

5TH EDITION

ROLE PLAYING

MYSTICAL COMPANIONS





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CHAPTER 1: RULES AND SYSTEMS

INTRODUCTION



elcome to **Familiars & Companions** for 5th Edition, an update of our original OGL sourcebook meant to expand upon two of the most intriguing mystical elements of fantasy games - familiars and animal companions.

Familiars & Companions is a resource for expanding the role of familiars and animal companions in your campaign by providing an assortment of new rules and options. Using the new rules found herein, not only can characters of *any* class now summon familiars and animal companions, but the familiars and animal companions that are summoned possess a much greater potential for versatility and power. Even better, this book has been revised and updated to be completely compatible with the 5th Edition of the world's most famous role playing game!

In addition, in the appendices you will find a wealth of new magical items, spells, monsters and creatures that can be used to augment and enhance any Fifth Edition game. Each chapter includes new takes on archetypal paths for characters, whether it's a Barbarian Path, Paladin Oath, Roguish Archetype, Bard College, Druid Circle, Fighter Archetype, Warlock Pact, Sorcerous Bloodline, Clerical domain or any character path you take. It is our hope that this book will provide a great deal of new material for your fantasy game, regardless of the extent to which you want to include familiars therein.

A WORD OF EXPLANATION: This book requires that you have access to the three core rulebooks for the 5th edition rules, or at very least to the Basic Rules document that is freely available online. Throughout this book, we have used the terms 'CK,' and "Castle Keeper" to indicate the game master or person running the game, and 'player character' or 'PC' to refer to the characters created for the game. In addition, when you see terms like, "Game Master's Guide" or "5th Edition Monster Tome," these refer to the Core Rulebooks for the 5th Edition fantasy rules set.

All character, kingdom or world names mentioned herein are meant as examples only, as **Familiars & Companions** is meant to serve as a generic sourcebook for all Fifth Edition fantasy campaigns, regardless of the campaign setting you call home. It is our hope that these expansions (which include the return of certain lost elements such as the Paladin's mount and the Druid's animal companion) will enhance and enrich your 5e fantasy game.

From beyond the arcane curtain,

'The Mystical Masters'

AN OVERVIEW OF THE NEW OPTIONS

The following is a short synopsis of the new options available in this book concerning familiars and animal companions. As this is a book of player options, the Castle Keeper should be the final

arbiter of what means and methods are used in their specific campaigns to acquire familiars and other abilities detailed herein.

ADVANTAGES: Advantages are a new type of character ability that serve as a replacement for, or alongside of, Feats in Fifth Edition rules. They function exactly the same as Feats and are differentiated simply by what they do and their variety and focus. Characters, other than those specifically able to acquire familiars (such as Wizards), need to take the Summon Familiar advantage in order to gain a familiar. Additional Advantages allow characters to gain more powerful familiars.

In addition, assortments of other Advantages allow players to increase the power of their character's existing familiars. Similarly, characters without the class ability or spells to summon animal companions can now do so with Player Advantages to duplicate its effects - allowing characters of any class to gain a familiar or animal companion.

NEW PATHS: In the Fifth Edition rules, each character class has a path, oath, pact, college, circle, archetype or other progression that defines their character's specific approach to their abilities. This "path" has a different name for each character class, but for every one it represents a choice they make at third level. In this book, each class gains a Familiar Path that they can take in the place of their other progressions. These paths allow access to the more than one hundred new powers are defined herein, and each class has their own type of familiar defined by a unique power progression. These include improved and supreme powers.

TRICKS: A variety of new tricks have been provided for animal companions, along with guidelines on training animal companions to perform tricks.

SUMMONING RITUALS: Each class has its own summoning ritual for acquiring familiars or companions and several generic rituals are provided you for a wide variety of options. These rituals are different than the rules for magic rituals in Fifth Edition, and are specific approaches each class must take to call a familiar or animal companion to serve.

NEW FAMILIARS AND ANIMALS: Rules are included for more than two hundred possible familiars - including complete statistics for more than seventy new animals and monsters.

The exact nature and powers of a particular familiar depend upon the character class of the master, and the decisions you make as the PC in summoning and empowering the familiar. Some of these details are found in this chapter (such as *New Adjuncts* and *New Special Abilities*), but additional information can be found in the class-dedicated chapters later in the book.

WHAT'S THE DIFFERENCE?

What's the difference between a familiar and an animal companion? On the surface, after all, both of them look pretty similar.

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The essential distinction is this - while both familiars and animal companions are magical creatures loyal to their masters, only animal companions are actually free-willed companions who serve of their own accord. Like other NPCs, they do not always do as their PC master wishes, and they are subject to whims of their own. The binding that links a master to a familiar is much more powerful, in many ways making the two almost one being. As a consequence, most familiars are always obedient, obeying their master's commands above all else.

This distinction also leads to other differences - familiars are sentient, while animal companions are not. So while animal companions can be trained to perform an assortment of tricks as described under the 'Animal Companion Tricks' section later in this chapter, they simply are not intelligent enough to perform certain tasks or communicate complex information to their masters in the same way that familiars can. In addition, familiars often possess a wide assortment of magical powers, while animal companions rarely have more than a few such powers related to their master. On the other hand, animal companions are generally far more physically imposing and powerful than familiars, and they are far more suited to the role of guardian or battle companion.

FAMILIARS AND STEEDS BY SPELL

The spells in the Player's Handbook to gain a familiar or steed are by and large replaced by the new abilities in this book. They in many ways become redundant, but are also a lesser version of the familiars and steeds found herein. If the CK desires, these spells can remain in play, albeit as "lesser" versions of the abilities herein; no familiar or steed summoned through the use of one of these spells has access to *any* of the special abilities available to familiars or steeds summoned via the rituals in this book.

FAMILIARS AND POWER PROGRESSIONS

In the interest of keeping things basic, the power progressions tables in the forthcoming chapters are formed using level 3 as a base "entry" level. The reason for this is that most characters will have access to a familiar as part of their archetype at level 3. It may be possible, in some cases, for a human character to gain a Greater Familiar by this time. If the human character opts to take the Summon Familiar Advantage at level 1 rather than the standard human ability increase (see "humans" in the Fifth Edition Player's Guide), and then enters a Path or archetype that grants them a familiar, the familiar granted would be of the "Greater" variety. This would then open the door to obtaining a Supreme Familiar as early as Level four, when they take another Advantage.

In any case, should a character gain a Standard, Greater or Supreme Familiar at a level other than that indicated on the level progression table, they still only gain the initial abilities for their familiar, and progress normally from there, adding (or subtracting) their current level to that shown on the progression table.

Thus, if a character gains a Greater familiar at level 12, and the level progression table begins at 3, then progresses to 5, 7, 9, etc., the character would gain abilities at level 12, 14, 16, 18 etc. This can mean that characters are still gaining new abilities past level 20, but so what?

A word of caution to CKs: greater and supreme familiars can be exceptionally powerful and could be unbalancing to a game. Regardless of what is shown on the level progression tables for familiar abilities, you are well within your rights (and indeed, it is recommended) to deny characters the ability to gain a greater or supreme familiar until they reach a certain minimum level (say, level 8 for greater familiars and level 12 or even 15 for supreme).

NEW CONDITION: DAZED

A number of the effects in this book cause opponents or victims to become *dazed*. Dazed should be treated as a new condition. Dazed characters are dizzy, confused and have difficulty focusing. The condition is a stage between aware and stunned; dazed characters can act, but not very well. Those who are dazed suffer the following effects:

Victims suffer Disadvantage on all attacks, ability checks and saving throws.

Victims lose their Dexterity bonus (if any) to Armor Class.

Opponents have Advantage to attack a Dazed opponent.

FAMILIAR BASICS

Use the basic statistics for a creature of the familiar's kind, as given in the Fifth Edition monster book of your choice, but make the following changes:

HIT DICE: For the purposes of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

HIT POINTS: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice, which may be spent during rest periods as normal.

ATTACKS: Use the master's Proficiency bonus or the familiar's attack bonus, whichever is higher. Damage is standard for a normal creature of the familiar's kind.

SAVING THROWS: For each saving throw, use either the familiar's proficiency bonus or the master's, whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any race, magic, class or other bonuses the master might have other than her proficiency bonus.

CLASS ABILITIES: Abilities possessed by the master may be transferred to the familiar. For example, if a character possesses sneak attack, its familiar may also use the sneak attack ability. Wizards, Clerics and other spellcasters may cast their spells through the familiar.

FAMILIAR SPECIAL ABILITIES: All familiars have special abilities (or impart abilities to their masters) depending to the level of the master and the class they are associated with. Each class description in the following chapters includes three charts: Standard Familiar Special Abilities, Greater Familiar Special Abilities, and Supreme Familiar Special Abilities. Standard familiars improve according to the Standard Familiar Special Abilities chart. Greater familiars improve according to the Greater Familiar Special Abilities chart. Supreme familiars improve according to the Supreme Familiar Special Abilities chart. The special abilities are described in their own section at the end of this chapter for ease of reference.

OBTAINING FAMILIARS

The *Find Familiar*, *Summon Steed* and *Animal Friendship* spells notwithstanding, there are two ways for a character to obtain a familiar or animal companion in the Fifth Edition rules set. The first is to take the Summon Familiar or Animal Companion Advantage, listed below. This Advantage, taken at Fourth Level in place of an ability score increase or Feat, allows a character to enter the world of adventuring with a loyal and mystically-bonded companion.

The other way to gain a familiar or mystical companion is to choose one of the new Paths offered for each character class. This path, chosen usually at second or third level (depending on the character class) will include a familiar, steed, animal or other kind of magical companion as a major part of its abilities. It is in this manner that a rogue can gain a mystic bond with his awakened shadow, a fighter can gain a magical intelligent legacy blade, a monk can gain wisdom from the spirits of their ancestors, etc. If a Path grants a familiar or other abilities to a PC who would not normally meet the prerequisites for those abilities, the PC still gains the ability-the Path trumps the normal prerequisites.

ADVANCED AND SUPREME FAMILIARS

Each class also has options for gaining advanced or supreme familiars-more powerful versions of the basic or path-related familiars for their characters. It should be noted that even when a character belongs to a Path that grants a familiar, the only way to gain an Advanced or Supreme Familiar is to take the appropriate advantage, sacrificing an ability increase or Feat at levels 8, 12 or higher. For purposes of meeting prerequisites, PCs are assumed to already have the Summon Familiar advantage by virtue of belonging to one of the new Paths in this book.

MULTIPLE FAMILIARS

In general, a character can have no more than a single familiar at a time. Binding their life force to a spirit entity is a taxing process and one that creates an unyielding and jealous bond. In general, if a character has the Summon Familiar Advantage and then takes the Summon Greater or Summon Supreme Familiars Advantages, their current familiar either becomes enhanced to the new level, or they gain a brand new familiar at the cost of losing the old one (though in this case there is no penalty as there would normally be for losing a familiar).

Optionally, however, Sorcerers, Warlocks and Wizards may gain more than one familiar by taking the Summon Familiar Advantage multiple times. At no time, however, may any character have more than a single greater or supreme familiar, as multiple bonds at this level would simply be too taxing for the mortal to maintain.

In addition, there is a practical cost to gaining multiple familiars. The power the familiar imparts to the character robs the character of some of their innate abilities. In game terms, each new familiar selected robs the character of one level of spellcasting abilities. For sorcerers and wizards, this means they cast as one level lower than they currently are for each familiar beyond the first. For warlocks, this means reducing all magical abilities by one level, including invocations, patron features, boons, Arcanum and spells for each familiar beyond the first.

For example, a warlock who takes the option to gain a familiar at first level, and then at fourth level chooses Summon Familiar again, would then not receive their 6th level Otherworldly Patron feature until 7th level. In addition, they would know and cast spells and invocations as a 3rd-level caster, only progressing to fourth level casting ability when they reached fifth level. Choosing additional familiars and gaining the benefits they provide essentially costs a level in magical power progression.

Multiple familiars are also more difficult to control. Each additional familiar beyond the first (of any type) increases the DC of any check involved with preventing a familiar from gaining emancipation by +2.

In terms of the game world, this is because the magic user has chosen to invest their mystical power into an awakened spirit to function as a companion. They are exchanging standard power for a different kind of power. In practical terms, this is an important balancing element to prevent players from running away with the game by having five familiars, all imparting different special powers.

In any case, the Castle Keeper is well within her rights to forbid characters from having more than a single familiar at any given time, regardless of the familiar's level of power.

FAMILIARS LISTS

In each chapter you will find a list of familiars appropriate to the given class, path or archetype in question. While in many places these lists are expansive, they should not be considered all-inclusive; that is to say, they are mere suggestions and recommendations. If a player wants a familiar not included on a given list for her PC, it is in the end up to the GM to determine whether that familiar is appropriate in theme and power for the PC in question. Use the existing lists as general guidelines and make sure that whatever you allow is appropriate to your game.

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NEW ADVANTAGES AND ABILITIES

The following new abilities are known as Advantages and are meant to provide players with a wider range of options concerning their familiars and animal companions. These work in game exactly like Feats, and may be taken at every fourth level of experience in lieu of a feat or ability score improvement. Likewise, all human characters may choose to obtain an advantage at first level instead of their normal ability score boost or a feat. The only restriction on

advantages is that before one can be taken, any indicated prerequisites must be met.

At the CK's option, all players may take an advantage at first level, with humans allowed a second. This will permit all classes the option of beginning play with a familiar or animal companion. Another option is to allow characters the option to sacrifice class abilities (with the CK's approval) to replace them with Advantages. This allows for a high degree of character customization without unduly affecting game balance.

TABLE 1-1: NEW ABILITIES

FAMILIAR ABILITIES	PREREQUISITE
Defense of the Familiar	Ability to summon a familiar
Empower Familiar	Ability to summon a familiar
Empower Familiar, Greater	Empower Familiar or Summon Greater Familiar.
Empower Familiar, Supreme	Greater Empower Familiar or Summon Supreme Familiar.
Improved Familiar	Ability to summon a familiar, compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).
Improved Sensory Familiar	Sensory Familiar.
Meditative Conveyance	Ability to summon a familiar
Meditative Conveyance, Improved	Meditative Conveyance.
Sensory Familiar	Ability to summon a familiar
Strike of the Familiar	Ability to summon a familiar
GENERAL	PREREQUISITE
Animal Companion	
Barbarian's Mount	Barbarian 4 th Level+.
Companion Tricks	Animal Companion, Handle Animal.
Dichotomous Ability	1 st Level Wizard or Warlock +, ability to summon multiple familiars (via adding the appropriate Summon Familiar ability).
Empower Mount	Paladin 4 th Level+ or Barbarian's Mount ability.
Enhance Hero's Weapon	Hero's Weapon ability.
Enlarge Mount	Paladin level 4th+ or Barbarian's Mount ability.
Expanded Terrain	Druid or ranger level 1st+, Summon Familiar ability.
Fey Companion	Bard 4 th level+.
Hero's Weapon	Fighter 1 st level+, Cha 13.
Joined Turning	Summon Familiar ability, ability to turn undead.
Special Mount, Greater	Barbarian or Paladin 8th level+, Barbarian's/Paladin's Mount ability.
Special Mount, Supreme	Barbarian or Paladin 12 th level+, Greater Special Mount ability.
Spur Mount	Knight 1 st level, or Mounted Combat Ability.
Summon Diabolic Servant	Any neutral or evil alignment, arcane spellcaster level 1st+.
Summon Familiar	
Summon Greater Familiar	Ability to summon a familiar, compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).
Summon Supreme Familiar	Compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12), Summon Greater Familiar.
Vermin Companions	Animal Companion ability or class ability.
ITEM CREATION	PREREQUISITE
Craft Nature Fetish	Barbarian 4 th level+
Craft Woodland Familiar	Druid level 8th+, Summon Familiar

DESCRIPTIONS OF ADVANTAGES

Here we present descriptions of all advantages, how they function in game from a rules standpoint, and the benefits they have as compared to normal characters without such abilities. Please note that in this section, any advantages with an Ability Score noted indicate that in some fashion an ability check is required to make use of the advantage. Players making use of an advantage *always* add their Proficiency bonus to their ability check to do so.

ANIMAL COMPANION [GENERAL]

You gain the ability to form loyal bonds with animals, allowing you to gain an animal companion in the same manner as a druid of the appropriate level.

BENEFIT: You may perform a ceremony to gain an animal companion that acts as your loyal friend and ally. Such an animal companion follows all the rules laid out under the *Animal Friendship* spell, including what special abilities it has, the bonus tricks it can learn, etc. except that the bond is permanent. The animal companion's progression of power is governed by whatever class the master added when he gained the Animal Companion Advantage or Ability. For example, if a 2nd-level bard/4th-level fighter character used the Advantage he gained at 6th level when he added his 4th level of fighter to take the Animal Companion Advantage, then that animal companion's power progression would always be dependent upon the character's fighter level. This is an exception to the general rule of all classes combining to determine character level in the Fifth Edition rules.

NORMAL: Druids gain animal companions via the Animal Friendship Spell.

SPECIAL: This ability may be taken multiple times. Each additional time it is taken, an additional animal companion can be taken. For example, a character who has taken this ability twice can gain up two animal companions.

Druids are considered to begin play with this ability as they possess animal friendship as a first level spell. Druids who take this ability can acquire additional animal companions in the same manner as a character who takes this ability multiple times.

BARBARIAN'S/PALADIN'S MOUNT [GENERAL]

You may summon a large beast as your mount and companion.

PREREQUISITES: Barbarian or Paladin level 4th +.

BENEFIT: Upon taking this ability, you can call an unusually intelligent, strong, and loyal steed to serve as your mount and companion (see the 'Barbarian Mounts' section of Chapter 2 for details). The mount gains powers and abilities as you gain class levels in the Barbarian or Paladin class. Multiclassed Barbarian/Paladin characters may combine their class levels for purposes of determining mount abilities. Should the mount die, you must wait one year and a day before you can call for a new one.

COMPANION TRICKS [GENERAL]

You are capable of teaching your animal companions more tricks than usual.

PREREQUISITES: Animal Companion ability.

BENEFIT: Your animal companions are treated as having an Intelligence two points higher than normal for the purposes of learning tricks, allowing you to teach them up to six additional tricks. Teaching a trick takes one week, minus one day per point of Charisma bonus. Training requires a successful Wisdom (Animal Handling) check whose DC is dependent on the difficulty of the trick that the trainer seeks to teach. See Tricks (Chapter x).

CRAFT NATURE FETISH [GENERAL]

You can create a spiritual focus for the animistic powers of your spirit guide.

PREREQUISITES: Barbarian Level 5th +

BENEFITS: You may create a nature fetish to gain the powers of your spirit guide. This fetish may be created from the flesh, bone, teeth, or feathers of whatever creature you consider your sacred beast (as chosen by the CK - see below), or it may be carved from a semi-precious stone. Creating the fetish requires the barbarian to make a successful Intelligence (appropriate artisan's tools) check whose DC is equal to 15 plus the amount of bonus the Fetish imparts upon the character. In addition, if it is created using a gemstone, tusk, fang, claw, or hide, this item must be worth at least 500 gp.

Once the nature fetish has been crafted, the barbarian may then perform a ritual that binds one aspect of the animal spirit permanently into the fetish (see the 'Nature Fetish' section of Chapter 2 for details on what aspects do). This aspect may be used by the barbarian once per day as a standard action and lasts for a number of rounds equal to the barbarian's level. Note that if the fetish is made from a precious material, the aspect's daily duration is extended by one extra round for every 500 gp worth of the base precious material used to construct the fetish (up to a maximum of 4 extra rounds).

When this ability is selected, the CK or Player will choose an animal to be the barbarian's spirit guide. The barbarian may create up to three fetishes, but they may only create one fetish for each aspect. Each fetish may be used once per day.

The fetish is a personal item whose power is tied to the life force of its creator. In the hands of another, the fetish is a perfectly useless piece of ornamentation.

CRAFT WOODLAND FAMILIAR [FAMILIAR]

You can form a familiar out of plants and other natural substances.

PREREQUISITES: Druid level 8th +, Summon Familiar Ability or Advantage.

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BENEFITS: Making a successful Dexterity (appropriate artisan's tools) check, you can craft the form of any familiar you could normally summon, using plants or other natural substances. The still-living plants are literally woven and worked together. The DC for this check is 15 for a standard familiar, 20 for a greater familiar, and 25 for a supreme familiar.

The newly shaped familiar is then covered with magical herbs and oils, in which it must soak for the remainder of its creation time. The cost to create the familiar is identical to the summoning cost of a familiar of its type (standard, greater, or supreme).

At the end of the creation process, the woodland familiar comes to life. The woodland familiar possesses the same abilities and characteristics as a normal familiar of its type, except that the woodland familiar is of the Plant type, and gains all the benefits of that type - it is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). It also gains low-light vision. For more information on the Plant type see the core Fifth Edition monster rules.

The familiar does not require food as an animal of its type normally would, but it does require the same amount of water, and exposure to sunlight for at least 3 hours a day. If this is not available, the woodland familiar begins to deteriorate at a rate of 3 hit points per day, which can only be healed once the creature is again exposed to sunlight.

SPECIAL: This ability can be purchased more than once. Each additional time the ability is taken, the character may create an additional woodland familiar. A woodland familiar is gained in addition to any other familiars the druid could normally summon.

A druid with the Craft Woodland Familiar Ability can use similar rituals to craft woodland companions. These woodland companions act as normal animal companions for the druid, but gain the Plant type (as described above) instead of being animals. There is no cost for their creation.

DEFENSE OF THE FAMILIAR [FAMILIAR]

You and your familiar (or familiars) have trained in a unique, cooperative art of combat - allowing you both to benefit defensively from your mutual cooperation on the battlefield.

PREREQUISITES: Ability to summon a familiar (sorcerer/wizard level 1 or the Summon Familiar Ability).

BENEFIT: If you and your familiar are within 5 feet of each other during a melee combat round (and remain that way the whole round), and *either* of you spends your action to perform the Fighting Defensively or Total Defense options, then *both* of you benefit from a +2 dodge bonus to AC.

You and your familiar must remain within 5 feet of each other for the entire round. If either of you move farther than 5 feet from one another (or are forced apart), the one who is not performing the defensive maneuver no longer benefits from the dodge bonus to AC. (The character or familiar performing the defensive maneuver, however, continues to benefit normally.)

SPECIAL: If you have more than one familiar, then you and all of your familiars may benefit from the Defense of the Familiar (if this is physically possible) as long as one of you performs the Fighting Defensively or Total Defense options, assuming all the conditions detailed above are met.

DICHOTOMOUS ABILITY [GENERAL]

You can summon familiars of multiple types from the Methetherial.

PREREQUISITES: Sorcerer, Warlock or Wizard level 1st+, ability to summon multiple familiars (via adding the appropriate Summon Familiar Ability).

