to garner his attention through both subtle and outlandish behaviour. Those who do not purchase the finest chocolates or other dainties will discover that their familiars are often jittery and unreasonable. Finally those who fail to amuse their fey familiars often find themselves or those around them the objects of pranks and practical jokes.

### Humanoid

Humanoid familiars are one of the more popular types of familiars to summon because they are the most akin to their masters. They typically eat and drink the same things that their masters. This allows the master to share meals and shelter with his familiar when it might not otherwise be possible, such as when a tavern or inn does not allow 'pets' and the like.

### Monstrous Humanoid

Unlike normal humanoids, monstrous humanoids are not of an ilk that will be readily allowed into any tavern or inn. In fact most monstrous familiars would be lynched along with their master if they asked for a place to wet their whistles or put up their feet for the night. Monstrous humanoid familiars also rarely share their master's taste in food and drink. Whether the familiar have the grimlock's taste for human flesh or the medusa's propensity for petrified provisions, monstrous humanoids are not nearly as easy to maintain as their humanoid cousins.

### Ooze

There is nothing like an ooze familiar to make you question the sanity of the mage who summons it. Oozes are notoriously difficult to care for and maintain. They have a tendency to destroy almost everything they touch and are most definitely not welcome into more civilised environments. They are also quite difficult to transport as they move with a speed that rivals a drunken snail.

### Outsider

Outsiders are diverse in their needs and appetites. Some outsiders eat and drink like humanoids, while others, like the xorn, have bizarre tastes that a mage may find difficult to meet. Other issues with the maintenance of an outsider familiar primarily revolve around the inability of their master to raise or resurrect them after death.

### Plant

Plants require a wide range of nutrients to survive. Some plants need light and water to grow, while others need flesh and bone. Whatever is needed for sustenance, the mage still has to deal with the

problem of transportation. Although some plants might be able to move, not all can do so and this makes transporting a plant familiar a difficult problem to solve.

### Shapechanger

Most shapechangers have an ever-changing palate while in their natural form, a craving something completely different from the day before. While shapechanged, however, they typically take on the tastes and needs of the creature they are mimicking.

### Traditional

More traditional familiars, obtained from animals, beasts, magical beasts, and vermin are diverse in their tastes and needs, though smaller creatures typically need less food than their larger counterparts. Of all the traditional familiars that can be summoned, those drawn from magical beasts are the most likely to have unique appetites and wants. Examples of these distinctive tastes are the basilisk's fondness for petrified food and the remorhaz's weakness for frost giant flesh. Still the traditional familiars are for the most part some of the easiest familiars to care for when compared to many of the other choices available to a mage.

### Undead

The undead typically require little more than some flesh and blood on the floor to keep them happy and some not even that. They are similar to constructs in many ways, but are less acceptable in social settings. To be honest, undead familiars are in many ways the most vulnerable of all familiars. They can be turned and even destroyed by clerics with relative ease, if noticed by a paladin they will most likely be smote and even other mages find them abhorrent to look upon. So in a way, part of the maintenance of an undead familiar can be considered keeping it out of the way of those whom would hack it to pieces as an abomination and mockery.

# FAMILIAR CREATURES

The following creatures were not detailed in the *Core Rulebook III* and while not an exhaustive list, it is a sampling of the plethora of possibilities that normal animals offer to mages.

## ANT, HARVESTER

### Fine Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +1 (Dex)

**Speed:** 5 ft., Climb 5 ft.

**Armour Class:** 19 (+8 size, +1 Dex)

**Attacks:** Bite +3 melee

**Damage:** Bite 1

**Face/Reach:** ½ ft. by ½ ft./0 ft.

**Saves:** Fort +2, Ref +1, Will +2

**Abilities:** Str 1, Dex 13, Con 10, Wis 10,

Cha 2. Int is determined by the familiar's path of infusion.

**Skills:** Climb +5\*, Listen +4, Spot +4, or master's skills. \* Harvester ants use their Dexterity modifier for Climb checks.

## BEE, HONEY

### Fine Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +1 (Dex)

**Speed:** 10 ft., fly 40 ft. (good)

**Armour Class:** 19 (+8 size, +1 Dex)

**Attacks:** Sting +3 melee

**Damage:** Sting 1

**Face/Reach:** ½ ft. by ½ ft./0 ft.

**Saves:** Fort +2, Ref +1, Will +2

**Abilities:** Str 1, Dex 13, Con 10, Wis 10,

Cha 2. Int is determined by the familiar's path of infusion.