BENEFIT: You can summon familiars of multiple types from the Methetherial (see Chapters 11 & 12 for details).

NORMAL: Normally a character can only summon familiars of a single type from the Methetherial.

EMPOWER MOUNT [GENERAL]

Your mount gains a new ability.

PREREQUISITES: Barbarian's/Paladin's Mount Ability or a Familiar that also serves as a mount.

BENEFIT: You may select any one mount ability for your special mount. If the mount dies or is dismissed, a new ability may be chosen when a new mount is called.

SPECIAL: This Ability may be taken multiple times. Its effects stack.

EMPOWER FAMILIAR [FAMILIAR]

Your familiar gains a new ability.

PREREQUISITES: Ability to summon a familiar.

BENEFIT: You may select any one standard special ability (see later in this chapter) for one of your familiars. This special ability does *not* need to be from the class list associated with your familiar. If the familiar dies, a new ability may be chosen for the new familiar as soon as it is gained (or immediately in the case of a character with multiple familiars).

SPECIAL: This Ability may be taken multiple times. Its effects stack.

EMPOWER FAMILIAR, GREATER [FAMILIAR]

Your familiar gains a new, more powerful ability.

PREREQUISITES: Empower Familiar or Summon Greater Familiar.

BENEFIT: You may select any one improved special ability (see later in this chapter) for one of your familiars. This special ability does *not* need to be from the class list associated with your familiar. If the familiar dies, a new ability may be chosen for the new familiar as soon as it is gained (or immediately in the case of a character with multiple familiars). This ability can be given to a standard familiar.

SPECIAL: This Ability may be taken multiple times. Its effects stack.

EMPOWER FAMILIAR, SUPREME [FAMILIAR]

Your familiar gains an extremely powerful ability.

PREREQUISITES: Greater Empower Familiar *or* Summon Supreme Familiar.

BENEFIT: You may select any one supreme special ability (see later in this chapter) for one of your familiars. This special ability does *not* need to be from the class list associated with your familiar. If the familiar dies, a new ability may be chosen for the new familiar as soon as it is gained (or immediately in the case of a character with multiple familiars). This ability can be given to a standard or improved familiar.

SPECIAL: This Ability may be taken multiple times. Its effects stack.

ENHANCE HERO'S WEAPON [GENERAL]

Your hero's weapon becomes more powerful (see Chapter 6 for details concerning hero's weapons).

PREREQUISITES: Hero's Weapon Ability.

BENEFIT: Your hero's weapon gains two additional standard abilities, one additional greater ability, or one additional power (see the 'Hero's Weapon' section of Chapter 6 for details concerning which abilities are available) above and beyond what it would ordinarily have for your character level.

NORMAL: A hero's weapon is limited to the number of standard and greater abilities and powers it has by its master's character level (see Chapter 6 for details).

SPECIAL: This Ability can be selected as one of the fighter's bonus class Abilities. This Ability may be taken multiple times. Its effects stack.

ENLARGE MOUNT [GENERAL]

You are capable of calling larger and more powerful mounts.

PREREQUISITES: Paladin level 5th+ *or* Barbarian's Mount Ability.

BENEFIT: You may call a special mount one size larger than the current maximum size of your special mount (a Small barbarian can choose a mount ordinarily only allowed to a Medium barbarian and a Medium barbarian can choose a mount ordinarily only allowed to a Large barbarian, etc.). If you already have a special mount, the special mount may grow in size. (Note that increasing in size affects the special mount's HD and potentially their ability scores.)

SPECIAL: This Ability may be taken more than once. Its effects stack. The Castle Keeper must approve any non-standard special mount selection.

ENSNARE REAPER [GENERAL]

You ensnare a Reaper and bind it as an assassin's weapon against his marks. **Prerequisite:** Rogue Level 8+ with Assassin Archetype *or* Rogue with Death's Reaper Archetype

BENEFIT: When performing an assassination, you summon a bound reaper to ensure that your target is permanently killed, removing the chance of raising from the dead or reincarnation, and increasing the difficulty of resurrection of the slain target. The ritual requires the assassin to perform an assassination of a marked target, and upon completion, capture the reaper called to collect the target's soul within a ring of powdered silver worth 1000 gp. The assassin must then defeat the reaper in single combat within the ring. Upon success, the assassin binds the reaper to his shadow *and* a phylactery made from one of the assassin's weapons, whose value is at least 2000 gp. If the assassin fails to defeat the reaper, he is of course slain, and cannot be raised or resurrected by any means.

The reaper is summoned upon a successful strike during an assassination attempt, even if the attempt fails to assassinate its target. The reaper begins to attack the target unerringly until it or the target of the assassination attempt is destroyed. If the reaper is destroyed the assassin suffers an immediate and permanent loss of 2d6 points of Constitution, though the assassin may attempt to summon another reaper at a future time, paying the extended costs associated costs of the Ensnare Reaper ability.

Details on assassins and reapers can be found in chapter 10. Statistics for a Reaper can be found in Appendix B, new creatures.

IMPROVED FAMILIAR [GENERAL]

This Ability allows you to acquire a new familiar from a non-standard list, but only when they could normally acquire a new familiar (see the Summon Familiar Advantage).

PREREQUISITES: Ability to summon a new familiar, compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).

BENEFIT: When choosing a familiar, the creatures designated as "non-standard" in each individual class description (see the appropriate chapter; for example, Chapter 2 for a barbarian), are also available to you. You may choose a familiar with an alignment up to one step away from your own on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good character could acquire a neutral good familiar. A lawful neutral character could acquire a neutral good familiar.

Improved familiars otherwise use the rules appropriate for the class of the master that they are associated with (see the individual class descriptions in Chapters 2 thru 12), with one exception: If the creature's type is something other than animal or beast, its type does not change. If the creature is an animal or beast, it becomes a magical beast.

IMPROVED SENSORY FAMILIAR [FAMILIAR]

Your ability to process sensory information from your familiar is greatly enhanced.

PREREQUISITES: Sensory Familiar.

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BENEFIT: When using your Sensory Familiar ability, you are capable of simultaneously experiencing both your own senses as well as your familiar's senses. You do not need to enter a helpless state to experience the world through you familiar's senses, and can take actions normally while doing so.

SPECIAL: If you have more than one familiar, you can share senses with only one familiar at a time.

JOINED TURNING [GENERAL]

The presence of your familiar strengthens your faith.

PREREQUISITES: Summon Familiar Ability, ability to turn undead.

BENEFIT: If your familiar or familiars are within 5 feet, you gain advantage when using your divine channeling ability to turn undead.

MEDITATIVE CONVEYANCE [FAMILIAR]

By entering a trance-like state, you enter a state of communion with your familiar, allowing you both to convey techniques of self-perfection.

PREREQUISITES: Ability to summon a familiar.

BENEFIT: By entering a trance-like state (in which you are considered helpless and unaware of the world around you), you are able to convey one player character ability to your familiar. You must possess the ability in question in order to convey it to the familiar, and the final arbiter of which abilities can be conveyed is left to the discretion of the CK.

Entering a trance requires a standard action by both familiar and master. Leaving the trance requires a standard action (by both familiar and master). While in the trance, the master and familiar are both considered helpless and should be treated as restrained. Conveying the ability requires 1d10 rounds of concentration. If either suffers any damage during the trance, the trance is broken and the ability fails and cannot be attempted again before the PC engages in a long rest. Only one ability may be conveyed at a time, and this ability is selected at the time the trance is entered. Conveyed abilities last for 12 hours, after which a new trance is required to repeat the process or convey a different ability.

SPECIAL: If you have more than one familiar, you can only convey abilities to one familiar at a time.

MEDITATIVE CONVEYANCE, IMPROVED [FAMILIAR]

Your communion with your familiar during a meditative conveyance is purer (see above), allowing a larger range of techniques to be shared.

PREREQUISITES: Meditative Conveyance.

BENEFIT: When using your meditative conveyance ability, you are no longer limited to conveying a single power. Any or all

of your class abilities/powers (at the CK's discretion) can be conveyed to the familiar for the duration of the trance, with the 12-hour duration reduced by one hour per additional power conveyed. Thus, if you transfer three powers, the powers will remain effective for 9 hours. Alternatively, you can still choose to convey only a single power, which now lasts for a full 24 hours before needing to be replenished. Although this trance still requires some mental concentration, its effects are less strenuous - you are no longer considered helpless during the trance, but are instead limited to one partial action per round. Entering the trance is still a standard action, and you still need to drop the trance (another standard action) and re-enter it if you wish to convey a different ability to your familiar.

SPECIAL: A character with multiple familiars and Improved Meditative Conveyance can convey abilities to any or all of their familiars at one time. Doing so cannot be done with the lighter trance state described above. In a lighter trance state, the character is still limited to conveying abilities to only one familiar at a time.

SENSORY FAMILIAR [FAMILIAR]

You can see through your familiar's eyes, hear through its ears, and experience all of its sensory input.

PREREQUISITES: Ability to summon a familiar.

BENEFIT: You can, at will, by stopping to concentrate (during which time no other actions are possible save defense), see, feel, touch, taste, and otherwise experience the world through the senses of your familiar. You are not in control of the familiar's actions and cannot communicate with it in any way beyond what you could ordinarily do. If the familiar is on another plane, this ability does not function.

While you are experiencing the world through your familiar's senses, your physical body is immobile and helpless. You are unaware of anything which happens either in close proximity, or directly to, your body. This ability lasts as long as you maintain concentration; if you take damage or any action other defense, the link is broken. You may, however, choose to terminate the connection at will simply by taking any action other than concentration.

SPECIAL MOUNT, GREATER [GENERAL]

Your mount's connection to the spiritual world is strengthened, granting it more powerful magical abilities.

PREREQUISITES: Barbarian, Paladin level 8th+, Barbarian's/Paladin's Mount Ability.

BENEFIT: Your mount gains abilities according to Table 2-15: Greater Barbarian Special Mount (see the "Barbarian Mounts" section of Chapter 2 for details) or Table 8-9: Greater Paladin Special Mount (see the "Paladin Special Mounts" section of Chapter 8 for details), depending upon your class (either barbarian or paladin). In addition, if your mount has been slain or you choose to release your previous special mount from service, you can choose to summon a new special mount from

the Greater Mounts listed in the appropriate chapter (Chapter 2 for barbarians, Chapter 8 for paladins).

SPECIAL MOUNT, SUPREME [GENERAL]

Your mount's connection to the spiritual world is strengthened, granting it more powerful magical abilities.

PREREQUISITES: Barbarian or Paladin level 12th+, Greater Special Mount Ability.

BENEFIT: Your mount gains abilities according to Table 2-16: Supreme Barbarian Special Mount (see the "Barbarian Mounts" section of Chapter 2 for details) or Table 8-10: Supreme Paladin Special Mount (see the "Paladin Special Mounts" section of Chapter 8 for details), depending upon your class (either barbarian or paladin). In addition, if your mount has been slain, or you choose to release your previous special mount from service, you can choose to summon a new special mount from the Supreme Mounts listed in the appropriate chapter (Chapter 2 for barbarians, Chapter 8 for paladins).

SPUR MOUNT [GENERAL]

You can spur your mount to incredible speeds.

PREREQUISITES: Mounted Combat Ability

BENEFIT: When riding a running mount, you can get the mount to move five times its normal speed (instead of the normal four times). If a mount you are riding makes a running jump, increase the distance or height the mount clears by one-fourth, but not past the maximum.

STRIKE OF THE FAMILIAR [FAMILIAR]

You and your familiar (or familiars) have trained in a unique, cooperative art of combat, allowing you all to benefit offensively from your mutual cooperation on the battlefield.

PREREQUISITES: Ability to summon a familiar.

BENEFIT: If you and your familiar are within 5 feet of each other during a melee combat round (and remain that way the whole round), you have neither moved nor taken a bonus action, and you *both* attack the same opponent(s), then you *both* may use a bonus action to make an *additional* attack, albeit at disadvantage.

SPECIAL: If you perform a Whirlwind Attack (as per the Ability) while within 5 feet of your familiar, then the familiar may also perform a Whirlwind Attack at the same time (assuming the familiar has at least a 5 foot reach, and has not already performed the ability).

If you have more than one familiar, then you and all of your familiars may benefit from the Strike of the Familiar (if this is physically possible), assuming all the conditions detailed above are met. (You still may use only one bonus action, *not* a bonus action for each familiar.)

SUMMON DIABOLICAL FAMILIAR [GENERAL]

You can summon a demonic or devilish entity to serve you as a familiar.

PREREQUISITES: Summon Familiar, Any neutral or evil alignment, arcane spellcaster.

BENEFIT: You can summon an evil outsider as a servant. Doing so requires a ritual which involves the casting of a *magic circle* and then summoning the diabolic servant through the auspices of an appropriate *summon monster* spell. The ritual requires materials that cost a minimum of 1,000 gp per HD of the evil outsider, and the investment of one point of Constitution, which is permanently lost to the dark magic of the ritual and cannot be recovered by any means.

To perform the ritual, you cast the *Summon Monster* spell normally, and place a previously prepared soul gem or other such trap item within the magic circle.

The target creature may attempt a Wisdom save against the caster's standard save DC. If the diabolical creature succeeds, the summoning fails and the materials involved in the ritual are wasted. If the saving throw fails, however, the target creature is drawn into the *magic circle*, trapped and imprisoned there. All pertinent spell resistance applies when attempting to trap the diabolical servant.

The target creature can escape from the trap with a successful Wisdom check against the spellcaster's magic save DC, though it is at Disadvantage to do so. It can try each method once per day. If it breaks loose, it can flee or attack the spellcaster.

As long as the creature remains imprisoned, the spellcaster can attempt to compel the creature to become his servant once per day. The spellcaster makes a Charisma (Persuasion) check opposed by the creature's Charisma save. If the creature wins the check, it refuses service. If the spellcaster wins the check, the creature is bound as a diabolic servant (see Chapter 12 for details).

The spellcaster can improve his odds of success by offering some form of reward. The Castle Keeper assigns a bonus to the Charisma (Persuasion) check based on the service and reward, from 0 to +5 (or may grant advantage or disadvantage as he sees fit). If the spellcaster offers up his own soul, the creature automatically accepts.

If the spellcaster rolls a 1 on the Charisma check to compel service, the diabolic creature breaks free of the binding and can escape or attack the character as it so chooses.

Actually binding the diabolic servant completes the ritual. In doing so, the spellcaster learns the true name of the demon or devil and gives them a false name (see Chapter 12).

SPECIAL: This Ability summons an evil outsider of up to Challenge 1 which will serve as a standard familiar. It can be taken up to three times. Each additional time the Ability is taken, the character may improve their diabolic servant to Greater (allowing a servant of up to max. Challenge 3) or

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Supreme (allowing a diabolic servant of up to max. Challenge 8) status. Regardless of the servant (regular, Greater or Supreme) it may never have a challenge rating greater than the character's current level -3 (the exception being that levels 2-3 characters may have a diabolic servant of up to Challenge 1, while level 1 characters will have any familiar of Challenge 0 or less.).

SUMMON FAMILIAR [GENERAL]

You have the ability to summon a magical familiar to serve as a companion and servant.

BENEFIT: You can call a familiar. Doing so requires a ritual which takes 24 hours and uses up magical materials that cost 100 gp (see the individual class descriptions in Chapters 2 thru 12 for a description of the ritual performed). A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

You choose the kind of familiar you get from the list of standard familiars available for their class (see the individual class descriptions in Chapters 2 thru 12). If you are a multiclassed character, you may choose any of your classes as the primary class the familiar is associated with each time you summon a familiar. As you advance in level in the class associated with the familiar, the familiar also increases in power according to the appropriate Standard Familiar Special Abilities chart (see the individual class descriptions in Chapters 2 thru 12). Note that levels of different classes that are already entitled to familiars (Wizards), or that are associated with a particular class due to an Ability, stack for the purposes of determining any familiar abilities that depend upon the master's level.

Losing a summoned familiar is a traumatic event both for the physical and spiritual health of the PC; indeed, it is life-threatening, meaning most characters who have familiars will go out of their way to protect their mystical companions. If the familiar dies or you choose to dismiss it, you must attempt a Charisma Save (DC 20). Failure means you suffer 3d6 points of damage to your Constitution score; if your Con is reduced to zero in this manner, you die. In addition, you are reduced to zero hit points and subject to Death Saves; no magic or medical healing can restore hit points until you succeed in your Death Saves. Success reduces the Constitution loss to half that amount and you are not reduced to zero hit points. A slain or dismissed familiar cannot be replaced for a year and a day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

Certain familiars also grant special abilities to their master. These special abilities only apply when the master and familiar are within one mile of each other.

NORMAL: Only Wizards can summon familiars as a class ability.

SPECIAL: This Ability *replaces* the *Find Familiar* spell found in the Fifth Edition PHB. Familiars rules within this tome are substantially different than those in the core rules, and are not entirely compatible. If the CK wishes to keep the *Find Familiar* spell in

play, the spirit summoned should represent a "lesser" familiar that cannot benefit from any of the advanced options found herein.

This Ability can be taken more than once. Each additional time the Ability is taken, you may summon an additional familiar. (In other words, a character who has taken the Summon Familiar Ability twice may have two familiars at once.)

For the purposes of these new rules, Wizards are granted Summon Familiar as a standard class ability at level one.

SUMMON GREATER FAMILIAR [GENERAL]

You are capable of summoning more powerful creatures as your familiars.

PREREQUISITES: Ability to summon a familiar, 4th level

BENEFIT: You can summon a greater familiar. Doing so requires a ritual which takes 24 hours and uses up magical materials that cost 1,000 gp (see the individual class descriptions for a description of the ritual performed). If the greater familiar would normally be an animal or beast, it is instead treated as a magical beast (otherwise its type remains unchanged). You may choose a greater familiar with an alignment up to one step away from your own on each of the alignment axes (lawful thru chaotic, good thru evil). For example, a chaotic good character could acquire a neutral good greater familiar. A lawful neutral character could acquire a neutral good greater familiar.

You choose the kind of familiar you get from the list of standard or greater familiars available for your class (see the individual class descriptions in Chapters 2 thru 12), though many of the greater familiars have a minimum required master level before they can be summoned. If you are a multiclassed character, you may choose any of your classes as the primary class the greater familiar is associated with each time you summon a new greater familiar. As you advance in level in the class associated with the familiar, the familiar also increases in power according to the appropriate Greater Familiar Special Abilities chart (see the individual class descriptions in Chapters 2-12). Note that levels of different classes that are already entitled to familiars, or that are associated with a particular class due to an Ability, stack for the purposes of determining any familiar abilities that depend upon the master's level. The greater familiar is gained in addition to any other familiars the character may possess. (In other words, a character who has taken Summon Familiar and Summon Greater Familiar may have two familiars at once - a standard familiar and a greater familiar.) Any standard familiars possessed by the character continue to advance as standard familiars, not as greater familiars.

If the greater familiar dies or you choose to dismiss it, you must attempt a Charisma Save (DC 25). The consequences of failure and success are identical to those with the basic Summon Familiar ability. A slain or dismissed greater familiar cannot be replaced for a year and a day. A slain greater familiar can be raised from the dead just as a character can be, and has the same effect as the spell.

In all other ways, greater familiars function as per standard familiars (see the appropriate individual class descriptions the greater familiar is linked to in Chapters 2 thru 12).

SPECIAL: This Ability can be taken more than once. Each additional time the Ability is taken, you may select an additional greater familiar.

SUMMON SUPREME FAMILIAR [GENERAL]

You are capable of summoning the most powerful of creatures as your familiars.

PREREQUISITES: Compatible alignment, Summon Greater Familiar, 12th level.

BENEFIT: You can summon a supreme familiar. Doing so requires a ritual which takes 24 hours and uses up magical materials that cost 5,000 gp (see the individual class descriptions for a description of the ritual performed). If the supreme familiar would normally be an animal or beast, it is instead treated as a magical beast (otherwise its type remains unchanged). You may choose a supreme familiar with an alignment up to one step away from your own on each of the alignment axes (lawful thru chaotic, good thru evil). For example, a chaotic good character could acquire a neutral good supreme familiar. A lawful neutral character could acquire a neutral good supreme familiar.

You choose the kind of familiar you get from the list of standard, greater or supreme familiars available for your class (see the individual class descriptions in Chapters 2 thru 12), though many of the greater and supreme familiars have a minimum required master level before they can be summoned. If you are a multiclassed character, you may choose any of your classes as the primary class the supreme familiar is associated with each time you summon a new supreme familiar. As you advance in level in the class associated with the supreme familiar, it also increases in power according to the appropriate Supreme Familiar Special Abilities chart (see the individual class descriptions in Chapters 2 thru 12). Note that levels of different classes that are already entitled to familiars, or that are associated with a particular class due to an Ability, stack for the purposes of determining any supreme familiar abilities that depend upon the master's level.

The supreme familiar is gained in addition to any other familiars the character may possess. (In other words, a character who has taken Summon Familiar once, Summon Greater Familiar twice, and Summon Supreme familiar once may have four familiars at one time - a standard familiar, two greater familiars, and one supreme familiar). Any standard or greater familiars possessed by the character continue to advance as standard or greater familiars (whichever they are), not as supreme familiars.

If the supreme familiar dies or you choose to dismiss it, you must attempt a Charisma save (DC 30). The result of this save carries consequences identical to those for a basic Summoned Familiar. A slain or dismissed supreme familiar cannot be replaced for a year and a day. A slain supreme familiar can be raised from the dead just as a character can be, under the same conditions, depending on which spell (Raise Dead, Resurrection or True Resurrection) is used.

In all other ways, supreme familiars function as per greater and standard familiars (see the appropriate individual class descriptions the greater familiar is linked to in Chapters 2 thru 12).

SPECIAL: This Ability can be taken more than once. Each additional time the Ability is taken, the character may select an additional supreme familiar.

SUMMON FEY COMPANION [GENERAL]

You form an immutable bond of friendship and companionship with a fey creature.

PREREQUISITE: Bard level 8th +.

BENEFIT: You have been gifted with the Song of the Fey. Your natural talent is captivating to the fey spirit, and you can forge a bond with a fey companion.

The Song of the Fey is a bardic song. Performing the song requires twelve hours, during which the bard must make a successful Charisma (Persuasion) check (DC 15 + the HD of the fey creature to whom you are calling).

The song requires rare materials worth 1,000 gp, and the bard's very soul is put into the song's performance, requiring the character to make a Wisdom (Insight) check at DC 15+ the Fey's HD or suffer a permanent loss of 1 point of Charisma. If you fail the check, you have failed to capture the full majesty and grandeur of the song. The material costs (but not the potential Cha loss) are expended, and you must begin the Song another day in order to successfully call a fey companion (at least one week is required before the attempt may be made again).

If a fey companion dies, or if you force it to leave, the character must make a successful Wisdom save whose DC is equal to 15+ the Hit Dice of the companion. If the saving throw fails, you lose 1d6 Constitution permanently as the melancholy and sorrow of the loss strikes your soul. However, your Constitution total can never go below six as the result of a companion's demise or dismissal. A slain or dismissed companion cannot be replaced for a year and a day. Slain companions can be raised from the dead just as characters can.

The maximum Hit Dice of a fey companion when called is shown on the table below. After being called, fey companions gain XP as cohorts and can advance in level normally.

TABLE 1-2: FEY COMPANION STRENGTH

PERFORMANCE ROLL (CHARISMA CHECK)	MAXIMUM COMPANION HD
7-9	1
10-12	2
13-14	3
15-18	4
19-21	5

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22-24	6
25+	6+1 HD per point above 25 on the performance roll.

BARDIC PERFORMANCE ABILITY: The character's d20 roll modified by level and unenhanced Charisma bonus. Magical boosts to Charisma do not apply when summoning a Fey Companion.

MAXIMUM COMPANION HD: The maximum HD that a fey companion can possess for a character with that many ranks in the Perform skill.

SPECIAL: This Ability may be taken multiple times. Each additional time it is taken, an additional companion can be taken. In no case, however, can a bard ever have companions whose total Challenge is greater than the bard's level, minus 2. Thus, an 8th-level bard may only have up to CR 6 in total companions. See Chapter 3 for more information.

VERMIN COMPANIONS [GENERAL]

You gain the ability to win the loyalty of vermin.

PREREQUISITE: Animal Companion Ability.

BENEFIT: In addition to gaining animals as your companions, you can also gain vermin. As vermin generally have little or no Intelligence, they may only be taught the tricks Attack and Guard. They may also be taught to use webbing as an attack form on command, if that special attack is available to them. The DC to handle a vermin in any tense situation is increased by 5 due to the difficulty of conveying information to these creatures.

The following vermin creatures are available for selection: giant bee, giant fire beetle, giant worker ant, monstrous centipede, monstrous scorpion, and monstrous spider.

SPECIAL: As a variant rule, a ranger or druid character may choose to take a vermin creature as his chosen companion instead of an animal. This choice must be made at 1st level, and the character is not able to take animals as his companions unless he later takes the Animal Companion Ability (see earlier in this chapter).

NEW FEATS

DIEHARD [GENERAL]

You have reserves of endurance far beyond those of normal people. You gain the following benefits:

You have advantage on Constitution checks to avoid exhaustion, hold your breath, march for hours without rest, go without sleep, survive without food or water or avoid temporary damage (when applicable).

When you are reduced to zero hit points, you have advantage on Death Saves. In addition, you need only succeed at two Death Saves to stabilize.

When you are reduced to zero hit points, you can choose to remain conscious and continue fighting rather than falling unconscious. However, you are at disadvantage on all attacks, checks and saves while in this state and you must still make Death Saves to stabilize. Your Death Saves are neither advantaged nor disadvantaged, as the two conditions cancel one another out. In addition, if you take damage while in this state, you immediately fall unconscious and are treated as though you had failed two Death Saves just as if you had taken damage while unconscious.

ANIMAL COMPANION TRICKS

Unlike intelligent followers or cohorts, animals can't follow complex instructions, such as "attack the mage in the red robes." A character *can* give a simple verbal command to an Animal Companion such as "attack," "come," or "subdue" as a move action (if the animal is an animal companion being *handled* by its master, this is a free action), provided that such a command is among the tricks the animal has learned. Animals are ill-equipped to handle unusual situations (such as combats with invisible opponents), and they typically hesitate to attack weird and unnatural creatures (such as oozes).

ATTACK (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

COME (DC 15): The animal comes to you, even if it normally would not do so.

DEFEND (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

DOWN (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

FETCH (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

GUARD (DC 20): The animal stays in place and prevents others from approaching.

HEEL (DC 15): The animal follows you closely, even to places where it normally wouldn't go.

PERFORM (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

SEEK (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

STAY (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

TRACK (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

WORK (DC 15): The animal pulls or pushes a load up to twice his own weight.

COUNT (DC 15): The animal accurately counts a number of objects, and reports that information back (by tapping a paw, etc.). The animal's upper counting limit is 10 per point of Intelligence. So, an animal with a 2 Intelligence could count up to 20 objects, beyond that would always be reported as 20.

DIG (DC 15): The animal digs at a given spot until commanded to stop.

FOLLOW (DC 15): The animal follows a specified creature or target at a discrete distance while attempting to avoid detection.

HIDE (DC 15): The animal hides to the best of its ability within a given area.

OBEY (DC 20): The animal obeys a different character as indicated by its companion. The indicated character must be familiar with whatever command phrases or gestures the character uses to command the companion. The animal will *obey* the indicated character for up to 10 minutes per every point over the Challenge Level of the check required to get the animal to follow the command that the *handling* character's skill check was. For example, if the ranger Typhis, an 8th level ranger who is not prime in Charisma is attempting to get his wolf animal companion (2 HD) to *obey* the cleric Brother Duran, he would have to beat a Challenge Level 25 on a D20 roll. Typhis rolls a 19 and adds +8 for his level getting a 27, thus convincing his wolf to follow Brother Duran's orders for twenty minutes. Note that the indicated character must still make his own Handle Animal Charisma checks to command the animal, but he need not have the Handle Animal ability to do so. The minimum amount of time an animal will obey is 10 minutes.

PICK POCKET (DC 25): The animal attempts to pick the pocket of an indicated character using its Sleight of Hand skill. The victim must be indicated (although this can be done discreetly), and this requires a full round action. Note that the animal so trained need not have the Sleight of Hand skill (and can perform untrained skill checks), though the character performing the training does need to have ranks in the skill.

PROTECT (DC 20): The animal follows a specified creature or character and protects him from danger (like "Defend," but for another character).

SYNC (DC 25): The animal coordinates its actions with another animal companion. Each time the trick is learned, you choose one other trick the animal knows (attack, protect, seek, track, etc.). If the two animals both perform the trick at the same time (for example, both attacking the same target; both tracking the

same scent; etc.), then both animals gain a +1 circumstance bonus to their attempt. Both companions must know the synch trick (for the same trick) in order to gain the bonus.

SUBDUE (DC 25): As per the attack command, but the animal attempts to subdue its opponents rather than actually kill them.

FAMILIAR SPECIAL ABILITIES

The special abilities for familiars - standard, greater, and supreme - are listed and described below. Which special abilities a familiar possesses is dependent on the level of its master and the class it is associated with. Note that when selecting a special ability, you can always choose a less powerful ability. For example, if you are choosing a Greater Familiar Special Ability, you can instead choose a Standard Familiar Special Ability if you wish.

For any spell-like abilities the familiar may gain by taking a special ability, its effective caster level is equal to its master's level (as associated with the familiar). For all other abilities requiring a saving throw, the Challenge Level + the master's level (as associated with the familiar, unless noted otherwise).

STANDARD FAMILIAR SPECIAL ABILITIES

ALERTNESS: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains proficiency in Perception. If the master is already proficient, he doubles (or trebles, if already double-proficient) his proficiency bonus. This bonus applies to base as well as rolled Perception checks (base perception is equal to ten plus the character's Wisdom bonus, plus any applicable proficiency bonus).

BLOOD BOND: The familiar is advantaged on all attacks, ability or skill checks, and saves, if it witnesses its master threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

BLUR: The familiar benefits from the effects of the spell *blur* for a number of minutes per day equal to its master's level. The familiar may *blur* on a number of different occasions during a single day as long as the total number of rounds spent blurred does not exceed its master's level. Evoking or dismissing this power is a standard action.

CHAMELEON (SU): The familiar's skin takes on the color and texture of nearby objects, including floors and walls. This grants advantage to Stealth checks.

COMMAND CREATURES OF ITS KIND (SP): This is a spell-like ability that the familiar can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The familiar can use this ability once per day, per two levels of its master, and the ability functions just like the spell *command* (for purposes of this spell, the familiar can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the familiar must make a Concentration check if distracted. If the check fails, the ability does not work that time, but it still counts against the familiar's daily uses.

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CONTROL LIGHT: The familiar's presence alters the natural ambient light levels of its surroundings. When this power is selected, choose whether you want the familiar to dim or brighten nearby light. The total illumination of the area within 100 feet of the familiar is altered by 20%. This increases or decreases the overall range of vision for all characters within that range by an equal percentage.

The change in intensity can be either gradual or sudden when a familiar enters a region (but this, too, must be selected at the same time as the power).

This ability can be selected more than once. Each time it is selected, its effects stack in the same manner as previously selected. (For example, a familiar who has taken this ability three times would dim or brighten the ambient light level by 60%.)

Decreasing ambient light levels grants a +1 circumstance bonus to Hide checks for every 40% shift. Increased ambient light of a torch or brighter light by 200% or more blinds normally sighted creatures in the area.

CONTROL SHADOW: The familiar can manipulate its shadow as a free action. The familiar's shadow can grow in size, move independently of the familiar, or change shape so long as the shadow remains within 200 feet of the familiar. In addition to being used as a possible silent signal between the familiar, the master, and/or his companions, this ability can also be used to provide advantage to any Hide or Intimidate checks made by either the familiar or its master (who must be within 5 feet of the familiar at the time).

DANGER SENSE: The familiar gains advantage on saving throws against traps.

DARKVISION: The familiar can see up to 60 feet in the dark.

DELIVER TOUCH SPELLS: The familiar can deliver touch spells for the master. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as able to deliver the touch component. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

DETECT GOOD OR EVIL: At will, the familiar can *detect good or evil*, as per the spell. The familiar can use this ability once per day per two levels of its master, and the ability functions just like the spell.

DETECT LAW OR CHAOS: At will, the familiar can *detect law or chaos*. This ability works as per the spell *Detect Good or Evil*, but applies to the ethical axis, rather than the moral. The familiar can use this ability once per day per two levels of its master.

DETECT MAGIC: At will, the familiar can *detect magic*, as per the spell. The familiar can use this ability once per day per two levels of its master, and the ability functions just like the spell.

DETECT POISON AND DISEASE: At will, the familiar can *detect poison and disease*, as per the spell. The familiar can use this

ability once per day per two levels of its master, and the ability functions just like the spell.

DETECT SECRET DOORS: At will, the familiar can automatically detect the presence and exact location of secret doors, snares and pits within 30 feet of its location. The ability is instantaneous rather than lasting, and the familiar can use this ability once per day per two levels of its master.

DISTRACTING: The presence of the familiar can prove to be oddly distracting. At will, as a standard action, the familiar can cause all living creatures within 30 feet to become disadvantaged on all skill checks and attack rolls. The familiar and its master are immune to this ability.

EMPATHIC LINK: The master has an empathic link with the familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but the two of them can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of a low-level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link between familiar and 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 to that room as if he has seen it too.

ENDURANCE: The presence of the familiar gives the master pools of hidden strength. While the familiar is within arm's reach, the master gains the use of the Endurance Feat.

ENDURE ELEMENTS: The familiar is naturally resistant to extreme temperatures and environments, and is considered protected by an *endure elements* spell at all times.

FAMILIAR'S EYE: At will, the familiar's eyes emit a 20-foot cone of light. This light functions in all other ways as per the *light* spell.

FAMILIAR'S FLAME: At will, as a free action, the familiar appears wreathed in a harmless flame, equivalent in brightness to a torch. The flame looks like a normal fire, but does not create heat and consumes no oxygen. The flame can be covered and hidden, but cannot be smothered or quenched.

FANGS/TALONS: The familiar's natural weaponry sharpens and lengthens, granting it a +2 bonus to its unarmed damage.

This ability can be selected more than once. Each time it is selected, the familiar gains an additional +1 bonus to their unarmed damage.

HEALING TOUCH: Once per day, the familiar can touch any creature and heal one hit die of damage (using the hit die of the creature touched). This healing neither causes the target to spend a hit die, nor counts against the creature's normal total hit dice for purposes of healing damage after a rest.

This ability can be selected more than once. Each additional time it is selected, the familiar can use it an additional time each day.

INKLING: The familiar has a sixth sense and often knows whether intended actions are good or bad. A number of times per day equal to its Wisdom bonus (or their master's Wisdom bonus, whichever is higher), the familiar has a 50% chance of knowing whether the results of a particular action will be good or bad.

The Castle Keeper should roll the check secretly. If successful, the familiar knows whether the action is "Weal" (with good results), "Woe" (with bad results), "Weal and Woe" (a combination of good and bad results), or "Nothing" (no particularly good or bad results). If the check fails, the familiar will receive a "Nothing" result.

This ability can only see into the future about half an hour and so the familiar cannot foresee consequences beyond that time limit.

This ability can be selected more than once. Each additional time it is selected, the familiar can use this ability up to a number of times per day equal to its Wisdom bonus (or its master's) multiplied by the number of times the familiar has selected this ability. For example, if a familiar has a +3 Wisdom bonus, and has chosen this ability three times, it can use it up to nine times a day.

KNOW DIRECTION: At will, the familiar can *know direction*, as per the spell. The familiar can use this ability once per day per two levels of its master, and the ability functions just like the spell.

LOW-LIGHT VISION: The familiar can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

NATURAL ARMOR: The familiar gains a +2 bonus to its AC due to improved natural armor. This ability can be selected more than once. Each additional time it is selected improves AC by +1. Its effects stack with all other natural armor bonuses the familiar already possesses.

SCRY ON FAMILIAR: If the master is 12th level or higher, he may scry to his familiar (as if casting the spell *scrying*) once per day. This requires no material components or focus.

SHARE SONGS: Only the familiar of a bard may possess this ability. The familiar's master is capable of inspiring the familiar's song or call, imbuing it with the power of their own voice. The familiar can use one of its master's bardic abilities at any time, with an effect identical to that which the song would have if the familiar's master was using it. This use counts as the bard using it for purposes of when the songs can be used, though the bard and her familiar can use the ability simultaneously in different areas, thus increasing the effective range and number of targets. The familiar and the master must be sharing an empathic link when this ability is used. The familiar may mimic the following abilities, so long as the Bard is currently able to use them: Inspiration (or any inspiration-like ability), Rest, Countercharm, Cutting Words. The use of this ability counts as a Bonus action for the bard, but is a standard action for the familiar.

SHARE SPELLS: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect one of his familiars by using this ability. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away, and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells, even if the spells normally do not affect creatures of the familiar's type (usually magical beast). Spell effects cannot be shifted from one familiar to another.

Spells available to the caster from another class other than the one the familiar is associated with can be shared with this ability.

SPEAK WITH ANIMALS OF ITS KIND: The familiar can communicate with animals of approximately the same type as itself (including dire variants): bats with bats, rats with rodents, cats with felines, hawks with owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the Intelligence of the conversing creatures.

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.

SPELL RESISTANCE: The Familiar is advantaged when saving against spells.

TRACKLESS STEP: The familiar leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if so desired.

UNCANNY DODGE: The familiar has the extraordinary ability to react to danger before its senses would normally allow it to do so. This functions identically to the Rogue's Uncanny Dodge ability, using a reaction to halve damage from a successful attack against the familiar.

GREATER FAMILIAR SPECIAL ABILITIES

ANIMAL TRANCE: At will, as a continuous full round action, the familiar is capable of compelling animals, beasts, and magical beasts within 60 ft. of it to do nothing but watch it. Only normal animals with the "beast" type and an Intelligence of 7 or less can be affected by this ability. This means that a giant ape could be affected, while an orc or goblin of low intelligence could not. Roll 2d6 and add the master's level (as relates to the familiar) to determine the total number of HD the familiar entrances. The closest targets are affected first until no more targets within range can be affected.

Animals trained to attack or guard, and beasts with an intelligence of 6 or 7 are allowed a Charisma save to negate this effect. The DC

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for this save is 8 plus the master's Charisma bonus + HD of the Familiar. An entranced creature can be struck (with advantage, as if it were stunned), but it then recovers from the compulsion and is no longer affected by the ability.

This effect continues until the familiar stops concentrating on the power, is interrupted, suffers damage, or until some other event or action brings the subject(s) out of the effect.

ANTIPLANT SHELL: The familiar is permanently affected by a field that protects it from plants and plant life. This ability works as per the *antilife shell* spell but affects only plants rather than all life. The familiar can raise or lower the shell at will as a free action.

AUGURY: The familiar can tell whether a particular action will bring good or bad results for itself or its master in the immediate future. This ability operates as per the spell *augury*. Once it is used, the familiar cannot use it again before it takes a long rest.

This ability can be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

BLESSED COMPANION: When the familiar and its master are in physical contact, both receive a bonus to attack rolls and saving throws as though affected by the *Bless* spell.

BLINK: The familiar can 'blink' back and forth between the Material and Ethereal planes, as per the spell *blink*. The effect lasts for 1 round per level of the familiar's master. The familiar can use this ability once, and then must take a long rest before it can use it again.

This ability can be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

ENHANCE ATTRIBUTE: The familiar may choose to enhance one of its attributes as the *Enhance Ability* spell. This effect lasts for one hour. Once the familiar uses the ability, it cannot use it again before taking a long rest.

COMMUNE WITH NATURE: The familiar can *commune with nature* (as per the spell). Since this is a spell-like ability, the familiar must make a Concentration check if distracted. If the check fails, the ability does not work that time, but it still counts as having been used. Note that unless the familiar is able to communicate complex ideas to its master, this ability is of limited use. Once used, the familiar cannot use this ability again before completing a long rest.

This ability can be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

CAUSE DISEASE: If the familiar touches a creature (requiring a touch attack, but also works in conjunction with any natural weapons the familiar may have), the creature is afflicted with a disease that is selected at the time this ability is selected and always remains the same. The exact effects of the disease must be approved by the CK, but at minimum should result in the victim being Poisoned for a duration of 1d4 weeks unless it fails a Constitution saving throw (DC=10 + familiar's hit dice to a

max DC 15; save may be made each week). Sample diseases can be found in the fifth edition CK's guide book, or under certain animal entries in the fifth edition monster rules. The familiar's master is immune to this ability.

COMBAT SENSE: The Familiar gains advantage on surprise checks, negates the advantage afforded by flanking, and suffers half additional damage from sneak attacks.

COUNTERCALL: The familiar can use his natural call (a lion's roar, a bird's song, etc.) to counter magical effects that depend on sound (but not spells that simply have a verbal component). A familiar can countercall while performing other mundane actions, but not magical ones. When a sonic related spell is cast, the familiar with the Countercall ability automatically makes a Charisma check with a challenge level equal to the level of the caster. If the familiar is successful, they automatically negate the effects of such spells as *sound burst* or *command*, *charm person* or other spells with sonic or language dependent components. Using the Countercall is automatic, but it replaces the familiar's action for the round and only works so long as the familiar continues roaring, chirping, barking, or using whatever effect is required to disrupt the spell caster. The Countercall may be maintained for one round per HD of the familiar and once used, the familiar must take a long rest before using it again.

This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

COURAGEOUS ROAR: The familiar can inspire courage in its allies with its natural call (a lion's roar, a bird's song, etc.). To be affected, an ally must hear the familiar's call, and the familiar may do nothing else in the round save continue the call. The effect lasts for as long as the familiar continues calling, and for five rounds after the familiar stops calling (or can no longer be heard). A familiar can continue calling while taking other mundane actions, but not magical actions. Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. The familiar can keep up the Courageous Roar for up to 10 rounds. Once used, the familiar must engage in a long rest before using the Courageous Roar again.

This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

DARKNESS: At will, as a standard action, the familiar can plunge an area within a 20-foot radius of itself into *darkness* (as per the spell). Since this is a spell-like ability, the familiar must make a Concentration check if distracted. If the check fails, the ability does not work that time, but it can be attempted again in subsequent rounds.

DAZING TOUCH: If the familiar touches a creature, the creature is disadvantaged on all attacks, ability checks and saves for 1d6 minutes unless it succeeds at a (DC = 10 + Familiar's HD, max DC 15) Wisdom save. This requires a touching attack, but also works in conjunction with any natural weapons that the familiar may have. The familiar's master is immune to this ability.

DEATH'S HARBINGER: If the familiar touches a creature with -1 hit points or lower, the subject must make a Charisma save equal to the level of the familiar's master or die. If it dies, the familiar gains 1d8 temporary hit points and a +2 bonus to Strength. Additionally, the familiar's master's effective caster level (if any) goes up by +1, improving spell effects dependent to caster level. (This increase in caster level does not grant additional spells.) These effects last for 10 minutes per HD of the victim.

DEATH WARD: When the familiar and its master are in physical contact, both are immune to all death spells and magical death effects. This ability does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects, even if they might prove lethal. The familiar may activate this ability as a bonus action or reaction, and once used, it cannot be used again before the familiar has a long rest.

DEAFENING CALL: The familiar can empower their natural call (a lion's roar, a bird's song, etc.) into an ear-splitting cry that deafens and damages creatures in its path. To use this ability the familiar may not do anything for the entire round save use their call, including bonus actions and reactions. Any creature within 30 feet of the familiar when it makes such a call must make a Constitution save (DC=8 + Master's Wisdom bonus + Master's Proficiency Bonus) or suffer 2d6 points of damage and be deafened for 2d6 rounds. A successful save negates the deafness and reduces the damage by half.

Any brittle or crystalline object or crystalline creature exposed to this call takes an additional 1d6 points of damage per level of the familiar's master (maximum 15d6). Crystalline creatures are allowed a Constitution save (DC as above) to reduce damage by half, and creatures holding fragile objects can negate the damage with successful Reflex saves.

A deafened creature, in addition to obvious effects, suffers a -4 penalty to initiative and a 20% chance to miscast and lose any spell with a verbal component that they try to cast.

This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time per day.

DEFENSIVE ROLL: As a reaction, when a familiar would normally be struck a physical blow in combat (from a weapon or other blow, not a spell or special ability), the familiar can attempt to roll with the damage. The familiar makes a Dexterity save (DC is 8 + damage dealt). If successful, the familiar only takes half damage from the blow. The familiar must be aware of the attack and be able to react to it. If the familiar is denied its Dexterity bonus to Armor Class due to paralysis or some other effect, it cannot use the defensive roll.

DETECT SCRYING: At will, as a standard action, the familiar can immediately become aware of any attempt to observe itself or its master through any means of magical scrying including that from spells or magical items such as crystal balls. If the spell caster or magic item is within 150 feet, the familiar also knows its exact location. Since this is a spell-like ability, the familiar must make a Concentration check if distracted in any way. If

the check fails, the ability does not work that time, but it can be attempted again in subsequent rounds.

DETECT THOUGHTS: At will, as a standard action, the familiar can *detect thoughts*, as per the spell. Since this is a spell-like ability, the familiar must make a Concentration check to continue the detecting thoughts if distracted. If the check fails, the ability does not work that time, but it can be attempted again in subsequent rounds.