**Skills:** Intuit Direction +2, Listen +4, Spot +4, or master's skills.

## BEETLE, SCARAB

### Fine Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +0

**Speed:** 5 ft., Climb 5 ft., fly 10 ft. (average)

**Armour Class:** 18 (+8 size)

**Attacks:** –

**Damage:** –

**Face/Reach:** ½ ft. by ½ ft./0 ft.

**Saves:** Fort +2, Ref +0, Will +2

**Abilities:** Str 2, Dex 11, Con 10, Wis 10,

Cha 2. Int is determined by the familiar's path of infusion.

**Skills:** Listen +4, Spot +4, or master's skills.

## KIWI

### Tiny Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +2 (Dex)

**Speed:** 20 ft.

**Armour Class:** 14 (+2 size, +2 Dex)

**Attacks:** Bite –3 melee

**Damage:** Bite 1d3-5

**Face/Reach:** 2 ½ ft. by 2 ½ ft./0 ft.

**Special Qualities:** Scent

**Saves:** Fort +2, Ref +4, Will +1

**Abilities:** Str 1, Dex 15, Con 10, Wis 12,

Cha 5. Int is determined by the familiar's path of infusion.

**Skills:** Survival +5, Listen +5, Spot +5, or

master's skills. Kiwis gain a +8 racial bonus to Survival checks when tracking by scent.

## MONGOOSE

### Tiny Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +2 (Dex)

**Speed:** 20 ft.

**Armour Class:** 14 (+2 size, +2 Dex)

**Attacks:** Bite –2 melee

**Damage:** Bite 1d3-4

**Face/Reach:** 2 ½ ft. by 2 ½ ft./0 ft.

**Special Qualities:** Scent

**Saves:** Fort +4, Ref +2, Will +1

**Abilities:** Str 3, Dex 12, Con 15, Wis 10,



Cha 5. Int is determined by the familiar's path of infusion.

**Skills:** Survival +5, Listen +5, Spot +5, or master's skills. Mongooses gain a +8 racial bonus to Survival checks when tracking by scent.

## MONKEY, SPIDER

**Tiny Magical Beast**

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +4 (Dex)

**Speed:** 30 ft., climb 30 ft.

**Armour Class:** 16 (+2 size, +4 Dex)

**Attacks:** Bite +6 melee

**Damage:** Bite 1d3-4

**Face/Reach:** 2 ½ ft. by 2 ½ ft./0 ft.

**Saves:** Fort +2, Ref +6, Will +1

**Abilities:** Str 3, Dex 18, Con 10, Wis 12,

Cha 5. Int is determined by the familiar's path of infusion.

**Skills:** Balance +12, Climb +15, Hide +15, Listen +4, Spot +4, or master's skills. Monkeys use their Dexterity modifier for Climb checks and receive a +8 racial bonus to Balance checks.

**Feats:** Weapon Finesse (bite)

## OTTER

**Tiny Magical Beast**

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +2 (Dex)

**Speed:** 20 ft., swim 40 ft.

**Armour Class:** 14 (+2 size, +2 Dex)

**Attacks:** Bite -2 melee

**Damage:** Bite 1d3-4

**Face/Reach:** 2 ½ ft. by 2 ½ ft./0 ft.

**Special Qualities:** Scent

**Saves:** Fort +2, Ref +4, Will +1

**Abilities:** Str 3, Dex 15, Con 10, Wis 12,

Cha 5. Int is determined by the familiar's path of infusion.

**Skills:** Survival +5, Listen +5, Spot +5, or master's skills. Otter gains a +8 racial bonus to Survival checks when tracking by scent. They retain this ability underwater.

## PENGUIN

**Tiny Magical Beast**

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +2 (Dex)

**Speed:** 20 ft., swim 30 ft.

**Armour Class:** 14 (+2 size, +2 Dex)

**Attacks:** Bite -2 melee

**Damage:** Bite 1d3-4

**Face/Reach:** 2 ½ ft. by 2 ½ ft./0 ft.

**Special Qualities:** Tobogganing— a penguin can move twice as fast over ice by sliding on its belly.

**Saves:** Fort +2, Ref +4, Will +1

**Abilities:** Str 2, Dex 15, Con 10, Wis 12,

Cha 5. Int is determined by the familiar's path of infusion.

**Skills:** Hide +6, Listen +5, Spot +5, or master's skills. Penguins receive a +8 racial bonus to Hide checks while underwater due to their countershaded coloration.