DISCERN LIES: At will, as a standard action, the familiar can instantly know if a subject upon whom it is concentrating deliberately speaks a lie. The familiar does not necessarily know the truth behind the lie; only that the subject has deliberately spoken a lie. Accidental inaccuracies or evasions of the truth are not revealed; only outright lies. Victims are entitled to a Charisma based save (DC=8 + Master's Wisdom Bonus + Master's Proficiency Bonus) to resist the effect. Since this is a spell-like ability, the familiar must make a Concentration check to continue to discern lies if distracted. If the check fails, the ability does not work that time, but it can be attempted again in subsequent rounds.

DISEASE IMMUNITY: The familiar gains immunity to all diseases except for magical diseases such as mummy rot.

DISENCHANTER: If the familiar touches a creature affected by an enchantment (transmutation, curse, petrification, or other magical transformation), the touched creature is entitled to a new saving throw at advantage to resist the effect. Unwilling subjects of a disenchanter's touch are entitled to a Charisma-based saving throw (DC=8 + Master's Charisma Bonus + Master's Proficiency Bonus) to resist being disenchanted. This requires a touching attack, but also works in conjunction with any natural weapons the familiar may have.

DISPEL MAGIC: At will, as a standard action, the familiar can *dispel magic* as per the spell.

ENCOMPASSING VISION: The familiar gains the supernatural ability of sight in all directions, allowing it a perfect view of everything within a 360-degree sphere. Aside from the obvious benefits, the familiar cannot be flanked, and it gains advantage on all Perception checks. However, the familiar also suffers disadvantage to saves against all gaze attacks.

FEARFUL: Creatures who see the familiar must make a Wisdom save (DC 8 + master's Charisma bonus + master's Proficiency bonus) or become Frightened. Affected creatures flee from the familiar as best as they can. The master and creatures with 6 or more HD are immune to this ability.

FIND TRAPS: At will, as a standard action, the familiar can *find traps*, as per the spell. This is a spell-like ability.

FREEDOM OF MOVEMENT: The familiar can move and attack normally, even under the influence of magic that usually impedes movement (such as *hold person*, *solid fog*, *slow*, and *web* spells). The familiar can also move and attack normally underwater (although the ability does not allow water breathing), if it is

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ordinarily unable to do so. After this ability is used, the familiar must take a long rest before using again.

This ability can be selected more than once. Each time it is selected, the familiar can use the ability an additional time between rests.

GUIDED STRIKE: As a bonus action, the familiar can grant its master advantage on his next attack roll. The bonus comes from the familiar granting a unique, third-person insight into the weaknesses of the master's opponent. As a result, the familiar must be able to see both the master and his opponent for this ability work.

GREAT LEAP: The familiar's jumping distance (vertical or horizontal) is not limited according to its height, and the familiar gains advantage on all Athletics or Acrobatics checks related to leaping.

HASTE: As a bonus action or reaction, the familiar is affected as per the *haste* spell. Once used, this ability may not be used again until the familiar takes a long rest. This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

LIGHT: At will, as a standard action, the familiar can shed light in a 60-foot radius around itself, as per the *light* spell. Since this is a spell-like ability, the familiar must make a Concentration check if distracted. If the check fails, the ability does not work that time, but it can be attempted again in subsequent rounds.

MIRROR IMAGE: As a bonus action or reaction, the familiar can invoke illusionary duplicates of itself, as per a *mirror image* spell. This is a spell-like ability. Once used, the familiar must take a long rest before it can use this power again. This ability may be selected twice; taking it a second time allows the familiar to use it after a short rest rather than a long rest.

MYSTIC DISGUISE: The familiar can make itself look different, as per the *alter self* spell. This is a spell-like ability. After using this ability the familiar must complete a long rest before it can be used again.

NATURAL ARMOR, IMPROVED: The familiar gains a +2 bonus to its natural armor. This ability can be selected more than once. Each additional time it is selected increases the natural armor bonus by +1. Its effects stack with all other natural armor bonuses the familiar already possesses, to a maximum total natural AC of 15.

NONDETECTION: The familiar is affected as per the *nondetection* spell.

OPPORTUNIST: Once per round as a reaction, the familiar can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character (the familiar must still have sufficient reach to do this). This attack counts as the familiar's attack of opportunity for that round.

RECALL: As a bonus action, the master can instantly summon their familiar to their side, as if the familiar had cast *word of recall* with the master as the designated "sanctuary." Once used, this ability cannot be used again until the master completes a long rest. This ability may be selected more than once. Each

additional time the ability is selected, it can be used one additional time between rests.

RESIST ENERGY: The familiar benefits from a limited protection to damage from one of the five energy types: acid, cold, electricity, fire, or sonic. (The energy type is selected at the same time the ability is selected and never changes.) The familiar has resistance against the energy type chosen. This ability protects any equipment held by the familiar as well. This ability functions in all other ways as the *protection from energy* spell.

This ability may be taken more than once. Each additional time it is taken, a different energy type may be selected.

SLOW FALL: A familiar within arm's reach (or leg's reach, tail's reach, etc.) of a wall can use the wall to slow its descent when falling. The familiar takes damage as if the fall were 30 feet shorter than it actually is.

This ability may be selected more than once. The second time the ability is selected, the familiar can slow fall 40 ft. The third time the ability is selected, the familiar either reduces the fall by 40 ft. or takes half damage from any fall, no matter how high the distance, whichever results in less damage.

SHOCKING TOUCH: The familiar can as a reaction use *shocking grasp* as a spell-like ability, with its caster level equivalent to its HD. The familiar's master is immune to this ability. Once used, the familiar must take a short rest before it can deliver another shocking touch.

SILENCE: At will, as a standard action, the familiar can silence a 20-foot radius around itself. The familiar must concentrate to maintain this effect. In all other ways this spell-like ability functions as per the *silence* spell.

SLEEPING TOUCH: If the familiar touches a creature, the creature is affected as per the *sleep* spell. This requires a touching attack, but also works in conjunction with any natural weapons the familiar may have. The familiar's master is immune to this ability. The save DC for this spell is equal to 8 + the master's Wisdom bonus + the master's Proficiency bonus. Once used, the familiar must take a long rest before it can use this ability again. This ability may be taken a second time. Selecting it a second time allows use after a short rest rather than a long rest.

SNEAK ATTACK: As per the rogue's class ability, the familiar can perform a sneak attack for +1d6 damage.

This ability may be selected more than once. Each additional time the ability is selected, the familiar does an additional +1d6 points of damage with its sneak attack.

SPEAK WITH DEAD: At will, as a standard action, the familiar can *speak with dead*, as per the spell, as a spell-like ability. Note that unless the familiar has the ability to speak with the dead creature (is under the effects of a *tongues* spell, speaks the correct language - see Speech below, etc.), this ability is of no use.

SPEECH: The familiar gains the ability of speech, knowing whatever languages its master knows.

SPELL RESISTANCE: The familiar gains advantage on all saving throws against magic spells.

SPELL RESISTANCE, GREATER: In addition to being advantaged on saving throws against spells, the familiar always uses the best ability score bonus either it or its master has when making such throws, regardless of what ability would normally be used to save against the spell. In order to gain this ability, the familiar must first have Spell Resistance.

SPIDER CLIMB: The familiar can at will, as a bonus action, *spider climb* as per the spell, as a spell-like ability. Once used, the familiar must complete a short rest before it can use this ability again.

TIME HOP: At will, as a standard action, the familiar can hop forward in time 3d6 rounds. The familiar appears to disappear, and then reappears in the exact same spot (with the same orientation and condition) 3d6 rounds later. For the familiar, no time has passed at all. If the space in which the familiar reappears has become occupied, the familiar materializes in the nearest unoccupied space.

VENOM IMMUNITY: The familiar is immune to poisons of all kinds.

WATER BREATHING: The familiar can breathe water freely. (This does not make them unable to breathe air.) This ability can be taken in reverse to allow aquatic familiars to breathe air freely.

WATER WALK: The familiar can at will, as a free action, *water walk* as per the spell, as a spell-like ability. Once used, the familiar must complete a short rest before it can use this ability again.

WHIRLWIND ATTACK: The familiar use whirlwind attack exactly as the Ranger's Hunter ability, allowing an additional attack against each adjacent foe.

WHOLENESS OF BODY: As a standard action, the familiar can cure its own wounds. The familiar rolls a number of hit dice equal to its master's hit die value (thus, the familiar of a fighter would roll d10s) and up to its master's total hit dice. It can spread this healing out among several uses between long rests. This healing uses the master's hit dice value and total, but does not count against the master's own uses of hit dice for healing after short rests. Thus, even if the familiar of a 5th level fighter heals 5d10 hit points, the fighter can still use its hit dice during a short rest for healing as normal.

WOODLAND STRIDE: The familiar may move through natural thorns, briars, overgrown areas, and similar terrain, at its normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the familiar.

SUPREME FAMILIAR SPECIAL ABILITIES

ANTIMAGIC FIELD: Once per day, as a standard action, the familiar can invoke a 5-ft. radius *antimagic field* centered upon itself, as per the spell of the same name. This is a spell-like ability, requiring a Concentration check if distracted. If the check fails, the ability does not work that time, but it still counts as a use of the ability. After use, this ability cannot be used again until the familiar takes a long rest.

This ability may be selected twice. Selecting the ability a second time allows for its use after a short rather than a long rest.

ASTRAL PROJECTION: The familiar can project itself and up to eight others into the astral plane as per the spell *astral projection*. This ability functions in all ways like the spell of the same name, and once used the familiar may not use it again until it completes a long rest.

This ability may be selected a second time. If this occurs, the familiar requires only a short rest after use, rather than a long rest, before using it again.

BANISHING SMITE: If the familiar successfully attacks an extraplanar creature, that creature is affected as if by the *banishing smite* spell. This requires a successful attack, but also works in conjunction with any natural weapons the familiar may have. It is in all other ways identical to the spell of the same name. The familiar's master is immune to this ability.

BANISHING CALL: Once per day, as a full round action, the familiar can empower its natural call (a lion's roar, a bird's song, etc.), creating two effects: First, if the familiar is on its home plane, extraplanar creatures within 60 feet of an opposing alignment or hostile intent are instantly affected as per the *Banishment* spell.

Second, creatures native to the master's plane who hear the call and are hostile or of opposing alignment suffer the following ill effects:

TABLE 1-7: BANISHING CALL EFFECT

HD	EFFECT
12 or more	Dazed
Less than 12	Dazed, weakened
Less than 8	Dazed, paralyzed, weakened
Less than 4	Killed

DAZED: The creature is dazed (see New Condition: Dazed) for 1d10 rounds.

WEAKENED: The creature's Strength score is decreased by 2d6 for 2d4 rounds.

PARALYZED: The creature is paralyzed 1d10 minutes.

KILLED: Living creatures die. Undead creatures are destroyed.

This ability may be selected more than once. Each additional time the ability is selected, it can be used one additional time per day.

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CHARM: At will, as a bonus action, the familiar can affect a creature it is touching as per a *charm person*, *charm monster*, or *charm animal* spell (possibly requiring a touch attack).

CLOAK OF DARK CHAOS: The familiar can at will, as a bonus action, erect a *cloak of dark chaos* around itself. This effect lasts for a number of minutes equal to the master's level, and envelopes the familiar with an undulating cloak of smoky darkness which inflicts 2d8 points of damage to any who attack or touch the familiar unless they succeed at an Intelligence saving throw (DC 8 + Master's Intelligence Bonus + Master's Proficiency Bonus). Once used, the cloak cannot be used again until the familiar completes a short rest. Lawful familiars, or whose masters are lawful, may not choose this ability.

COMPANION'S VEIL: When the familiar and its master are in physical contact, both are protected from all devices and spells that detect, influence, or read emotions and thoughts. This ability protects against all mind-affecting spells and effects as well as information gathering and divination spells. This ability otherwise functions as per the *mind blank* spell.

CONFUSION: At will, as a standard action, the familiar can cause *confusion* (as per the spell) to all creatures within a 10 ft. radius of itself. Both the familiar and its master are immune to this ability. This is a spell-like ability, and the familiar must make a Concentration check if distracted. If the check fails, the ability likewise fails, but is still considered used. After using this ability, the familiar must take a short rest before using it again.

This ability may be taken multiple times. Each additional time it is taken increases the radius by 5 feet.

DAMAGE REDUCTION: The familiar gains damage reduction of 1, meaning that all damage it suffers from any source is reduced by 1 point. This ability may be selected more than once. Each time it is selected, the familiar gains an additional point of damage reduction. Note that this ability stacks with any damage reduction or resistance the familiar may already possess.

DIMENSION SLIP: At will, as a bonus action, the familiar can magically slip between spaces as per the spell *dimension door*. Once used, the familiar must complete a short rest before using this ability again.

DIVINE HEALTH: The familiar is immune to all diseases, including magical ones such as mummy rot.

ETHEREAL STATE: The familiar can assume an ethereal state at will, as a bonus action, as per the spell *ethereality*. Once used, the familiar must complete a long rest before using this ability again.

This ability may be taken a second time. If selected again, the familiar must complete only a short rather than a long rest after use before using the ability again.

FAMILIAR GROWTH: Once per day the familiar can grow up to twice its normal size. This doubles the familiar's height, width,

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

SIZE CATEGORY: The familiar's size category increases by 1 level (small becomes medium, medium becomes large, etc.)

HIT DICE: The familiar's HD type changes to that of its new size category, increasing its hit points accordingly. These additional hit points are considered to be temporary hit points.

DAMAGE: The damage from a creature's attacks move to the next largest die. Example: d4 to d6, d6 to d8, and so on.

ARMOR CLASS: If the creature goes from small to medium or medium to large, the Creature's Armor class is reduced by 1 due to being larger and thus easier to hit.

The increased size lasts a number of minutes equal to the master's level. When it ends, the familiar's hit points and statistics return to normal. Once used, the familiar must complete a long rest before using the ability again.

This ability may be selected a second time. If selected again, the familiar must complete only a short rest rather than a long rest after use before the ability can be used again. This ability does not stack with spells or other effects that increase a creature's size but can be negated by a spell that shrinks a creature.

FIND THE PATH: At will, as a full round action, the familiar can always *find the path*, as per the spell of the same name. Since this is a spell-like ability, the familiar must make a Concentration check if distracted. If the check fails, the ability likewise fails, but is considered to have been used. After use, the familiar must complete a short rest before this ability can be used again.

FLY: The familiar can *fly* at will as a free action, as per the spell. This is a spell-like ability requiring a concentration check if the familiar is distracted or disturbed. If the check fails, the spell likewise fails and is considered to have been used (as well as the familiar suffering any consequences from falling). Once used, the familiar must complete a long rest before using this ability again.

This ability may be taken a second time. Choosing it again allows the familiar to complete a short rather than a long rest after using before it may be used again.

MIND STORE: The mental connection between master and familiar deepens. If the master dies, his consciousness is transferred to his familiar's body. The familiar's personality is destroyed, and the master assumes control of the familiar's body. (The master's body is rendered into a lifeless shell and cannot be resurrected through the normal means.)

None of the familiar's special abilities survive the transfer, though natural abilities and automatic abilities do (a fish's body breathes air, an owl's body can fly, etc.). The master retains his skills, feats, and mental attributes (Intelligence, Wisdom, and Charisma), but replaces his physical attributes (Strength, Dexterity, and Constitution) with the familiar's.

This process is traumatic, inflicting permanent damage to the master after the transfer. Transferring into a standard familiar reduces the Constitution of the new body by 2; transferring into a greater familiar inflicts 3 points of Constitution drain; transferring into a supreme familiar inflicts Constitution drain of 4 points. This Constitution drain is permanent and cannot be restored by any means short of a *Greater Restoration* spell. Note that in addition to these penalties, the master is now limited by his new form (unless he took precautions beforehand to alleviate this). For example, a master forced into the body of a cat familiar cannot speak, cast spells, use skills or feats dependent upon the humanoid form, etc. Any other exact effects of this sort of transformation are left to the Castle Keeper to decide.

NATURAL ARMOR, SUPREME: The familiar gains a +4 bonus to its natural armor. Its effects stack with all other natural armor bonuses the familiar already possesses. This bonus cannot take the familiar's natural armor AC above 18.

RAISE DEAD: Once per week, the familiar can *raise dead* as per the spell. However, this ability does require the familiar's master to provide the material component of a diamond worth at least 500 gp in value. Since this is a spell-like ability, the familiar must make a Concentration check if distracted. If the check fails, the ability does not work that time, but it still counts against the number of uses per week.

This ability can be taken more than once. Each time it is taken, the familiar may use it an additional time each week.

SPELL RESISTANCE, SUPREME: The familiar gains advantage on all saving throws against spells, and may add double its master's proficiency bonus to all such saves.

SUPREME LEAP: The familiar is considered to be one size category larger when determining the height it can achieve on a jump. Additionally, the familiar gains advantage on Athletics or Acrobatics checks made to leap, and adds its master's proficiency bonus as well as its own to such checks.

TIME REGRESSION: The familiar can apparently regress time for itself 1d4+1 rounds. To do so, the familiar must spend a full round concentrating to invoke the power. The familiar can now replay these rounds, acting on its knowledge of how they played out the last time. Any and all rolls the familiar is required to make must be re-rolled to reflect this insight. (The familiar can communicate this knowledge to other people if it wishes and is able to, and those so told must also re-roll all rolls if they have reason to believe the familiar.) Note that in complex situations such as large swirling combats, the effects of this power can be difficult for a Castle Keeper to adjudicate. In such instances, each Castle Keeper is encouraged to handle the situation in whatever manner they think best. The Castle Keeper's ruling in this regards is always final. Once used, the familiar must complete a long rest before it can use this ability again.

This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time between rests.

TONGUES: The familiar gains the ability to understand and speak the language of any intelligent creature. The familiar must be capable of speech to employ this ability.

ZONE OF TRUTH: As a bonus action, the familiar can render all creatures within 60 feet of the familiar are unable to speak any deliberate or intentional lies. This ability functions in all ways exactly as per a *zone of truth* spell, including saving throws to resist. The familiar and its master are immune to this ability.

SUMMONING RITUALS

As described in the various Summon Familiar abilities, a character must perform a ritual in order to summon a familiar. These rituals have a fixed cost (as described in the Summon Familiar feats), but they can vary greatly in detail. Each class has at least one specific summoning ritual associated with it, as described in the class chapters found later in the book. If you don't find an option in these rituals which appeals to you, however, your Castle Keeper may allow you to use one of the "generic" rituals provided below.

Regardless of the nature of the ritual being performed, it should be noted that characters should still need to take the requisite feats or classes to gain a familiar (as well as pay the associated costs in wealth and experience).

QUEST

A character may need to actively seek out their familiar. For example, a character might go questing for the "golden stag of Westernesse" - the stag, once gained, would become the character's familiar. Other possibilities might include: a pool of liquid mithril atop Mt. Karowan (a penitent dwarf who touches the liquid is gifted with the companionship of the magical creature which emerges from the pool), a journey to the heart of the forest, where it is said an animal soul mate for each man and woman may be found wandering beneath the trees, etc.

DIVINE GIFT

As a reward for faithfulness or service, a character might gain a familiar as a divine reward. The idea of a magical or divine gift can extend beyond gods - this could be a natural reward for powerful nature spirits to grant as well, for example.

MAGIC ITEM

The relic known as the *Rock of Demeter* (see Appendix D) is one example of an artifact which can grant a character a familiar.

GUILDS

Joining a specific guild or organization may give a character a chance to gain a familiar. In some cases, this might be a matter of a secret ritual known only to the guild. In other cases, the guild may have a special relationship with some figure of power (such as a god) capable of creating familiars for, or binding familiars to, the guild's members. Perhaps a rare magic item possessed by the guild lies behind the guild's relationship with these magical beasts.

CHAPTER 1

FAMILIARS

The lists of standard, greater, and supreme familiars found here offer a comprehensive guide to the familiars available to all characters. Certain specific familiars are only available to a few select classes - see each of the individual class chapters (chapters 2-12) for details.

TABLE 1-4: STANDARD FAMILIARS

FAMILIAR	SPECIAL
Antelope	Master gains advantage on Dexterity checks related to balance
Baboon	Master gains advantage on Acrobatics checks
Badger	Master gains advantage on Survival checks to Track
Bat	Master gains advantage on Hearing-based Perception checks
Cat	Master gains advantage on Move Silently checks
Camel	Master gains advantage on Constitution based Survival checks
Chameleon	Master gains advantage on Dexterity based Hide checks
Crab	Master gains a +1 natural armor bonus
Crane	Master gains advantage on Charisma based performance checks
Deer	Master gains proficiency on Dexterity saves. If he already is proficient, his proficiency bonus doubles.
Dog	Master gains advantage on Survival checks to Track
Dolphin	Master gains advantage on swim related checks
Donkey	Master gains advantage on dexterity checks related to balance
Dove	Master gains advantage on Charisma checks to be diplomatic
Fox	Master gains advantage on Stealth checks
Goat	Master gains proficiency on Constitution saves. If he already is proficient, his proficiency bonus doubles.
Goblin	Master gains the ability to disengage from combat as a bonus action or reaction.
Hawk	Master gains advantage on vision-based Perception checks in bright light
Hedgehog	Master gains a +1 natural armor bonus
Horse (any)	Master gains advantage on saves to resist fatigue
Hummingbird	Master gains a +1 dodge bonus to armor class
Koala	Master gains advantage on climbing checks
Kobold	Master gains darkvision 60 ft. (or 120 ft. if he already has darkvision).
Lizard	Master gains advantage on climbing checks
Lizard, venomous	Master gains advantage on saving throws against poison
Mongoose	Master gains proficiency on Dexterity saves. If he is already proficient, his proficiency bonus doubles.
Monkey	Master gains advantage on Acrobatics checks
Mule	Master gains proficiency on Wisdom saves. If he is already proficient, his proficiency bonus doubles.
Octopus	Master gains a bonus action that can be used for any purpose, in addition to any other bonus action he may otherwise have.

Orc	Master gains Darkvision 60 ft. (or 120 ft. if he already possesses Darkvision)
Owl	Master gains advantage on Perception checks in shadows
Panda, red	Master gains advantage on climbing checks
Peacock	Master gains a advantage on Charisma based checks to be diplomatic
Penguin	Master gains damage resistance (cold)
Pig	Master gains proficiency on Constitution saves. If already proficient, his proficiency bonus doubles.
Pony (any)	Master gains advantage on Dexterity based checks to ride a mount.
Porpoise	Master gains advantage on swim related checks
Raccoon	Master gains advantage on checks to find and disarm traps
Rat	Master gains proficiency on Constitution related saves. If he already has proficiency, his proficiency bonus doubles.
Raven	Master gains advantage on vision-based Perception checks.
Sheep	Master gains advantage on Persuasion checks.
Skunk	Master gains advantage on Intimidate checks.
Snake (Tiny viper)	Master gains advantage on Deception checks.
Squid	Master gains a bonus action that may be used for any purpose, in addition to any other bonus actions he may have.
Squirrel	Master gains advantage on vision-based Perception checks.
Squirrel, flying	Master gains advantage on vision-based Perception checks.
Turtle	Master gains +1 natural armor bonus
Toad	Master gains an additional hit die, with corresponding bonus to maximum hit points (but not to character level).
Vulture	Master gains advantage on Intimidate checks.
Weasel	Master gains advantage on Deception checks.

FAMILIAR COMPATIBILITY

Due to their powerful natures, Greater and Supreme familiars require a certain amount of compatibility to a particular master before they agree to serve. In order to be philosophically compatible, the master may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good master could acquire a neutral familiar. A lawful neutral master could acquire a neutral good familiar. In addition, many of the most powerful creatures only agree to serve masters that have achieved a certain level. Thus, a master's character level must be at least that listed under the 'Associated Character Level' column of the particular creature desired, otherwise the creature will refuse to serve as the character's familiar.

TABLE 1-5: GREATER FAMILIARS

ASSOCIATED FAMILIAR	CHARACTER ALIGNMENT	LEVEL
Ape	Neutral	5 th

Arrowhawk, juvenile	Neutral	5 th
Bear, black	Neutral	3 rd
Bear, brown	Neutral	7 th
Bear, polar	Neutral	7 th
Bison	Neutral	4 th
Blink dog	Lawful good	5 th
Boar	Neutral	3 rd
Bull	Neutral	5 th
Chameleon, giant	Neutral	3 rd
Caribou	Neutral	3 rd
Cheetah	Neutral	4 th
Celestial hawk ¹	Good	3 rd
Crab, giant	Neutral	3 rd
Crab, monstrous	Neutral	7 th
Crocodile	Neutral	3 rd
Darkmantle	Neutral	5 th
Dire badger	Neutral	3 rd
Dire bat	Neutral	3 rd
Dire rat	Neutral	3 rd
Dire weasel	Neutral	3 rd
Dog, riding	Neutral	1 st
Dog, battle	Neutral	3 rd
Dretch	Chaotic evil	5 th
Eel, electric	Neutral	3 rd
Eagle	Neutral	3 rd
Elemental, Small (air)	Neutral	5 th
Elemental, Small (fire)	Neutral	5 th
Elemental, Small (water)	Neutral	5 th
Elemental, Small (ear th)	Neutral	5 th
Fiendish Tiny viper snake ²	Evil	3 rd
Formian, worker	Lawful neutral	7 th
Giant ant	Neutral	3 rd
Giant bee	Neutral	5 th
Giraffe	Neutral	3 rd
Goblin	Any*	5 th
Hell hound	Lawful evil	9 th
Hippogriff	Neutral	9 th
Hippopotamus	Neutral	5 th
Homunculus	Any	7 th
Imp	Lawful evil	7 th
Kangaroo	Neutral	3 rd
Kobold	Any*	5 th
Lantern archon	Lawful good	7 th
Lemure	Lawful evil	5 th
Leopard	Neutral	5 th
Lion	Neutral	7 th

Lizard, monitor	Neutral	3 rd
Lizard, giant venomous	Neutral	4 th
Lizard, monstrous	Neutral	5 th
Manta ray	Neutral	3 rd
Mephit (any)	Neutral	7 th
Modron	Lawful Neutral	7 th
Musk ox	Neutral	3 rd
Panda	Neutral	4 th
Pseudodragon	Neutral good	7 th
Orc	Any non-good	7 th
Ostrich	Neutral	3 rd
Quasit	Chaotic evil	7 th
Ram	Neutral	3 rd
Saber tooth tiger	Neutral	9 th
Shark, Medium or Large	Neutral	3 rd (Medium)/ 4 th (Large)
Shocker lizard	Neutral	5 th
Snake, constrictor	Neutral	3 rd
Snake, Large viper	Neutral	3 rd
Stirge	Neutral	5 th
Tapir	Neutral	3 rd
Tiger	Neutral	8 th
Turtle, giant	Neutral	2 nd
Turtle, monstrous	Neutral	4 th
Walrus	Neutral	3 rd
Wolverine	Neutral	3 rd
Wolf	Neutral	3 rd
Worg	Neutral	4 th
Wyrmiling (dragon)(any)	Varies	11 th
Yak	Neutral	3 rd

¹ Or other celestial animal from the standard familiar list.

² Or other fiendish animal from the standard familiar list

* Good-aligned characters with these familiars receive an exceptional creature who does not follow his species' normal proclivities.

TABLE 1-6: SUPREME FAMILIARS

ASSOCIATED FAMILIAR	CHARACTER ALIGNMENT	LEVEL
Achaierai	Lawful evil	9 th
Ankheg	Neutral	7 th
Arrowhawk, adult	Neutral	7 th
Arrowhawk, elder	Neutral	13 th
Basilisk	Neutral	11 th
Bulette	Neutral	13 th
Carriion crawler	Neutral	11 th
Cloaker	Chaotic neutral	13 th
Cockatrice	Neutral	9 th
Crocodile, giant	Neutral	7 th
Digester	Neutral	9 th

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Dinosaur (deionychus)	Neutral	7 th
Dinosaur (elasmosaurus)	Neutral	11 th
Dinosaur (megaraptor)	Neutral	11 th
Dire ape	Neutral	7 th
Dire bear	Neutral	9 th
Dire boar	Neutral	7 th
Dire lion	Neutral	9 th
Dire tiger	Neutral	10 th
Dire wolf	Neutral	5 th
Dire wolverine	Neutral	7 th
Displacer beast	Lawful evil	9 th
Dragonne	Neutral	11 th
Dragon, very young (any)	Varies	15 th
Dragon, wyrmling (any)	Varies	12 th
Elemental, Medium (air)	Neutral	7 th
Elemental, Medium (earth)	Neutral	7 th
Elemental, Medium (fire)	Neutral	7 th
Elemental, Medium (water)	Neutral	7 th
Elephant	Neutral	11 th
Ethereal filcher	Neutral	7 th
Ethereal marauder	Neutral	7 th
Ettercap	Neutral evil	11 th
Formian warrior	Lawful neutral	9 th
Gargoyle	Chaotic evil	13 th
Giant eagle	Neutral good	7 th
Giant owl	Neutral good	5 th
Giant wasp	Neutral	7 th
Gibbering mouther	Neutral	11 th
Giarllon	Neutral	7 th
Grick	Neutral good	9 th
Griffon	Neutral	11 th
Howler	Chaotic evil	11 th
Lizard, monstrous venomous	Neutral	6 th
Lizard, huge	Neutral	7 th
Nightmare	Neutral evil	11 th
Pegasus	Chaotic good	11 th
Phase spider	Neutral	9 th
Octopus, giant	Neutral	11 th
Ravid	Neutral	9 th
Rhinoceros	Neutral	9 th
Rust Monster	Neutral	9 th
Salamander, flamebrother	Evil (any)	7 th
Shadow mastiff	Neutral evil	9 th
Shark, Huge	Neutral	6 th
Snake, Huge viper	Neutral	5 th
Spider eater	Neutral	12 th
Squid, giant	Neutral	13 th
Tojanida, juvenile	Neutral	5 th
Unicorn	Chaotic good	12 th
Whale, orca	Neutral	9 th

Winter wolf	Neutral evil	9 th
Yeth hound	Neutral evil	9 th
All creatures can be found in either the 5 th Edition Monster Tome, or in the appendices.		

DIFFERENT FAMILIARS

If a desired familiar is not found here or elsewhere, consult with the CK. Certain creatures may be restricted to specific classes or not have available statistics. In the latter case, the CK can always work with you to design an appropriate familiar.

POWER PROGRESSIONS

In the following chapters, each class has a power progression for abilities granted by familiars. Often, this progression begins at a lower level than it would be possible to get the familiar. In such a case, the character/familiar gains all abilities up to the master's current level. Thus, if a character gets a familiar at 5th level which grants abilities at levels 1, 3 and 5, the character (or familiar) gains all three of those abilities.

FAMILIARS IN THE GAME

ROLEPLAYING A FAMILIAR

Don't let your familiar just fade into the background, or worse yet, become nothing more than a piece of equipment that you use for an ability increase or the occasional special ability. Make sure that your familiar *does* things, even when they don't necessarily *need* to be doing things. For example, when your character bellies up to the bar for a drink, make a point of noting that your weasel is curling up in front of the fire. When your character sags to his knees after an exhausting battle with trolls, mention that your battle dog is nuzzling you with a sympathetic whine.

Your character, at least, has a physical presence at the game table - you're sitting there right next to your fellow gamers. Your familiar, to the other hand, doesn't have that advantage - unless you make a point of reminding people that they're there, they're likely to be forgotten.

If you're having problems keeping your familiar an active part of the campaign, here are some suggestions to engage them:

Give yourself a visual reminder of your familiar's presence. Write "REMEMBER THE FAMILIAR" to a Post-It note and stick it to the table in front of you. Or make it a point to buy and use a miniature for your familiar.

Set a goal for yourself. For example, you can start small by saying that you're going to have your familiar do ten specific things outside of combat. Then, make a check mark on a piece of paper every time you have the familiar do something.

Develop a personality for your familiar. This helps make the familiar a vivid participant in the game, and can suggest things they might do.

Give your familiar a gimmick. For example, your familiar might be a friendly kleptomaniac (always burrowing around in the belongings of other party members). Or maybe he's a practical joker. Maybe he's cruel. Or perhaps he's always finishing your sentences for you.

If it won't be too disruptive, bring an actual pet to the game table. This is particularly effective if you happen to have a pet that matches your familiar.

Ask your Castle Keeper to remind you.

Once your familiar gains the ability to speak, you'll be presented with the challenge of essentially roleplaying two separate characters. Make it a point of not only speaking in character, but speaking in your *familiar's* character - otherwise your familiar is, again, relegated to nothing more than a prop.

If you're having problems making it clear when your character is speaking and when your familiar is speaking, you might try:

- A different voice.
- A hand puppet.
- An arbitrary sign - such as holding your hand up.
- Simply saying "my familiar says" before speaking.

You might also consider asking your Castle Keeper to help you out by taking over your familiar's role. This is probably less useful for highly symbiotic master-familiar relationships (where master and familiar often speak with one voice and act with one mind), but more useful for antagonistic relationships (involving friendly banter or a sullen familiar). The drawback to this solution is that the CK already manages a large number of characters, so the familiar is likely to get shorter shrift than if you ran it yourself.

Things become trickier when you have more than one familiar. Again, giving each of your familiars a distinctive hook helps to make them stand out. On the other hand, you might consider a sort of cheating - if you embrace the idea of a symbiotic relationship, you and your familiars might speak with one voice. You start a sentence, the dog picks it up, the eagle finishes it - that type of thing.

DEATH OF A FAMILIAR

As described in the Summon Familiar feats, when a familiar dies or is otherwise lost the master runs the risk of major damage in the form of ability loss due to the traumatic nature of the experience. (The size of this loss is dependent on the power of the familiar.) In addition, the master is unable to replace the familiar for a year and a day after the familiar's death. However, this does not prevent the master from summoning other familiars using different class abilities or feats. For example, if a character loses their familiar for some reason, he is unable to summon a replacement for a year and a day.

There is a single exception to this rule: if the character takes an additional Summon Familiar advantage in the meantime, he *could* summon a familiar using that ability.

In addition, if the character takes a Summon Greater Familiar or Summon Supreme Familiar advantage, he may dismiss his existing familiar in favor of the new one at no penalty. *At no time may any character possess more than one familiar.*

Slain familiars can be raised from the dead just as characters can be. However, if the master has summoned a replacement familiar in the time since his familiar died, the familiar is no longer his (unless, of course, the new familiar was summoned in the meantime using another Summon Familiar feat, in which case the master is allowed multiple familiars - up to a point). This uncomfortable situation is essentially identical to what happens when a familiar's master dies - the raised familiar would become independent.

A NOTE TO THE CASTLE KEEPER: Familiars should find themselves in peril. When using familiars as they exist in the core rulebooks, many Castle Keepers simply allow them to slide through potentially deadly situations - the toad survives a fireball because he was inside the sorcerer's pocket. The wizard's cat only seems to be around when the wizard needs it to do something. And so forth. This kind of thing should not be allowed. When using the options presented in **Familiars & Companions**, letting things slide this way has the danger of unbalancing your campaign. Familiars (particularly greater and supreme familiars) are possessed of a large number of special abilities, and these abilities are essentially balanced in three ways:

First, in order to gain them, a character must expend a feat, gold pieces, and other resources, possibly including choosing an archetype, path, college, circle, etc.

Second, the character doesn't actually possess these special abilities - his familiar does. In general, this leads to a lesser utility (although in some ways it leads to a higher one).

Finally, there is a risk that the familiar may die. This carries the risk of ability loss and may entail additional expenditures of gold and resources (in order to summon a new familiar or raise the old one).

To simplify, in terms of game balance, familiars are essentially magic items which can be purchased with a small outlay of gold and effort - but with the potential risk of needing to lay out more gold and hardship in the future in order to maintain the benefits of the feat. If you remove the risk of losing the familiar, you have removed a significant balancing factor for familiars in the game. This doesn't mean that you should actively seek to harm or kill a familiar in order to fulfill some sort of "death quota." But it does mean that familiars should be made to face the same dangers as other characters. If your players want familiars, place the onus on their characters to protect them.

DEATH OF THE MASTER

If the familiar's master dies, the familiar is left without direction. They become free creatures - capable of pursuing their own goals and desires.

If a familiar's master dies, the familiar retains all of their special abilities, their improved hit points, their improved abilities, their

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natural armor bonuses, and the like. In other words, the familiar's statistics are not changed by the master's death in any way.

If the master is subsequently brought back to life (through a *resurrection* spell, for example), the bond between familiar and master is automatically restored. As a result of being raised, however, the energy for reforming the bond is drawn from the familiar as well as the master. This means that the familiar suffers from all penalties that the master does, and these penalties disappear at the same rate. For example, if a master is raised through the *resurrection* spell, both master and familiar suffer -4 to all checks, with the penalty being reduced by one for each long rest.

If an independent familiar dies or is killed in the time before its master is restored to life, the familiar is treated as if it had been killed or dismissed while still linked to its master, beginning at the time of its death (see the 'Death of a Familiar' section above).

DISMISSING A FAMILIAR

Familiars can be dismissed at will by their masters. The effects of doing so are similar to the death of a familiar. As described in the Summon Familiar feats, the master runs the risk of Constitution loss due to the traumatic separation and is unable to replace the familiar for a year and a day after the familiar's death.

In a manner similar to the death of a familiar's master, a familiar which has been dismissed becomes an independent creature - it retains all of its special abilities, improved hit points, improved abilities, natural armor bonuses, and the like.

A master can reforge the bond with his former familiar by performing a summoning ritual, even if a year and a day have not passed. However, the familiar must be willing, and the master must again make all of the normal expenditures of wealth and other factors associated with a summoning ritual.

The sole exception to this is when the master takes a new advantage in the form of Summon Greater Familiar or Summon Supreme Familiar. In such circumstances the master can dismiss his current familiar in favor of the new, improved one. The dismissed familiar becomes independent at this point and may not be favorably inclined to its new master. If a familiar is dismissed in favor of a superior new one, the bond between the master and the original can never be re-forged.

PROTECTING THE FAMILIAR

Familiars (particularly those belonging to spellcasters) often become the first targets when combat is entered - archers aim for them in the hope of crippling their master, enemy spellcasters see them as a weak link through which to strike, etc. Low-level spells such as *magic missile* or *ray of frost* can quickly wound or destroy weak familiars, and higher level spells like *flame arrow* and *lightning bolt* make short work of almost any standard familiar.

What can be done to protect a familiar from these tribulations?

MUNDANE PROTECTIONS

Perhaps the best advice on keeping a familiar safe is using common sense. A master who sends their familiar directly into aggressive situations is likely to lose the familiar. Of course, some familiars - such as those belonging to a fighter or monk - are ideal combatants. But when swords are drawn, arrows nocked, and spells made ready, a familiar not prepared for fighting should be waiting (and hiding) at a safe distance. A concealed familiar is one that doesn't attract enemy attacks, so they should be commanded to immediately seek cover when any non-party member approaches.

A strong steel box, crate, or chest attached to a cart, mule, or carried by a hireling, is a great place for a familiar to seek shelter. When danger appears, the familiar is trained to flee to the sheltered area. Once in the shelter, the familiar receives the benefits of cover from all attacks. Particularly dexterous familiars may even be able to open and close their own sanctuaries, allowing for total cover. To further protect the familiar, the shelter could be draped in a drab cloth to provide both a comfortable temperature and keep the function of the shelter a secret.

A backpack or rucksack could also be reinforced with steel wire or wooden slats to create a living space for a familiar, depending upon exactly what it is. Lining, air holes, and food should also be included for the comfort of the familiar. A small opening or pocket could allow access to the pack depending upon the type of familiar. When combat threatens, the familiar could easily flee back to the pack and sequester itself within. The reinforcement would further protect the tiny occupant from the blows of weaponry or the effect of magic (perhaps allowing it to share the master's armor class and saving throws directly). The backpack could also keep the familiar a secret, as while it is hidden away, those whom the master encounters might never suspect its presence. Larger backpacks may be customized to have a small familiar compartment and still have a larger compartment to hold adventuring gear.

Scroll tubes with air holes drilled in them make excellent familiar dwelling spaces for toads, rats, snakes, weasels, and other small creatures. When hung from a belt, backpack or saddle, such gear can keep a familiar safe and in complete concealment.

MAGICAL PROTECTIONS

Clever spellcasters have developed a few more magical-based strategies to keep their familiars safe, and even non-spellcasters can often avail themselves on the skills of those in their party to do the same.

Spellcasters typically have the ability to share spells with their familiar. As a result, they can use spells such as *resistance*, *shield*, *protection from energy*, *protection from evil/good*, *blur*, *bless* and *displacement* to offer protection both to themselves and their familiars. Spells such as *expeditious retreat* and *haste* can help familiars rapidly flee from areas of conflict. *Spider climb* can allow familiars to hide in unexpected places and away from the threat of trampling feet. *Enhance ability*, *mage armor* and *barkskin* can all raise a familiar's armor class. *Rope trick* can shelter familiars

during an attack, while *dimension door* and *teleport* can whisk them away to safety. *Invisibility* can keep a familiar unseen during combat, while *resilient sphere* is a great way to keep familiars safe during combat. Other defensive spells offer similar protection.

A variety of magical protective devices have also been crafted for familiars. Examples of such items can be found in Appendix D.

FAMILIAR SPECIAL EFFECTS

Familiars are magical beings. Sometimes they are natural creatures imbued with magic. In other cases they are magical creations which resemble natural creatures. But whatever the case, the familiar's blood flows with magic. As a result, don't shy away from making your familiars *obviously* magical. For example, the eyes of a demonic cat might glow red. Motes of light might dance about a mouse performing magic. The unearthly voice of a snake might echo with every word. Lightning might crackle with every footstep of a mastiff. And so forth.

As a general rule of thumb, if these types of special effects don't have any usefulness in the context of the game, then the only limit is your imagination. Your Castle Keeper might even let your familiar have a few special quirks despite the fact that they have some marginal utility. (On the other hand, special effects which *are* clearly useful need to be paid for. For example, having your familiar's eyes glow red is a special effect. Having your familiar's eyes emit cones of light is a special ability.)

This type of customization, by way of the fantastic, can give your familiars a unique flair and flavor. If you have more than one familiar, explore the possibilities of themed familiars, with all of them perhaps having a strange quirk in common. These types of personal touches can help to make your familiars memorable characters.

ABILITY DRAIN AND LOSS

ABILITY SCORE LOSS

Some attacks or circumstances, such as the strength drain ability of a shadow, or the loss of a familiar by a character, reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing all points in an ability score can be devastating.

Strength 0 means that the character cannot move at all. He lies helpless on the ground.

Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.

Constitution 0 means that the character is dead.

Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.

Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.

Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

In certain situations, such as the special attack of the shadow or other creatures, having an ability reduced to zero can kill a character outright, often causing them to rise as an undead thereafter. Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ABILITY DAMAGE

This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll double the number of dice).

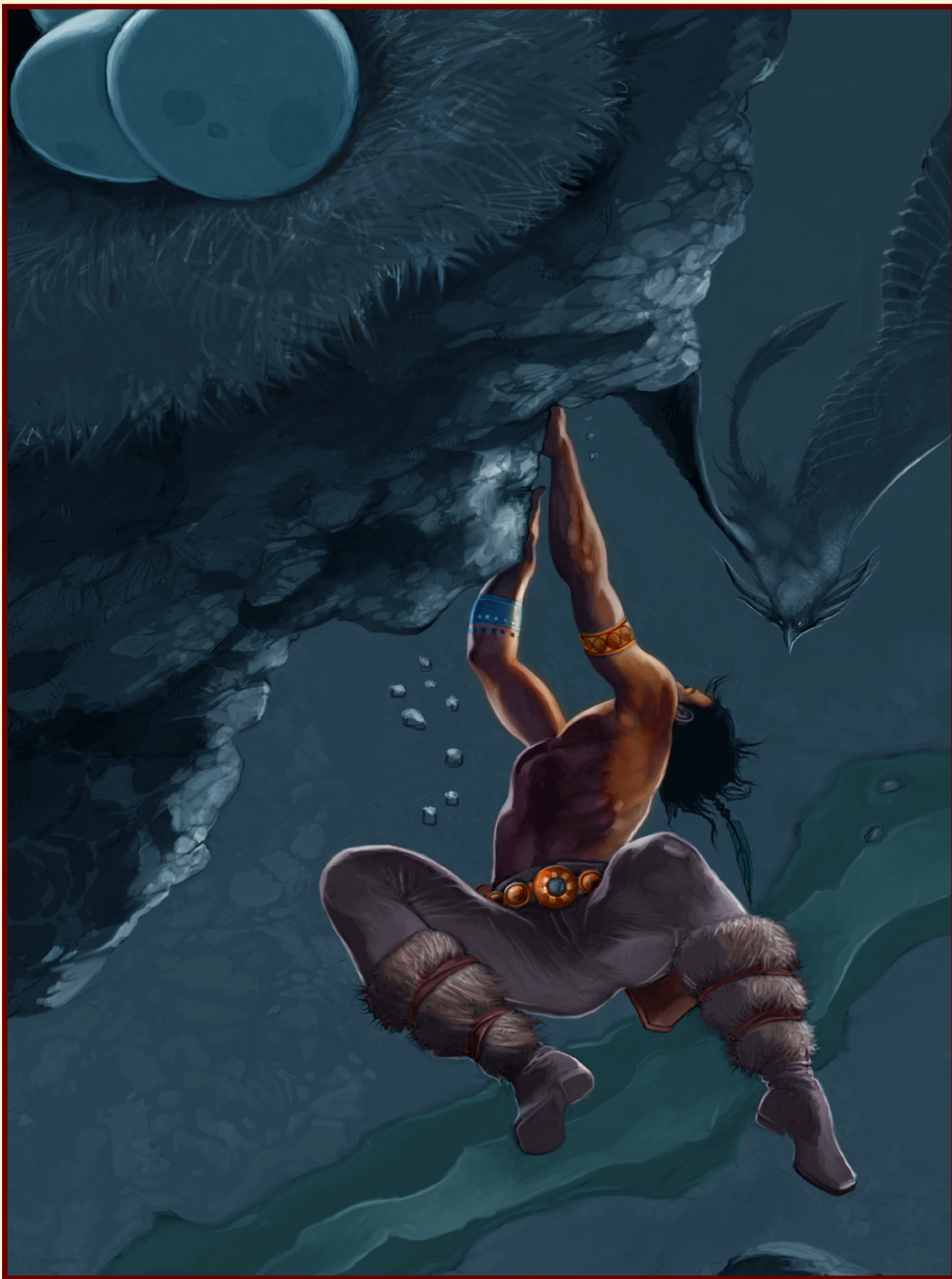
All points lost to ability damage return after the creature completes a long rest, and the spells *lesser restoration* and *restoration* (see "New Spells" appendix) offset ability damage as well.