## PRAYING MANTIS

### Diminutive Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +2 (Dex)

**Speed:** 10 ft., fly 40 ft. (average)

**Armour Class:** 17 (+4 size, +2 Dex, +1 natural)

**Attacks:** Claw +6 melee

**Damage:** Claw 1

**Face/Reach:** 1 ft. by 1 ft./0 ft.

**Saves:** Fort +2, Ref +2, Will +2

**Abilities:** Str 1, Dex 15, Con 10, Wis 10,

Cha 2. Int is determined by the familiar's path of infusion.

**Skills:** Hide +10\*, Listen +4, Spot +4 or master's skills. Praying mantises gain a +8 racial bonus to Hide checks made in areas with foliage.

**Feats:** Weapon Finesse (claw)

## RACCOON

### Fine Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +4 (Dex)

**Speed:** 30 ft., climb 30 ft.

**Armour Class:** 16 (+2 size, +4 Dex)

**Attacks:** Bite +0 melee

**Damage:** Bite 1d3-4

**Face/Reach:** 2 ½ ft. by 2 ½ ft./0 ft.

**Special Qualities:** Scent

**Saves:** Fort +2, Ref +6, Will +1

**Abilities:** Str 3, Dex 18, Con 10,

Wis 12, Cha 5. Int is determined by the familiar's path of infusion.

**Skills:** Balance +12, Climb +15, Hide +15, Listen +4, Spot +4, or master's skills. Raccoons use their Dexterity modifier for Climb checks and receive a +8 racial bonus to Balance checks.

## WASP, YELLOW JACKET

### Fine Magical Beast

**Hit Dice:** As determined by the familiar's path of infusion.

**Initiative:** +1 (Dex)

**Speed:** 10 ft., fly 40 ft. (good)

**Armour Class:** 19 (+8 size, +1 Dex)

**Attacks:** Sting +3 melee

**Damage:** Sting 1

**Face/Reach:** 1/2 ft. by 1/2 ft./0 ft.

**Saves:** Fort +2, Ref +1, Will +2

**Abilities:** Str 1, Dex 13, Con 10, Wis 10,

Cha 2. Int is determined by the familiar's path of infusion.

**Skills:** Listen +4, Spot +4, or master's skills.

# DESIGNER NOTES

As with most of my projects, the premise of the book was born out of the sudden inspiration to do something about the way in which familiars are portrayed by both players and the core rules. The first problem was the 'toad-in-my-pocket' disease that plagues some players, the primary symptom being the seeming disappearance from existence of a familiar except as a notation on a character sheet and a boon to a character's abilities. The second problem, and one I only discovered by chance perusal of a forum thread, was the unfortunate lack of information for particular animal familiars, especially the monkey, bemoaned by players of sorcerers and wizards alike, and remedied in the "Familiar Creatures" section of this book. Last, but certainly not least, I believed that familiars deserved to be more than just a class feature and a sidebar.

So for these reasons I began my quest to right the wrongs done to familiars and renew their vital role in the lives of their masters... but first I needed a name. As things would have it I had just seen a great movie that provided me with the perfect title in light of the aspects I was trying to address with this book: Crouching Monkey, Hidden Toad.

With this title firm in my mind I began to ask myself the great question of design, 'What if?' What if familiars could be of different creature types? What if you could summon more powerful familiars through rituals? What if familiars could be infused with different special abilities tailored more specifically to their masters needs? What if familiars could be augmented with class levels? What if a sorcerer or wizard did not wish to have the responsibility of a familiar? What if a sorcerer or wizard sacrificed another mages familiar? What if sorcerers and wizards were to take upon themselves aspects of their familiars over time? What if familiars could be transferred to another? These were the questions that drove the design of this book and each was answered in its own way.

I decided familiars could in fact be of other creature types, which lead to the question of how to balance alternative familiars with traditional ones. I decided that the best balance would be to increase the material cost of summoning such familiars and include an experience point cost. As for summoning more powerful familiars I also decided that it should be

possible. Why shouldn't a sorcerer or wizard be able to have a more unusual companion? Of course than I had to balanced the summoning of higher challenge rating creatures by requiring the 'expenditure' of a spell slot and the lowering the summoning mage's effective caster level when determining the familiars abilities so that it would still be preferable by some to keep to traditional familiars.

Next came the questions of infusion and augmentation. Yes and Yes. I had always thought that familiars should be honed more to their master's preference than to a preset table and so I developed the various paths of infusion from the assistant to the seeker. I also used the paths of infusion to determine what classes a familiar might be augmented with (the traditional path allowing for the most flexibility). To balance the ability to augment a familiar with class levels, I made the spells that granted familiars class levels quite expensive in experience point cost.