ABILITY DRAIN

This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Constitution save (DC 8 + draining creature's proficiency bonus + Cha modifier). If no saving throw is mentioned, none is allowed.

Points lost to ability drain are permanently gone, though the *Greater Restoration* spell can restore even those lost ability score points.



CHAPTER 2: BARBARIAN FAMILIARS AND SPECIAL MOUNTS

BARBARIAN FAMILIARS & SPECIAL MOUNTS



Mace's fingertips gripped at tiny holds in the nearly sheer rock-face. His arms burned from the exertion of the climb. A hundred feet below him lay the rubble filled valley where his clan made their home. Fifty feet above him was the nest of the Iyan bird, a frightening beast of nightmares whose call was known to paralyze the most stouthearted warriors of the clan in fear. The bird's claws were strong as the ore-witch's steel, capable of hauling a full-grown man from the ground up to its lair to be torn to pieces by its razor sharp beak.

With a grunt Mace hauled himself over the edge of the rock lip, within mere yards of the crack in the rock-face where the nest lay. It was empty. The shaman's words were correct, it was not mating season, and no eggs lay within the nest. The young had recently departed to make their own nests, and the Iyan bird would return alone with its prey.

Mace crawled into the nest with his wickedly sharp glaive and waited. He had blackened the glaive's blade in the shaman's fire to hide its keen glint from alerting his quarry. Once in the nest, Mace found several feet of shed scales and some branches to hide himself beneath. As the sun began to set, Mace heard the beating of wings just before a blast of air from the beast's leathery flapping brought his prey into view. He felt his heart leap into his throat as he gazed upon the magnificent creature, both feared and respected by his people. The mighty Iyan bird was more than a beast to be slain, it was a creature to be honored in death and bound to Mace as a spirit to aid him in his journeys and show itself as a symbol of the might of his people.

The featherless Iyan bird swooped into land, a large red deer grasped in its talons. Mace arose suddenly from his hiding place within the nest, his glaive extended before him, and struck the beast a mighty blow. The deer dropped from its claws onto the edge of the cliff and its bright eyes registered shock as it lashed out cruelly at its attacker with its talons, leaving large gashes down Mace's chest and shredding the hardened leather armor he wore before he again chopped down upon its featherless body with the short-hefted glaive. The creature let out an ear splitting howl and writhed about attempting to bite Mace's head off. The Iyan bird's jaws snapped open and closed inches from his face as he twisted the blade lodged deep within the beast, and in moments it was dead. Mace collapsed upon the creature and let out a rasping sigh – surely several of his ribs had been cracked.

After he took his rest for many minutes, Mace began to carefully prepare the beast's body. He prayed to his primal gods to show the creature's spirit that he was but a respectful hunter, even as it had been, and to convince it to come when he called it to his side to join him in battle against his enemies. He skinned and prepared the beast's leathery hide, thinking what a fine replacement it would make for his own tattered garment, and worked methodically to salt and preserve its flesh to share with his people. Its bones he carefully dried in the sun of the coming days. When he was hungry he took care to feast upon the red deer, saving the meat of the Iyan bird for the feast that would mark his arrival home.

Once finished, Mace sat cross-legged before a small fire and waited, letting his consciousness float off into the Weird. It had been two days since he had slain the beast, his scars showed the mark of the Iyan bird upon him and he touched the scabs, pushing his thoughts out to the spirit of the Iyan bird.

"Great bird spirit!" he howled into the wind. "I call thee, I your slayer, and you my sacrifice! Totem of my people, I command you come to my aid, lift me from the mountain and take me to the plain. Carry your master hither and yon at my bidding! I have done all that is respectful and proper! I am not a mere slayer, but keeper of the honor of the Iyan Bird Clan, named for your might and power! I call you from your new hunting grounds! Fly to me!"

With that he placed the beast's heart within the flames. A long still moment passed, with only the howling of the winds in his ears to remind him he still stood there. Suddenly his mind's eye filled with colors and he found himself in a misty place standing before the insubstantial form of the Iyan bird.

BARBARIAN FAMILIARS

Barbarians have many reasons for wishing to seek out a companion creature or fantastic familiar. Often living on the fringes of civilization or in far-flung desolate and primitive environs, barbarians find a common link to the beasts of the wild. Their tribal clans and kingdoms are often named after the animals that live side by side with them in the wilderness. Names such as Bear Claw, Elk Horn, Crow, Cheetah, or Snake are not uncommon among the people the "civilized" world labels barbarians.

PATH OF THE TOTEM FAMILIAR (BARBARIAN PATH)

At third level, when the Barbarian chooses his Path, he may choose to bond with his totem spirit, gaining a familiar in the process to aid and guide him on his journeys. A totem is a spirit creature – be it animal or monster – that is revered by primitive societies as the source of their strength. The totem can be an animal such as a deer or lizard, or a beast such as the magical griffon or the owl bear, or even something more powerful, such as a dragon. The totem is an ideal to be achieved and strived for by the people as a whole. To barbarians, the totem of their tribe represents their cultural identity and their ties with the land and its peoples.

Barbarian tribes may have several totems, representing various unions with different tribes via conquest and/or marriage that have sculpted the ideologies and philosophy of the people. On the other hand, the tribe may be very small and have only one totem that truly identifies its spirit and personality. Whether a great tribe or small, it is the domain of the CK crafting the game world in which the player characters live and die, though certainly many such referees appreciate input in this regard from the players.

A barbarian's connection to a totem creature is dependent on certain taboos which the barbarian must follow in order to maintain his connection with the totem spirit. Such taboos can be of nearly any nature, such as shaving all of one's body hair,

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not eating after dark, washing only with one hand, or choosing to not travel or work on certain days of the week or month.

TOTEM SUMMONING RITUAL

The connection between a barbarian and his chosen companions is a matter of ritual and spiritual belief. Barbarians see no more difference in the bond between themselves and their bestial or exotic companions than they do in the bond between a tree and the soil in which it grows, or in the bond between an eagle and its prey. It is a connection given at birth by the tribe, fulfilling tribal oaths taken by the barbarian when he achieves adulthood and status in the tribe. It is a connection forged by blood – the barbarian must slay his totem creature, taking a part of its spirit into himself, thus sealing the bond between them.

For a barbarian seeking to capture a totem spirit, the first step is to find and slay a powerful totem creature within his tribal holdings. This is done in the form of ritual sacrifice. The barbarian must track down and kill the totem creature in single combat. They may accept no aid in their quest – even from other members of their tribe – save for the spiritual guidance which may be provided them by a shaman or priest.

Once the totem creature is slain, the barbarian must spend at least 24 hours ritually skinning and preparing the totem animal. No part of the totem may be wasted. The creature's flesh is consumed, its bones fashioned into tools and equipment, the skin prepared for crafting into a cloak or armor, and its claws and teeth fashioned into jewelry. The barbarian's own body is painted using a mixture of the creature's blood, combined with rare pigments and oils. This ritual must be performed immediately and requires a *Deerstalker* check (Challenge Level 5) in order to properly skin, dress, and clean the totem creature. Otherwise, the ritual fails and the totem spirit becomes enraged (see the 'Enraged Totem Spirit' sidebar for details).

If the ritual is a success, the barbarian adorns himself with the tokens he has made and eats of the totem creature's flesh. Then the last remnants of the totem creature are mixed with potent incenses and cast into a blazing inferno. The barbarian sits before the fire in meditation upon his totem spirit. There he slips into a deep trance, sending a portion of his own spirit into the Weird.

The Weird is a misty spirit world found between the bonds of the mortal world and the realms of the dead. It is here that the barbarian calls the totem spirit to his side and binds it to him as a familiar, supernatural ally, and eternal partner in strife. Within the Weird the barbarian is again confronted by his totem spirit. He may then demand the spirit's aid as his personal totem and spirit companion.

As the last act of this ritual, the barbarian must make a Charisma (*Intimidation*) check (DC=10 + Hit Dice of the Totem Creature). If the check is failed, the barbarian has only angered the creature through his actions. In this case, the totem becomes an enraged spirit (see the 'Enraged Totem Spirit' sidebar for details). If the check is successful, however, the barbarian has earned the spirit's respect – the totem spirit is forever bonded to the spirit of the barbarian, and the barbarian to it.

ENRAGED TOTEM SPIRIT

If the barbarian fails to earn the totem spirit's respect or complete the ritual, the totem spirit becomes enraged. From that point on, the barbarian is cursed. The enraged spirit of the totem has clung to his soul and now exists only to lead him to disaster.

The enraged totem spirit inhabits no body. It is nothing more than a shadow that only the barbarian and those capable of seeing into the ethereal plane can see. It is always somewhere on the ground near the barbarian's footsteps, as if the creature were stalking only a few feet away.

The enraged spirit manifests itself as per the *bestow curse spell* as cast by a 9th-level caster, except that the effects are less severe and must be chosen from those listed here. The Castle Keeper selects one of the following curses:

- Disadvantage on ability checks and saving throws with a single chosen ability score (CK's choice).
- Victim must make a Wisdom Save (DC 17) every turn or be unable to act that turn.

Barbarians who enrage a totem spirit are usually cast out of their tribes and clans. Despite the lesser effects of this curse, due to its cause, the *remove curse* spell cannot aid the doomed barbarian. Only a successful *dismissal* can banish the totem spirit back to the Weird.

This curse lasts until the Barbarian seeks out one who can remove the curse, or until he undertakes a vision quest to assuage the spirit. Only a cleric of at least 7th level can attempt to remove the curse, via the *Remove Curse* spell, and even then the caster attempting to remove the curse must succeed at a DC 21 Wisdom check to accomplish the task.

Alternatively, a cursed barbarian may choose to go on a vision quest and perform a powerful ritual that results in a serious personal sacrifice. This sacrifice can be one of experience points, ability score loss, or something more personal. The exact nature of the Vision Quest, and the consequences imposed, are up to the CK, but it should not be a simple task to appease the enraged totem. By undergoing a harrowing trial and/or sacrificing this portion of his personal power and skill, the barbarian can assuage the enraged spirit.

TYPICAL TOTEMS

Barbarians can belong to any race, existing upon the edges of the civilized world. They can be found in a wide range of climates, and have evolved a variety of complex and disparate cultures. The animals and beasts that thrive in these areas are as different as the barbarians themselves. As a result, for our purposes, barbarians and their companions have been divided into three categories: Northmen, Jungle Savages, and Plainsmen. Each category represents a different type of barbarian which might exist in a campaign world.

More so than with other classes, however, the CK should feel free to show a large degree of flexibility. The lists presented below are only a sampling of typical totem animals. In truth, almost any animal can serve as a totem spirit.

NORTHMEN

Northmen are the archetypal barbarians of fantasy – harsh men and women of strong drink and a berserker’s temperament. These are hearty folk who laugh loudly, fight fiercely, and have no fear of death. Reavers and raiders who are as equally comfortable on land as they are at the oars of a longship, these barbarians are actually more civilized and sophisticated than most folk who wear the name barbarian. Living in cold northern climates, their societies are dependent on hunting, farming, raiding, exploration, and most importantly, trade. Northmen lust for battle and choose creature companions and familiars who reflect the harshness of the icy wind, the salt spray of the sea and the effects of midnight sun and winter darkness.

Like other barbarians, northmen revere creatures that share their hardiness and strength. Creatures such as the wolf, stag, or bear are frequent choices amongst northmen. Other northmen may find that creatures such as the sea hawks and kingfishers more closely identify with their seafaring ways. Such northmen spend much of their time navigating the frozen waterways of the north and see such creatures as spirit guides who guarantee safe passage for their longships along the harsh sea currents that separate their lands from ‘civilization.’

TABLE 2-1: TYPICAL NORTHMEN TOTEMS

STANDARD TOTEM FAMILIARS
Bird of Prey (Eagle, Owl, Hawk, etc. – Choose one)*
Boar*
Deer*
Giant Badger*
Goat (Ram)*
Mastiff (or other Big Dog)*
Musk Ox
Owl*
Wolf*
GREATER TOTEM FAMILIARS
Bear, black*
Bear, brown*
Bear, polar*
Elemental, small (any)*
Giant Boar*
Giant Spider*
Saber-Toothed Tiger*
Snow Leopard**
Worg*
SUPREME TOTEM FAMILIARS
Dire Bear
Dire Wolf*

Displacer Beast*

Elemental, medium (any)*

Giant Eagle*

Giant Goat (Ram)*

Giant Owl*

Griffon*

Mammoth*

Winter Wolf*

Wyrmling (dragon) (silver or white)*

* See the 5th Edition monsters tome. Elementals refer to any creatures with the Elemental subtype.

** See ‘Non-standard Familiars’ sidebar for details.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

JUNGLE SAVAGES

The jungle savage is a barbarian born and bred in equatorial rainforests of thick vegetation and harsh climate. As a feral youth, raised by the beasts of the jungle, or as a primitive tribesman born of thousands of years of culture and shamanistic tradition, the jungle savage shares a common ferocity with the arboreal jungles they call their home. Often naked as the land they are born in, barbarians of the jungle disdain the use of any armor beyond a simple hide shield. They live a life of superstition and ritualistic magic.

As with other barbarians, the jungle savage has a close affinity with the beasts and monsters of the jungle. Creatures such as great cats, primates, serpents, and wondrous birds are as often totem animals to the tribes that live in the jungle, as these animals are often predators that prey upon them. Jungle savages tend to choose animal companions that reflect the untamed beauty of the jungle, creatures that have a natural grace and agility bred of survival in a world where everything from the tiniest insect to the largest jungle cat has the potential to deal death.

TABLE 2-2: TYPICAL JUNGLE SAVAGE TOTEMS

STANDARD TOTEM FAMILIARS
Chameleon
Frog*
Giraffe
Lizard*
Mongoose
Monkey
Snake (tiny viper)*
GREATER TOTEM FAMILIARS
Ape*
Baboon
Chameleon, giant
Crocodile*
Elemental, small (any)*

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Leopard*
Lizard, giant
Lizard, venomous (As Lizard, but add poison DC 10 Con save Fail=1d12 poison damage and poisoned for 24 hours.)
Snake, constrictor*
Snake, large viper*
Tiger*

SUPREME TOTEM FAMILIARS

Crocodile, giant*
Dire Ape*
Dragon (Wyrmling) (copper, green, or gold)*
Elemental, medium (any)*
Elephant*
Girallon*
Lizard, giant variant*
Lizard, giant venomous (As above but save DC 15)*

* See the 5th Edition monsters tome. Elementals refer to any creatures with the Elemental subtype.

** See 'Non-standard Familiars' sidebar for details.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

PLAINSMEN

Barbarian plainsmen are best described in a non-fantasy setting as the horse culture of the American Great Plains, or the Mongol hordes of Genghis Khan, or the Khurgan and Scythian peoples of the Russian steppes, or the elephant-riding mercenaries in the service of Hannibal. Plainsmen live by horse, lance and bow. They are lightly armored barbarians who favor speed and bloodthirsty ferocity to steely muscles and bulging brawn. Such nomads travel in tightly organized family groups, bearing their possessions and temporary lodgings with them. They stalk game and seek river valleys to winter in to avoid the roaring wind of the great prairies. Animal companions and totems chosen by such people are, more often than not, migratory hunters who stalk with stealth and speed, striking quickly and with deadly accuracy.

TABLE 2-2: TYPICAL PLAINSMEN TOTEMS

STANDARD TOTEM FAMILIARS
Antelope
Badger/Wolverine*
Bird of Prey (Choose one – Owl, Eagle, Hawk, etc.)*
Crane
Deer*
Mastiff (or other big dog)*
Musk Ox
Ostrich
Vulture*
Wolf*
GREATER TOTEM FAMILIARS

Blink Dog*
Cheetah
Elemental, small (any)*
Leopard
Lion*
Saber-Tooth Tiger*
Tiger*
Worg*

SUPREME TOTEM FAMILIARS

Bison
Bulette*
Dire Wolf*
Displacer Beast*
Dragon, wyrmling (blue, gold or red)*
Elemental, medium (any)*
Elephant*
Giant Badger/Wolverine*
Giant Eagle*
Giant Lion*
Giant Tiger
Giant Owl*
Griffon*
Mammoth**
Shadow Mastiff*
Winter Wolf*
Yeth Hound

* See the 5th Edition monsters tome. Elementals refer to any creatures with the Elemental subtype.

** See 'Non-standard Familiars' sidebar for details.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

NONSTANDARD FAMILIARS

Barbarians have several non-standard familiars, including:

Mammoth: Use the stats in the 5th edition monster tome.

Sea Hawk: Use the stats for a hawk in the 5th edition monster tome.

Snow Leopard: See the New Animals Appendix.

TOTEM FAMILIAR ABILITIES

A totem familiar is not easily slain or dismissed. They are creatures of a primal nature; the pure embodiment of the totem creature. They are tireless. They have no need of food or rest. They are part of this world and yet apart from it. And they are fearsome. For, like the barbarian spirit to which they have bound themselves, their blood pounds to the drums of battle and their hearts beat with nature's fury.

TABLE 2-4: STANDARD BARBARIAN FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	6	Combat Sense, empathic link, blood bond
4 th -5 th	+2	7	Whirlwind Attack (2 Opponents.)
6 th	+3	8	Speak With Master, Primeval Will, Whirlwind Attack 3 opponents.
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	Whirlwind Attack (4 Opponents.)
11 th -12 th	+6	11	-
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

Natural Armor Adj.: The number noted here is an improvement to the familiar's AC due to an improved natural armor bonus. It represents the preternatural toughness of the barbarian's familiar.

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

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

TABLE 2-5: GREATER BARBARIAN FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	6	Combat Sense, empathic Link, Blood Bond
4 th -5 th	+2	7	Whirlwind Attack (2 Opponents)
6 th	+3	8	Speak with master, animal trance, Primeval Will, Whirlwind Attack (3 Opponents)
7 th -9 th	+4	9	Speak with animals of its kind
10 th	+5	10	Whirlwind Attack (4 Opponents)
11 th -12 th	+6	11	Greater Familiar Ability
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Greater Familiar Ability
19 th -20 th	+10	15	-

Natural Armor Adj.: The number noted here is an improvement to the familiar's AC due to an improved natural armor bonus. It represents the preternatural toughness of the barbarian's familiar.

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

Greater Familiar Ability: Select one greater familiar ability from Table 2-7 below.

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

TABLE 2-6: SUPREME BARBARIAN FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	6	Combat Sense, Empathic Link, Blood Bond
4 th -5 th	+2	7	Whirlwind Attack (2 Opponents)
6 th	+3	8	Speak with master, animal trance, Primeval Will, Whirlwind Attack (3 Opponents)
7 th -9 th	+4	9	Speak with animals of its kind
10 th	+5	10	Whirlwind Attack (4 Opponents)
11 th -12 th	+6	11	Greater Familiar Ability
13 th -14 th	+7	12	-
15 th -16 th	+8	13	Supreme Familiar Ability
17 th -18 th	+9	14	Greater Familiar Ability
19 th -20 th	+10	15	Supreme Familiar Ability

Natural Armor Adj.: The number noted here is an improvement to the familiar's AC due to an improved natural armor bonus. It represents the preternatural toughness of the barbarian's familiar.

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

Greater Familiar Ability: Select one greater familiar ability from Table 2-7 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from Tables 2-7 or 2-8 below.

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

TABLE 2-7: BARBARIAN GREATER FAMILIAR ABILITIES

Augury
Blessed Companion
Enhance Attribute
Commune with Nature
Contagion
Countercall
Courageous Roar
Darkness
Daylight
Deafening Call
Defensive Roll
Discern Lies
Disease Immunity

CHAPTER 2

Encompassing Vision
Endure Elements
Fearful
Great Leap
Haste
Natural Armor, Improved
Resist Energy
Speech
Spell Resistance, Greater
Venom Immunity
Water Walk
Wholeness of Body
Woodland Stride

For more information on these special abilities, see Chapter 1.

TABLE 2-2: BARBARIAN SUPREME FAMILIAR ABILITIES

Astral Projection
Banishing Call
Companion's Veil
Damage Reduction
Dimension Slip
Divine Health
Ethereal State
Familiar Growth
Find the Path
Fly
Natural Armor, Supreme
Spell Resistance, Supreme
Supreme Leap
Tongues

For information on these special abilities, see Chapter 1.

NATURE FETISH (BARBARIAN PATH)

Each barbarian believes that he is tied to a spirit companion from the time of his birth until his death. These spirit companions, like totems, usually take the form of an animal or creature. But unlike a totem – where the entire tribe identifies with the animal as a symbol of their nation, family or clan – this spirit is a personal guide. The spirit often manifests itself to the barbarian for the first time during his tribal rituals of manhood, and from that time forth the spirit guide has a recurring presence throughout his life.

The power of these spirit guides can be harnessed in the physical vessel of a nature fetish. These fetishes are often made from the feathers, skin, fur, or bone of the creature associated with the spirit guide, but they may also take the form of a tiny stone or gem idol of the creature. In either case, the nature fetish is possessed of mystical power, and barbarians place great faith in the power of the fetish to grant amazing abilities and victory in battle.

CRAFT NATURE FETISH

You can create a spiritual focus for the animistic powers of your spirit guide.

BENEFITS: At third level, when you choose this Path you may create a nature fetish to gain the powers of your spirit guide. This fetish may be created from the flesh, bone, teeth, or feathers of whatever creature you consider your sacred beast (as chosen by the CK – see below), or it may be carved from a semi-precious stone. Creating the fetish requires the barbarian to make a successful Intelligence check whose DC = 10 + the amount of bonus the Fetish imports upon the character. In addition, if it is created using a gemstone, tusk, fang, claw, or hide, this item must be worth at least 500 gp.

Once the nature fetish has been crafted, the barbarian may then perform a ritual that binds one aspect of the animal spirit permanently into the fetish (see the 'Nature Fetish' section of Chapter 2 for details on what aspects do). This aspect may be used by the barbarian once per day as a standard action and lasts for a number of rounds equal to the barbarian's level. Note that if the fetish is made from a precious material, the aspect's daily duration is extended by one extra round for every 500 gp worth of the base precious material used to construct the fetish (up to a maximum of 4 extra rounds).

When this ability is selected, the CK or Player will choose an animal to be the barbarian's spirit guide. This animal provides a number of aspects that provide additional abilities to the Barbarian. By creating a Fetish, the barbarian can tap into one of these aspects. Each fetish may be used once and provides its benefits for 1d6x10 minutes, after which the Barbarian must engage in a long rest before it may be used again.

At level 5, the barbarian may expend one use of his fetish to cast the spell *Augury*.

At level 6, the barbarian need only engage in a short rest between uses of his fetish.

At levels 10 and 14, the barbarian may create an additional fetish (for a total of three fetishes at level 14). If the Barbarian's Spirit Guide provides only two aspects, he will have two fetishes that provide one of the aspects, and one that provides the second.

The fetish is a personal item whose power is tied to the life force of its creator. In the hands of another, the fetish is a perfectly useless piece of ornamentation.

ASPECTS AND CASTER LEVELS

Some of the aspects below grant spell use, using the barbarian's level as the effective caster level. This caster level determines the maximum spell level that can be used for the spell effects. Consult the Druid spellcasting table for maximum spell level the Barbarian can access. For example, a 3rd level Barbarian can use up to a second-level spell slot to cast a spell effect, meaning he could, with the Protection Aspect, cast *Bless* on himself as a first level spell, or upon himself and one other using a 2nd-level slot. Though Barbarians do not have spell slots per se, they can choose to cast a spell anywhere from its base level of power to the maximum level allowable by a Druid of the same level.

TABLE 2-9: SPIRIT GUIDES

ANIMAL SPIRIT	ASPECTS*
Antelope	Antler, Hoof
Ape	Cunning, Rage, Strength
Baboon	Climbing, Rage, Strength
Badger	Claw, Scent
Bat	Blindsight, Flight
Battle Dog	Battle Blood, Claw, Tooth
Bear	Claw, Rage, Strength, Tooth
Boar	Rage, Strength, Tusk
Bull	Horn, Rage, Strength
Cat	Grace, Leap, Third Eye
Chameleon	Chameleon, Climb
Cheetah	Claw, Grace, Speed
Crab	Claw, Shell
Crane	Flight, Grace
Crocodile	Tooth, Water Limb
Deer	Antler, Hoof
Dog	Claw, Endurance, Tooth
Dragon	Battle Blood, Blindsight, Flight, Talons, Third Eye
Eagle	Flight, Raptor's Eyes, Talon
Fox	Claw, Cunning
Griffon	Flight, Strength, Raptor's Eyes, Talons
Goat	Horn, Strength
Hawk	Flight, Raptor's Eyes, Talon
Hedgehog	Protection, Spine
Horse	Endurance, Hoof, Strength
Hummingbird	Flight, Grace
Kangaroo	Endurance, Fleet of Foot, Leap
Koala	Climb, Night Eyes
Lion	Battle Blood, Endurance, Tooth
Lizard	Climb, Cunning
Mongoose	Grace, Tooth
Monkey	Climb, Grace
Musk Ox	Horn, Rage, Strength
Ostrich	Fleet of Foot, Strength
Owl	Flight, Night Eyes, Third Eye
Ram	Horn, Leap, Strength
Raven	Flight, Third Eye
Turtle	Endurance, Shell
Wolf	Battle Blood, Claw, Scent, Tooth

* In addition to the aspects listed, all spirit guides have the aspect of *Augury*.

TABLE 2-10: NATURE FETISH ASPECTS

ASPECT	ABILITY
Antler	+4 bonus to Charisma.
Augury	As per the spell
Battle Blood	Grants the use of the Diehard feat (see Chapter 1).
Breath of the Waves	As per the water breathing spell (treat the character's barbarian level as the caster level).
Claw	+3 bonus to unarmed damage.
Climb	Grants advantage to Strength (Athletics) checks to climb walls, cliffs or other surfaces.
Cunning	Advantage on Dexterity (Stealth) checks.
Endurance	As per the Enhance Ability (Bear's Endurance) spell (treat the barbarian's level as the caster level.)
Fins	Grants Advantage to Strength (Athletics) checks to swim.
Fleet of Foot	As per the familiar ability fast movement (see the 'Familiar Special Abilities' section of Chapter 1 for details).
Flight	Allows flight at speed and maneuverability of the fetish creature.
Grace	As per the spell Enhance Ability (cat's grace) (treat the character's barbarian level as the caster level).
Hoof	As per the familiar ability fast movement (see the 'Familiar Special Abilities' section of Chapter 1 for details).
Horn	+3 bonus to unarmed damage.
Leap	As per the familiar ability great leap (see the 'Familiar Special Abilities' section of Chapter 1 for details).
Night Eyes	Low-light vision.
Protection	As per the Bless spell (treat the barbarian's level as the caster level).
Rage	As per the barbarian's own rage ability, thus granting an additional rage each day (though this bonus rage is subject to the duration restrictions outlined in the Create Nature Fetish feat (see the 'New Feats' section of Chapter 1 of details).
Raptor's Eyes	Advantage on Wisdom (Perception) checks relying on sight.
Scent	Advantage on Wisdom (Perception) checks relying on smell. The barbarian can pick up scents that normal humans cannot and can track by smell using Wisdom (Perception) in any situation that an animal could (CK's discretion).
Shell	+3 natural bonus to AC.
Spine	+3 bonus to unarmed damage.
Strength	As per the spell Enhance Ability (bull's strength). (Treat the character's barbarian level as the caster level).
Talon	+3 bonus to unarmed damage
Tooth	+3 bonus to unarmed damage
Tusk	+3 bonus to unarmed damage
Third Eye	As per the spell detect magic.
Water Limb	Advantage on Strength (Athletics) checks to swim.

CHAPTER 2

BARBARIAN HORSEMAN PATH

Hogar beat hard upon the back of the wooly beast beneath him, urging it forward against his enemies. With a sneer upon his cracked lips, and the blood of his foes frozen in his beard, Hogar leaned forward and let out a hoarse curse as the mammoth trumpeted in response to his growls of derision. Before him, the line of the cold ones wavered. Behind him came a herd of wooly beasts, and amongst them on foot, the vanguard of his tribe stripped naked to the waist and painted in blue and black sigils of their own design. His howls and the trumpeting of the mammoths were nearly drowned out by the thunder of their padded feet upon the hard packed snow.

“Death! Death to the cold ones!” he howled, swinging with vicious cuts to the left and right with his tusk-handled greataxe. Tunandor the mammoth seemed to lead the wave of its brethren by thought as it lowered its head and tossed to the left and right with mighty tusks. The cold ones, with their grey skin and yellowed eyes, keened and wailed in their frustration, swarming up the sides of Hogar’s mammoth in an attempt to drag him from his battle platform. But this was only to Hogar’s advantage. A battle that seemed like it had taken hours was finished in minutes as the few cold ones who could escape managed to flee the scene of carnage. Hogar bled freely from a dozen wounds, but the Mammoth clan stood strong. Hogar knew the raids upon his villages would end, for now.

Stalking the battlefield on foot, with Tunandor following him like a guard dog, Hogar found the head of the cold one’s chieftain that he had hacked free during the battle and mounted it upon his war-staff, pointing it in the direction of the fleeing foes. Perhaps this would give the fools pause the next time they thought to consider his people easy pickings.

By choosing this path, a barbarian may gain a special mount similar to that of a paladin by taking the Barbarian’s Mount Ability. The barbarian’s mount is similar to – yet distinct from – an animal companion, a familiar, and a paladin’s mount. The bond between a barbarian and his mount is born from the deep symbiosis between the barbarian’s soul and the natural world. The barbarian’s mount is a magical creature, but it is not the divine companion of the paladin – it is still rooted in the natural world, and represents a link between that world and the barbarian.

BARBARIAN’S MOUNT

Upon taking this ability at 3rd level, you can call an unusually intelligent, strong, and loyal steed to serve as your mount and companion (see the ‘Barbarian Mounts’ section of Chapter 2 for details). The mount gains powers and abilities as you gain class levels. Should the mount die, you must wait one year and a day before you can call for a new one.

TYPES OF BARBARIAN SPECIAL MOUNTS

Unlike a paladin, barbarians have a wider variety of mounts to choose from, often dependent upon the prominent terrain in

their homelands. In addition, through the use of the Greater Special Mount and Supreme Special Mount feats, barbarians gain access to an even wider, and more powerful, variety of creatures for use as special mounts. Note that all such Greater or Supreme mounts are governed by the alignment and level restrictions listed for that monster or creature under “Associated Character Level” in the lists of Greater and Supreme familiars in Chapter 1.

TABLE 2-11: STANDARD SPECIAL MOUNTS

SMALL BARBARIANS SPECIAL MOUNT	BARBARIAN TYPE
Dog, riding (as mastiff)*	Plainsmen or Northmen
Hyena*	Jungle Savages or Plainsmen
Lizard, Giant*	Jungle Savages
Pony *	Plainsmen or Northmen
Wolf*	Plainsmen or Northmen
MEDIUM BARBARIANS SPECIAL MOUNT	BARBARIAN TYPE
Camel**	Plainsmen
Warhorse*	Jungle Savages, Plainsmen, or Northmen

TABLE 2-12: GREATER MOUNTS

SMALL BARBARIANS SPECIAL MOUNT	BARBARIAN TYPE
Bear, black*	Jungle Savages or Plainsmen
Boar*	Jungle Savages or Plainsmen
Worg*	Jungle Savages or Plainsmen
MEDIUM BARBARIANS SPECIAL MOUNT	BARBARIAN TYPE
Bear, brown*	Plainsmen
Bear, polar	Northmen
Bison	Plainsmen
Elk*	Northmen
Giant Bat*	Jungle Savages
Hippogriff*	Plainsmen
Lion*	Jungle Savages or Plainsmen
Lizard, giant venomous *	Jungle Savages
Lizard, Giant (Variant)*	Jungle Savages
Ostrich	Plainsmen
Sabre-Tooth tiger*	Jungle Savages or Plainsmen
Tiger*	Jungle Savages

BARBARIANS AND SPECIAL MOUNTS

Yak	Northmen
LARGE BARBARIANS	
SPECIAL MOUNT	BARBARIAN TYPE
Giraffe	Plainsmen
Elk, Giant*	

TABLE 2-17: SUPREME MOUNTS

SMALL BARBARIANS	
SPECIAL MOUNT	BARBARIAN TYPE
Dragon, very young (blue or copper)*	Plainsmen
Dragon, very young (bronze or green)*	Jungle Savages
Dragon, very young (silver)*	Northmen
MEDIUM BARBARIANS	
SPECIAL MOUNT	BARBARIAN TYPE
Achaierai*	Jungle Savages or Plainsmen
Giant bear*	Northmen
Giant boar*	Jungle Savages or Plainsmen
Giant lion	Jungle Savages or Plainsmen
Giant tiger	Jungle Savages
Dire wolf*	Plainsmen or Northmen
Giant Badger/wolverine*	Northmen
Dragonne*	Plainsmen
Dragon, very young (red or gold)*	Plainsmen
Giant eagle*	Plainsmen
Griffin*	Plainsmen or Northmen
Lizard, Giant venomous *	Jungle Savages
Pegasus*	Plainsmen
Rhinoceros*	Plainsmen
Spider eater	Jungle Savages
Winter wolf*	Northmen
LARGE BARBARIANS	
SPECIAL MOUNT	BARBARIAN TYPE
Elephant (mammoth)*	Jungle Savages, Plainsmen or Northmen
Dinosaur*	Jungle Savages

* These creatures can be found in the 5th Edition monsters tome. All other creature stats can be found in Appendix A.

BARBARIAN'S SPECIAL MOUNT PROPERTIES AND SPECIAL ABILITIES

Once per day, as a full-round action, a barbarian may magically call his mount from the outer planes in which it resides. The mount immediately appears adjacent to the barbarian and re-

mains for 2 hours per barbarian level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the barbarian may release a particular mount from service (if it has grown too old to join his adventures, for instance).

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing any gear it had when it was last dismissed (including barding, saddle, saddlebags, and the like). Calling a mount is a conjuration (calling) effect.

Should the barbarian's mount die, it immediately disappears, leaving behind any equipment it was carrying. The barbarian may not summon another mount for thirty days or until he gains a barbarian level or adds either the Greater Special Mount or Supreme Special Mount Abilities, even if the mount is somehow returned from the dead.

During this thirty-day period, the barbarian takes a -1 penalty on attack and weapon damage rolls as his grief and anger impede his ability.

A barbarian's mount uses the base statistics for a creature of its type, but gains the abilities shown on the table below. A barbarian's mount is treated as a magical beast, regardless of the base creature's original type, for the purposes of all effects that depend on its type though it retains the base creature's HD.

BARBARIAN LEVEL: The class level of the barbarian. If the mount suffers a level drain, treat it as the mount of a lower-level barbarian.

BONUS HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses.

NATURAL ARMOR ADJ.: The number on the table is an improvement to the mount's existing natural armor class. It represents the preternatural toughness of a barbarian's mount.

INT.: The mount's Intelligence score (if higher than the mount's natural Intelligence score). The breakdown of a creature's average intelligence is found in the 5th Edition monster tome.

EMPATHIC LINK: The barbarian and his mount have an empathic link out to a distance of one mile. The barbarian cannot see through the mount's eyes, but he can communicate empathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between the mount and barbarian, the barbarian has the same connection to an item or place that the mount does, just as a master and his familiar.

SHARE SAVING THROWS: The mount uses its own base save or its master's, whichever is higher.

MOUNT ABILITY: Select any one mount ability (see table).

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TABLE 2-14: STANDARD BARBARIAN'S SPECIAL MOUNT

BARBARIAN LEVEL	BONUS HD	NATURAL ARMOR ADJ.	STR ADJ	INT	SPECIAL ABILITIES
3 rd -5 th	+1	+2	+1	5	Whirlwind Attack (2 Opponents), empathic link, share saving throws, Combat Sense, Primeval Instincts.
6 th -9 th	+2	+4	+2	6	Whirlwind Attack (3 Opponents)
10 th -13 th	+4	+6	+3	7	
14 th -16 th	+6	+8	+4	8	Whirlwind Attack (4 Opponents)
17 th -20 th	+8	+10	+5	9	

TABLE 2-15: GREATER BARBARIAN'S SPECIAL MOUNT

BARBARIAN LEVEL	BONUS HD	NATURAL ARMOR ADJ.	STR ADJ	INT	SPECIAL
4 rd -5 th	+1	+2	+1	5	Whirlwind Attack (2 Opponents), empathic link, share saving throws, Combat Sense, Primeval Instincts.
6 th -9 th	+2	+4	+2	6	Whirlwind Attack (3 Opponents)
10 th -13 th	+4	+6	+3	7	
14 th -16 th	+6	+8	+4	8	Whirlwind Attack (4 Opponents)
17 th -20 th	+8	+10	+5	9	

TABLE 2-16: SUPREME BARBARIAN'S SPECIAL MOUNT

BARBARIAN LEVEL	BONUS HD	NATURAL ARMOR ADJ.	STR ADJ	INT	SPECIAL
3 rd -5 th	+1	+2	+1	5	Whirlwind Attack (2 Opponents), empathic link, share saving throws, Combat Sense, Primeval Instincts.
6 th -9 th	+2	+4	+2	6	Whirlwind Attack (3 Opponents)
10 th -13 th	+4	+6	+3	7	
14 th -16 th	+6	+8	+4	8	Whirlwind Attack (4 Opponents)
17 th -20 th	+8	+10	+5	9	

TABLE 2-15: SPECIAL MOUNT ABILITIES

Alertness	Distracting
Blessed Companion	Encompassing Vision
Blood Bond	Endure Elements
Enhance Attribute	Fearful
Command Creatures of Its Kind	Fast Movement
Commune with Nature	Great Leap
CounterCALL	Haste
Courageous Roar	Healing Touch
Danger Sense	Know Direction
Darkvision	Low-Light Vision
Detect Chaos	Natural Armor
Detect Evil	Non-detection
Detect Good	Speech
Detect Law	Talons
Detect Magic	Trackless Step
Discern Lies	Water Walk
Disease Immunity	Woodland Stride
	For more information on these special abilities, see Chapter 1.



CHAPTER 2 THE BARD'S FAMILIAR

THE BARD'S FAMILIAR

So many choices. So many options. Just like an impromptu play, Malfys thought, or a song from the heart. Perhaps his talent with song and dance would lead him to the halls of a king, performing with the inspiration of his muse before the royalty of the land. Or perhaps he could go into the forests and call upon a companion who would guard his back on the long journeys of the coming months.

The possibilities were endless, and he could feel the exhilaration growing within him, like the chorus of a good drinking tune or the final movements of a concerto. Perhaps he would join the Symphony of the Oak and Fiddle with power and music both. Or perhaps he would just stay out in the fringes and have a few adventures - there was always the Fellowship of the Road, where one could cook up some trouble and sing of it in taverns afterwards - making oneself the hero of the tale of course.

Either way, he was going to need some guidance. A companion of sorts would be nice. If nothing else, it would be someone to talk to. To sing to.

BARD FAMILIARS

The bard is the jack-of-all-trades. Gatherers of many disparate skills and knowledge, the bard has an innate touch with not only with arcane magic, but also with the skills and traditions of song and ritual, which often lend themselves to making allies and companions of rangers, druids, and the other guardians of nature. A bard is at once a herald, a sage, a swordsman and a spy. Bards ply their trade in stories, secrets, performance and prose. They are masters of legends and lore, of history and myth. Their needs are few, and at the same time many, as their mouth and wit often get them into the greatest trouble.

It is unsurprising that on the oft-times lonely road of the performer, minstrel, and adventurer, that a companion should be desired. Bards are a varied lot of beguilers and performers, and the type of familiar or companion they choose is dependent on the type of bard they are. Bards choose companions suited to their needs as poets, players and spies. As bards move freely from wilderness to metropolis, they often choose animal companions which are suited to life in either setting, and that do not raise the ire of the local constabulary. Of course, this is not always the case. Many bards thrive on chaos, after all, and may be as likely to become friends with a saber toothed tiger as a songbird.

OF SUMMONINGS AND SECRET SONGS

Ultimately it is the magic of her song which forms the eternal bond between a bard and her companions and familiars. Five very powerful songs are among the deepest secrets of the bardic colleges: the Song of Companions, the Song of Familiars, the Song of the Fey, the Song of the Muse, and the Illusionist's Song. The origin of these ancient songs is lost to the mists of time and history, but some say there were stolen from the gods. Others that they were gifted by the elves before they diminished. Still others that they were one of the many creations of the legendary bard Artahl.

Each of these songs is considered to be a spell-like ability and joins the Song of Rest as part of the bard's repertoire of bardic songs. Each also has, as a prerequisite, one of the Advantages listed in Chapter 1, or membership in a specific Bard College, as stated in the description of the individual song. Through these songs, the bard has one way to gain a familiar or companion.

THE SONG OF COMPANIONS: Only those bards who take the Animal Companion Special Ability have learned, or been inspired to create, the Song of Companions. To use the Song of Companions, the bard must first locate the companion creature she seeks to befriend. The Song of Companions can actually aid in this – if the bard goes into the wilderness and sings the Song in the natural habitat of the creature, a creature of the selected type is attracted to the bard's location within 1d4 hours.

Once the creature is present, the bard must befriend it and bind it through the power of the Song. This requires a Fascinate Check whose Challenge Level is equal to the Hit Dice of the sought after animal companion). If the bard's Fascinate check is successful, she befriends the creature as per the Animal Companion Ability.

THE SONG OF FAMILIARS: It is said that a song is the voice of the soul. But the Song of Familiars is a song of magic, and it truly carries with it a part of the singing bard's soul – imbuing it into a chosen creature and forming a bond which cannot be broken save through pain and despair.

Only those bards who take the Improved Familiar, Summon Familiar, Summon Greater Familiar, or Summon Supreme Familiar advantages have learned the secrets of the Song of Familiars. Performing the Song is the bard's summoning ritual and, in addition to the other requirements and costs, requires the bard to make a successful Fascinate check. The DC for this check is 5 plus the HD of the Familiar for a standard familiar, 10 plus the familiar's HD for a greater familiar, and 20 plus the familiar's HD for a supreme familiar, with a minimum DC in all cases of 15. If the bard fails the check, the materials required to perform the ritual are destroyed and the bard must begin the Song again on another day in order to summon her familiar. For more information on the familiars bards can summon, see 'The Song of Familiars' section later in this chapter.

THE SONG OF THE FEY: There is an ineffable link between music and the realms of the fey, and the bard's mastery of the former often draws the latter to them. In place of a Supreme Familiar (see the Summon Supreme Familiar Ability, a bard may summon a fey companion by singing the Song of the Fey.

The Song of the Fey is known to bards who have taken the Fey Companion advantage. For more information on fey companions and their special roles as a bard's companion, see 'The Song of the Fey' section later in this chapter.

THE SONG OF THE MUSE: The muse is a special sort of Familiar available only to a bard. The muse is an unusual sort of

creature, being summoned to bards through their innate need to seek creativity and beauty. The Song of the Muse is known to bards who have joined the College of the Muse. For more information on muses and their role as familiars, see 'The Song of the Muse' section later in this chapter.

THE ILLUSIONIST'S SONG: Bards share a weak connection to the same primal forces of arcane magic as a wizard or warlock. Like a Warlock, those bards who join the College of Illusion too can travel to the Methetherial (see Chapter 11 for more details), although their means of travel to that plane is the Illusionist's Song. Most bards use the Illusionist's Song to summon mercurial familiars, but the song can also be used in place of the Song of the Familiar to summon an animistic familiar (see later in this chapter for details on these new familiars).