The question of not wanting a familiar caused me to wonder just how good is the summon familiar ability and whether or not a sorcerer or mage should get something for sacrificing their ability to summon one? This decision was perhaps the most difficult one to make in regards to the book, as although familiars are quite useful, they can make a character incredibly vulnerable. In the end, I decided that the benefits of the summon familiar ability outweighed the drawbacks and gave characters who sacrifice the ability to summon familiars their choice of a metamagic, item creation, spell focus or spell penetration feat.

As for the other questions, well I am running out of space and so I will keep my answers short. Sacrificing familiars? Difficult, but worth it for any evil mage mad with the desire for power. Taking on the aspects of your familiar? Well worth it if you want to add a new dimension to the relationship between a mage and his familiar. Transferring familiars? An awesome way to allow non-spellcasters to gain familiars and can add a new dimension to any campaign (What if non-spellcaster familiars were common?)

Well, my page is up, and I hope I have given you some food for thought and a few new rules to use in your campaigns. As always, these ideas are not cast in stone, they are just that: ideas. If you do not like them or they do not fit the feel of your campaign change them or ignore them to suit.

Till next time, may your gaming be good and your familiars never forgotten.

J Miller



# RULES SUMMARY

## NEW SPELLS

### 1<sup>st</sup> Level

**(Any) Familiar Ritual I:** Summons a creature of less than ½ CR to become the caster's familiar.

**Ritual of Independence:** Sacrifices the caster's ability to summon a familiar for a bonus feat.

**Speak with Familiar:** Allows your familiar to communicate verbally with a particular creature.

### 2<sup>nd</sup> Level

**(Any) Familiar Ritual II:** Summons a creature of 1 CR or less to become the caster's familiar.

**Familiar Refuge:** Your gains sanctuary from attack as long as it does not attack.

**Familiar's Fang:** Your familiar gains a bonus to attack and damage rolls.

**Training Ritual I:** Your familiar gains a level in a chosen class.

### 3<sup>rd</sup> Level

**(Any) Familiar Ritual III:** Summons a creature of 2 CR or less to become the caster's familiar.

**Bolster Familiar:** Your familiar gains a bonus to its hit points, attack rolls and saving throws.

**Training Ritual II:** Your familiar gains a level in a chosen class.

### 4<sup>th</sup> Level

**(Any) Familiar Ritual IV:** Summons a creature of 3 CR or less to become the caster's familiar.

**Greater Familiar's Fang:** Your familiar gains a greater bonus to attack and damage rolls.

**Training Ritual III:** Your familiar gains a level in a chosen class.

### 5<sup>th</sup> Level

**(Any) Familiar Ritual V:** Summons a creature of 4 CR or less to become the caster's familiar.

**Ritual of Power:** Sacrifices the caster's ability to summon a familiar for greater personal power.

**Familiar Growth:** Your familiar increases in size.

**Tenser's Familiar Augmentation:** Your familiar becomes a more combat effective creature.

**Training Ritual IV:** Your familiar gains a level in a chosen class.

### 6<sup>th</sup> Level

**(Any) Familiar Ritual VI:** Summons a creature of 5 CR or less to become the caster's familiar.

**Training Ritual V:** Your familiar gains a level in a chosen class.

### 7<sup>th</sup> Level

**(Any) Familiar Ritual VII:** Summons a creature of 6 CR or less to become the caster's familiar.

**Bond Transferral:** Transfers the caster's familiar to a new master.

**Training Ritual VI:** Your familiar gains a level in a chosen class.

### 8<sup>th</sup> Level

**(Any) Familiar Ritual VIII:** Summons a creature of 7 CR or less to become the caster's familiar.

**Training Ritual VII:** Your familiar gains a level in a chosen class.

### 9<sup>th</sup> Level

**(Any) Familiar Ritual IX:** Summons a creature of 8 CR or less to become the caster's familiar.

**Training Ritual VIII:** Your familiar gains a level in a chosen class.

Lamia	+1 to Bluff and Hide
Lamasu	+1 to Knowledge (arcane) and Sense Motive
Leopard	+1 to Hide and Move Silently
Lillend	+2 to Perform (any one)
Lion	+2 to Reflex saves
Lizard	+3 to Climb
Lizard, Giant	+2 to Fortitude saves
Lizard Folk	+2 to Swim
Locathah	+2 to Swim
Magma Mephit	+2 to Reflex saves
Magmin	Immunity (Combustion & Fiery Aura)
Manticore	+2 to Spot
Megaraptor	+2 to Jump
Merfolk	+2 to Swim
Mimic	+2 to Disguise
Mohrg	+1 to Hide and Move Silently
Mongoose	+2 to Reflex saves and +2 Fortitude save versus snake poison.
Monkey	+2 to Reflex saves and Climb
Monkey, Spider	+2 Reflex saves
Mule	+2 to Fortitude saves
Nightmare	Immunity (Smoke)
Nixie	+2 to Initiative
Nymph	Immunity (Blinding & Unearthly Beauty)
Octopus	+2 to Reflex saves and Swim
Oozes	Immunity (Acid) and for Gelatinous Cubes (Paralysis)
Ooze Mephit	+2 to Fortitude saves
Orc	+2 to Fortitude
Otter	+2 to Reflex saves and Swim
Otyugh	+2 to Spot
Owl	+3 to Spot in shadows
Owlbear	+2 to Fortitude saves
Pegasus	+2 to Sense Motive
Penguin	+2 to Wisdom and Swim
Phase Spider	+1 to Climb and Move Silently
Phasm	+2 to Bluff
Pony	+2 Fortitude saves
Porpoise	+2 to Reflex saves and Swim
Praying Mantis, Diminutive	+2 to Dexterity and Spot
Praying Mantis, Giant	+2 to Fortitude saves
Pseudodragon	+1 to Listen and Spot
Quasit	+2 to Reflex saves
Raccoon	+2 to Reflex and Hide
Rast	Immunity (Paralysing Gaze)
Rat	+2 to Fortitude
Raven	+3 to Appraise
Ravid	+1 to Listen and Spot
Red Dragon	+2 to Jump and Immunity (Frightful Presence)
Remorhaz	Immunity (Heat)
Rhinoceros	+2 to Fortitude saves
Rust Monster	+1 to Natural Armour
Sahuagin	+2 to Swim
Salamanders	Immunity (Heat) and +2 to Craft (metalworking)

Salt Mephit	+2 to Fortitude saves
Satyr	Immunity (Pipes)
Scorpion, Tiny	+2 to Fortitude and Hide
Sea Lion	+2 to Swim
Shadow	Immunity (Shadow Touch)
Shadow Mastiff	Immunity (Bay)
Shambling Mound	+1 to Hide and Move Silently checks
Sharks	+2 to Reflex saves
Shield Guardian	+1 Natural Armour
Shocker Lizard	+2 to Reflex saves and Climb
Silver Dragon	+2 to Diplomacy
Skeleton	+2 to Initiative
Skum	+2 to Swim
Snakes	+3 to Bluff
Spectre	+2 to Initiative
Spider Eater	+2 to Fortitude saves
Spider, Tiny	+2 Reflex saves and Climb
Squid	+2 to Swim
Stag Beetle, Giant	+2 Fortitude saves
Steam Mephit	+2 to Reflex saves
Stirge	+2 to Reflex saves
Tendriculos	+2 to Fortitude saves
Thoqqua	Immunity (Heat & Burn)
Tiger	+1 to Hide and Move Silently
Toad	+3 Hit Points
Treant	+2 to Survival
Triceratops	+2 to Fortitude saves
Triton	+2 to Swim
Troglodyte	Immunity (Stench)
Troll	+2 to Fortitude saves
Tyrannosaurus	+2 to Fortitude saves
Unicorn	+2 to Survival
Vampire Spawn	+1 to Bluff and Sense Motive
Vargouille	+1 to Listen and Spot
Wasp, Giant	+2 to Fortitude saves
Wasp, Yellow Jacket	+2 Dexterity and Spot
Water Mephit	+2 to Fortitude saves
Water Naga	+2 to Will saves
Weasel	+2 to Reflex
Whales	+2 to Swim
White Dragon	+2 to Survival and Immunity (Frightful Presence)
Wight	+2 to Move Silently
Will-o'-wisp	+2 to Spot
Winter Wolf	+2 to Fortitude saves
Wolf	+2 to Reflex saves
Wolverine	+2 to Fortitude saves
Worg	+2 to Fortitude saves
Wraith	+2 to Initiative
Wyvern	+2 to Fortitude saves
Xill	+2 to Reflex saves
Xorn	+2 to Fortitude saves
Yeth Hound	Immunity (Bay)
Zombie	Toughness feat

\* Immunities that are granted via boons only work against the special abilities of beings of the same base creature type as the familiar.