The Illusionist's Song weaves the power of the enneagram into the words of the bard, allowing her to walk in the footsteps of the Illusionist's journey. The song requires a marathon performance lasting 24 hours. During this time the bard cannot be disturbed and must make a successful Fascinate Check (Challenge Level 10). If the bard is successful, she leaves her tangible body behind – sending a mental projection of herself out into the Plane of Idea. Upon arriving, the bard is immediately met by the Keeper of the Cusp (see Chapter 11 for more details). The Keeper, recognizing the bard as a foreigner among the spirits of the Methetherial, demands that the bard perform for him. The bard must now make a Perform check to impress the Keeper with his craft. The DC of this check depends on the power of the familiar the bard is attempting to summon from the Methetherial: Challenge Level 10 for a standard familiar, Challenge Level 15 for a greater familiar, or Challenge Level 20 for a supreme familiar.

Should the Keeper find the bard's performance lacking, the bard is cast out of the Methetherial and may not again attempt to summon a familiar from the Plane of Idea until a year and a day have passed (although she may attempt to summon a familiar using one of the other songs available to her). If the bard succeeds at this Perform check, however, the Keeper is impressed with her skill and offers her a familiar as a gift. The bard is allowed to choose whether she wishes to have an animistic familiar or a mercurial familiar. If she chooses an animistic familiar, she gains a familiar just as if she had performed the Song of Familiars (see above). If the bard chooses a mercurial spirit, however, she must make a Charisma check (DC 20 for a standard mercurial, DC 25 for a greater mercurial, or DC 30 for a supreme mercurial) in order to gain the respect of the mercurial spirit. If the check fails, the mercurial spirit has rejected the bard. The bard must return to her physical body and attempt the Song another day, with additional time and monetary expense. (There is also a chance that the mercurial escapes and becomes an emancipated spirit, see below.) For more information on mercurial spirits and their role as familiars, see the 'College of Illusion' section later in this chapter.

THE SONG OF FAMILIARS

Bajaran danced boldly before the serpent, and the snake in turn weaved to the motions of her form. Hypnotized by her seduction, its forked tongue tasted the scent of her quickly heating flesh. The serpent curled at her feet and skid up her leg, coiling about her calves and thighs, stretching up her back and around her arms. Ka' Hizz knew every turn of her form just as she knew that the Rajah's most recent attempt to poison her had failed. She murmured her thanks to Ka'hizz, who even now rasped his jewel-like scales lovingly across her bosom while her body writhed and turned in dance. Her kohl-marked eyes flashed to the sultan who watched with bated breath as Bajaran and Ka'Hizz performed their dance. She smiled, knowing that the sultan would make a much better benefactor than her last.

TABLE 2-1: BARD FAMILIARS

STANDARD BARD FAMILIARS
Bat*
Baboon*
Cat*
Chameleon (treat as lizard with advantage on Dexterity (Stealth) checks)*
Dog (use stats for mastiff)*
Dolphin
Dove (treat as raven, but without mimicry)*
Eagle*
Fox
Hawk*
Hummingbird
Koala
Lizard*
Lizard, venomous (treat as lizard but add poison DC 10 Con save Fail= 1d12 poison damage and poisoned for 24 hours)
Mongoose (treat as weasel)*
Monkey (treat as baboon, but without pack tactics and with advantage and +4 on Strength (Climb) checks)*
Owl*
Panda, Red
Poisonous Snake*
Raccoon
Rat*
Raven*
Squirrel (treat as rat with advantage and +4 on Strength (climb) checks)*
Squirrel, flying
GREATER BARD FAMILIARS
Ape*
Baboon*

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Bear, black*
Bear, brown*
Bear, polar*
Blink dog*
Chameleon, giant (treat as giant lizard with advantage on Dexterity (Stealth) checks)
Cheetah
Dire wolf*
Elemental, small (any)*
Giant bat*
Giant eagle*
Giant owl (treat as giant eagle)*
Goblin*
Hell hound*
Kobold*
Leopard
Lion*
Lizard, monitor (treat as giant lizard)*
Lizard, giant venomous (as giant lizard but add poison DC 10 Con save Fail=1d12 poison damage and poisoned for 24 hours)*
Lizard, giant (variant)*
Mephit (any)*
Panda
Pseudodragon*
Ram (treat as goat)*
Saber-toothed tiger*
Snake, constrictor*
Snake, giant poisonous*
Tiger*
Wolf*
Wolverine (treat as badger)*
Worg*
SUPREME BARD FAMILIARS
Dire wolf
Displacer beast*
Dragonne*
Dragon, wyrmling (any)*
Elemental, medium (any)*
Ettercap*
Gargoyle*
Giant ape*
Giant bear
Giant eagle*
Giant lion

Giant tiger
Giant wolverine (treat as giant badger)*
Griffon*
Imp*
Modron (any)*
Nightmare*
Orc*
Pegasus*
Phase spider*
Rust monster*
Salamander, fire snake*
Shadow mastiff
Snake, huge viper (treat as giant constrictor snake, but without constrict and with poison: 3d6 damage and victim poisoned for 1d6 days; Con DC 15 negates)*
Unicorn*

* These creatures can be found in the 5th Edition Monsters Tome.

NOTE: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

BARD FAMILIAR ABILITIES

The bard's familiar is crafty and sly, while its mere presence can have an intoxicating effect. The familiar of a bard is a creature of startling grace and beauty, but possesses the skill to stalk silently through the shadows and slip from conscience sight.

TABLE 2-2: STANDARD BARD FAMILIARS

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Distracting, Empathic link
3 rd -4 th	+2	7	
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	--
11 th -12 th	+6	11	Spell resistance
13 th -14 th	+7	12	Inkling
15 th -16 th	+8	13	--
17 th -18 th	+9	14	--
19 th -20 th	+10	15	--

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

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

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

TABLE 3-2: GREATER BARD FAMILIARS

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Distracting, Empathic link
3 rd -4 th	+2	7	
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	Greater Familiar Ability
11 th -12 th	+6	11	Spell resistance
13 th -14 th	+7	12	Inkling
15 th -16 th	+8	13	Speech, Animal Trance
17 th -18 th	+9	14	--
19 th -20 th	+10	15	Greater Familiar Ability

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

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

Greater Familiar Ability: Select any one greater or standard familiar ability (see the 'Standard Familiar Special Abilities' section in Chapter 1 or Table 3-5 later in this chapter for details on which special abilities are available and an explanation of what each does).

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

TABLE 3-4: SUPREME BARD FAMILIARS

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Distracting, Empathic link
3 rd -4 th	+2	7	Greater Familiar Ability
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	Greater Familiar Ability
11 th -12 th	+6	11	Spell resistance
13 th -14 th	+7	12	Inkling
15 th -16 th	+8	13	Speech, Animal Trance
17 th -18 th	+9	14	Greater Familiar Ability
19 th -20 th	+10	15	Supreme Familiar Ability

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

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

Greater Familiar Ability: Select any one greater or standard familiar ability (see the 'Standard Familiar Special Abilities' section in Chapter 1 or Table 3-5 later in this chapter for details on which special abilities are available and an explanation of what each does).

Supreme Familiar Ability: Select any one supreme, greater, or standard familiar ability (see the 'Standard Familiar Special Abilities' section in Chapter 1 or Tables 3-5 or 3-6 later in this chapter for details on which special abilities are available and an explanation of what each does).

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

TABLE 3-5: BARD GREATER FAMILIAR SPECIAL ABILITIES

Augury
Blessed Companion
Blink
Countercall
Courageous Roar
Darkness
Daylight
Dazing Touch
Deafening Call
Defensive Roll
Detect Scrying
Detect Thoughts
Discern Lies
Disease Immunity
Disenchanter
Dispel Magic
Enhance Attribute
Encompassing Vision
Mirror Image
Mystic Disguise
Natural Armor, Greater
Nondetection
Recall
Silence
Speak with Dead
Spell Resistance, Greater
Woodland Stride

For more information on these special abilities, see Chapter 1.

TABLE 3-6: BARD SUPREME FAMILIAR SPECIAL ABILITIES

Astral Projection
Banisher
Banishing Call

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Charm

Cloak of Chaos

Companion's Veil

Confusion

Dimension Slip

Divine Health

Find the Path

Fly

Natural Armor, Supreme

Spell Resistance, Supreme

Tongues

Zone of Truth

For more information on these special abilities, see Chapter 1.

THE SONG OF THE FEY

Alyssa stood upon the shores of the river, stretched out her arms, and felt the song rise up from her heart and soar from her throat. Motionless, she stood as the music leapt into the world, danced about the trees, and played hide-and-seek among the water lilies. Slowly the world bent in towards her, as if tuning its instrument to match her own, and then sprang out again – more vibrant and alive than before, pulsing to the beat and rhythm of her voice.

The water before her gathered in a great wave, yearning towards the song. In slow inches that column of water grew, gaining the semblance of a man. Alyssa smiled at the river spirit, and her voice reached higher...

The fey creatures of the world have long been endeared to the art of song and all things of beauty. As bards grow in their creative strength and power, they may find themselves drawing the admiring attention of not only mortal crowds, but of those magical beings that live in the boundaries between this world and the next.

A bard who has taken the Fey Companion Ability can call out to the fey, summoning a companion from those realms to serve at their side. Rules for performing this summoning and the DC to call forth a Fey companion can be found earlier in this chapter.

TABLE 2-7: FEY COMPANIONS

FEY CREATURE
Aaleear
Bloodsprite
Brewer Fairy
Dream Faun
Dryad*, **
Fire Nymph
Forest Nymph

Mantrid

Moon Cat****

Nixie*, ***

Noble Stag

Nymph*@

Pixie*

River Nymph

Satyr* (with pipes)

Skitterwing

Spirit Flowers**

Sprite*

Treant*

Tree Warriors

Unicorn*

Woodshade

* These creatures can be found in the 5th Edition monsters tome.. All creatures without an attached note of some kind can be found in Appendix B.

** Dryads, spirit flowers, and similar fey who are bonded to a plant or object serving as fey companions are also bonded to the character. They can "join" with the character in much the same way they can join with their plant or object, and receive the same benefits from doing so (see Appendix B for more details on spirit flowers).

*** As pixie, but with swim speed 30ft, water-breathing, *Charm Person* 1/long rest.

**** Moon cat companions only appear as harbingers of crisis or before a significant event in the character's life (see Appendix B for more details on moon cats).

@ Stat block for the Nymph can be found in TLG module **A0: The Rising Knight**.

Note: Not all "fey creatures" that can serve as a bard's fey companion (as listed here) are in fact fey creatures).

The list of possible fey companions here is far from complete. There are literally hundreds of possibilities for fey companions who might join a bard on their adventures. Following the rules for Song of the Fey, a bard may be able to summon any of a broad variety of fey creatures found in the 5th Edition Monster Tome or any other Open Source monsters book, at the CK's discretion.

In game terms, any creature with a creature type of "Fey" is fair game for calling as a companion. The CK should always carefully monitor the chosen or summoned creature options, as this can open the door for powerful evil bards to summon such foul creatures as hags to their service. Take care not to allow the unbalancing of your game as a result.

Finally, note that in no case, regardless of how high the perform check may be, can any bard have a fey companion whose Challenge is greater than the bard's level, minus 2. For Challenge

Ratings below 1, each increment counts as one down. Thus, challenge 1/4 is 2 below Level 1.

THE COLLEGE OF THE MUSE

Helfym pulled the violin to his ear and let the bow draw across the strings, the sound a single pure note of the sweetest timbre. His breathing was deep and steady, his pointed ears and superior senses attuned with the natural order of things around him. He thought of the oak and of the Fey Queen and her beauty. His unconscious mind sought out other lands in ancient times and dimensions of pure creative indulgence as he let his fingers press the strings. A rich tapestry was called forth from the very inner essence of his being. It was as if even his old soul was taxed and a piece of him reached out into the ether in search of his muse.

In that moment, where he was at his weakest and he thought there was no more music left within his heart, she came to him. She was formed from his very own being. A connection was made upon the very arch of his tune and there she was. Shimmering and sweet like a thing made from crystal and glass at first, she became substantial, transforming as she looked at him, as if she were peering into the very matter of his being, and said, "Why do you stop playing, lord? Your voice is sweet and your music fine."

At that moment she smiled to him and began to hum an accompaniment to his original score. But now he felt it as so much more. His voice soared with his heart, and his muse led him to the great crescendo which had danced unseen upon the edges of his mind. Her lilting voice lifted his spirit to new and greater heights, and he yearned for eternity even if it meant the precipice. He gasped.

"Thank you, my lord." she said with a smile, and diminished again into a twinkle of feyish light...

The exact origin of a muse is a mystery even to the bard herself, although song upon song has been written discussing their origin and the mastery of performance that they bring to their chosen subjects. Some say they are the lesser children of the gods, giving to them names such as Calliope, Clio, Aoede, Melete, and Meneme. Others whisper that a muse is part of the bard's own soul, brought into material reality through the bard's supplication to her art. Still others believe that the muse is a figment of the imagination, given only subconscious reality through a blending of the bard's arcane magic and will to create.

Whatever the case may be – and it may vary from one bard to the next – a muse is a reflection of the bard's desires made tangible; the perfect creative collaborator, and a power which changes spirit to thought and thought to reality. Some bards enter an intensive field of metaphysical study which allows them to draw a deep and personal relationship with their muse, personified. This muse joins them as a guide and companion on their journeys, providing them knowledge and power.

A bard who joins the College of the Muse at third level learns the Song of the Muse, and can call out to her muse, summoning

such a creature to guide, inspire and improve her own artistic talents.

BONUS PROFICIENCIES

When you join the College of the Muse at 3rd level, you gain proficiency in three skills of your choice.

SONG OF THE MUSE

When you join the College of the Muse at 3rd level, you gain the ability to summon your muse to inspire you in art and song.

PREREQUISITES: Bard level 3; member of the College of the Muse.

BENEFIT: You can summon a muse. Doing so requires a ritual of performance and song which takes a day and uses up materials that cost 1,000 gp. You must make a successful Charisma (Persuasion) check whose DC is equal to 10+ the HD of the muse to summon the spirit of creativity that is your muse. If you fail this check, your muse refuses to answer your call. The materials used in the performance of the Song are wasted, and the Song must be performed again at a later time (at least one week is required before the attempt may be made again).

If a muse dies, or if you choose to dismiss it, you must attempt a Constitution save with a Challenge Level equal to the Hit Dice of the Muse. If the saving throw fails, you lose 1d6 points of Constitution. A successful saving throw reduces the loss to half that amount. However, your Constitution can never go below 6 as the result of a muse's demise or dismissal. These lost points cannot be restored by any means other than a Wish spell or A slain or dismissed muse cannot be replaced for a year and a day. Slain muses cannot be raised from the dead – they are lost forever.

MUSE PROPERTIES

Muses are an intimate expression of the bard's inner creative genius. For more information regarding these creatures and their exact statistics, see Appendix B.

MUSE ABILITIES

A muse has many abilities, and as the bard grows in strength, the muse grows as well. In order to use its abilities, however, a muse must manifest. This makes the muse vulnerable to attack (see Appendix B for details).

MUSE SONGS

Muses are capable of inspiring bards to perform muse songs. Muse songs are essentially identical to bardic songs in that:

- Singing a muse song requires the bard to use one of her bardic songs for the day. (Singing a greater muse song requires the bard to use two of her bard songs for the day.)
- The bard can take other actions while singing, but not magical actions (casting a spell, activating magic items by spell completion, or activating magical items by magic word).

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Muse songs, however, can only be performed while the muse is manifested (see Appendix B for details).

TABLE 7-9: MUSES

BARD CLASS LEVEL	HP	SPECIAL
3 rd	+1d8	Inspiration, muse song
4 th -5 th	+1d8	Muse ability
6 th	+1d8	Muse ability
7 th -8 th	+1d8	Muse ability
9 th -10 th	+1d8	Muse ability
11 th -12 th	+1d8	Muse ability
13 th -14 th	+1d8	Muse ability
15 th -16 th	+1d8	Muse ability
17 th -18 th	+1d8	Muse ability
19 th -20 th	+1d8	Muse ability

HP: Roll 1d8 and add the total to the muse's hit points. This does not count as an additional HD for the muse.

Inspiration: As per the muse ability (see below).

Muse Song: As per the muse ability (see below).

Muse Ability: Select one muse ability (see below).

MUSE ABILITIES

ACCOMPANIMENT: The muse can accompany the bard in the performance of bardic songs such as Bardic Inspiration, Counterspell or any bardic magic. The muse's accompaniment allows the bard to overpower magical silence; magical silence can no longer prevent the bard's songs or spells with verbal components from being heard (and taking effect).

AMPLIFY SONG: The muse's presence increases the strength and range of the bard's songs or spells. The bard must make a Charisma check to harness the strength of the muse in her performance. A successful check allows the bard to double their proficiency bonus when determining the save DC of their spells. In addition, the check can increase the range of the spell. The specific DC required is based on the desired range increase, as noted below:

TABLE 7-9: AMPLIFY SONG RESULTS

DC	RESULT
20	Increase range by 50%
25	Increase range by 100%
30	Increase Range by 150%

The bard must choose the desired range increase before making the check; making this choice does not require an action. If the bard fails his check, the song or spell takes no effect and is wasted. The amplifying effect lasts for a number of rounds equal to the bard's level.

CHANNEL SOUND: The muse can create a supernatural channel through which sound can flow from the bard to any creature

within sight. Any bardic song or muse song the bard casts while the channel remains open can potentially affect any target within sight as if they were within the song's normal range. Since the muse can channel any sound, the bard can also speak to the targets of the channel as if they were standing next to him (although not vice versa – the channel only goes one way). The channel is even powerful enough to conduct sound through, or into, an area of magical silence. The muse can maintain this channel for a number of rounds equal to its bard's class level.

After using this ability, the bard must engage in a long rest before it can be used again. This ability can be chosen more than once. Each additional time the ability is chosen, the muse can use it an additional time between rests.

FREEDOM: While manifested, the muse can move any distance away from its bard (normally they cannot move farther than 30 feet away from their bard). However, if the muse moves more than 30 feet from the bard, the bard cannot benefit from the use of the muse's power until it returns to within 30 feet.

Gift of Song: When the muse is manifested, the bard gains one additional spell slot per day. This slot is fluid and can be of any level the bard can cast. The muse must be manifested for the bard to use the extra spell. This ability can be chosen up to three times. Its effects stack.

INSPIRATION: The muse may manifest and inspire the bard's performance. As long as the muse remains manifested, the bard gains advantage on Charisma based checks. The muse can maintain this inspirational effect for a number of rounds equal to twice its bard's bard level. Once used, the bard must complete a long rest before using this ability again. This ability may be chosen a second time. If chosen a second time the bard must only complete a short rest between uses.

INTENSIFY SONG (Crescendo): The muse's presence increases the damage inflicted by any attacks or damaging spells cast by the bard's inspired allies when the bard is using his Bardic Inspiration Ability. The bard must make a Charisma check to harness the strength of the muse in her performance. The Challenge Level needed is based on the desired damage increase, as shown below:

TABLE 7-10: INTENSIFY SONG RESULTS

DC	RESULT
15	Increase damage by 1d6
20	Increase damage by 2d6
25	Increase damage by 3d6
30	Increase damage by 4d6
35	Increase damage by 5d6

The bard must choose the desired damage increase before making this check (a free action which does not provoke an attack of opportunity). If the bard fails the check, the song or spell has no effect and is wasted. The muse can maintain this intensifying effect for a number of rounds equal to its bard's bard level.

MUSE'S INTUITION: The muse can grant the bard particular insight into a question or puzzle. The bard gains advantage on all Intelligence-based checks (but not saving throws). The muse can maintain this inspirational effect for a number of rounds equal to twice her bard's bard level. After using this ability, the bard must complete a long rest before it can be used again. Choosing this ability a second time enables the bard to use it again after completing only a short rest.

MUSE SONGS: The muse's inspiration allows the bard to perform muse songs. When this ability is chosen, the bard gains three muse song slots with which to perform magical effects. She also knows two muse songs of her choice from the 'Lesser Muse Songs' section below. The bard can now perform these muse songs when his muse is manifested.

This ability can be chosen more than once. Each additional time the ability is chosen, select two new muse songs. However, selecting this ability more than once does not grant extra song slots-it merely grants extra songs known. Extra song slots are only (and automatically) granted through the bard reaching higher levels of experience. For more information, see "Muse Songs," below.

MUSE SONG, GREATER: The muse's inspiration allows the bard to perform a greater muse song. When this ability is chosen, select one greater muse song (see the 'Greater Muse Songs' section below). The bard can now perform this greater muse song when his muse is manifested. This ability can be chosen more than once. Its effects stack. Each additional time the ability is chosen, select one new greater muse song. The bard may choose this ability a maximum number of times equal to one less than his muse songs ability. Thus, if he has chosen muse songs three times, he may choose greater muse song up to twice.

SONG AS SUSTENANCE: The muse's bard no longer needs to eat or drink; the power of song alone sustains him. The muse must manifest at least 15 minutes each day for this ability to sustain the bard.

SONIC PROTECTION: The muse's presence protects the bard from the rigors of harsh sounds. The bard gains resistance to sonic energy while the muse is manifested.

SUSTAIN SONG (Sostenuto): The muse's presence allows the bard to increase the duration of a non-instantaneous spell or song. The bard must make a Charisma check to harness the strength of the muse in his performance. The Challenge Level needed is based on the desired duration increase, as shown below:

TABLE 2-11: SUSTAIN SONG RESULTS

DC	RESULT
15	Increase duration by 50% (1.5x rounds per level)
20	Increase duration by 100% (2x rounds per level)

The bard must choose the desired duration increase before making this check (a free action which does not provoke an

attack of opportunity). If the bard fails the check, the song or spell has no effect and is wasted. The muse can maintain this sustaining effect for a number of rounds equal to its bard's bard level.

MUSE SONGS

Muse Songs are special magical abilities granted to the bard through her special mystical bond with her muse. The muse grants to the bard a number of song slots that she may use to perform these abilities. When she first selects the Muse Songs ability, the bard gains three song slots.

Some song effects may be expanded by using additional song slots. To accomplish this, the bard simply treats a single use of a song as multiple ones. For example, using two song slots means that the bard sings only once, but it counts as two songs for purposes of when he requires a long rest before using more.

When these song slots are used, she must then must complete a short or long rest before any more songs may be used. After completing a short rest, she regains a single song slot. After completing a long rest, all expended song slots are regained.

Alternately, she may expend hit dice during a short rest to regain song slots. Each hit die expended during a short rest allows the bard to regain a single song slot. However, if she spends hit dice in this manner, she does not regain hit points.

At sixth, tenth and fourteenth levels, the bard gains an additional song slot (for a total of six song slots).

SONGS AND OTHER PERFORMANCE

The abilities herein are referred to as "bardic songs," and the idea of singing is used as a default means of performance. However, not all bards sing. Whatever the bard's preferred means of performance can be substituted for singing herein. Thus, a bard who is a thespian may perform an inspiring monologue. One who plays the lute could pick out a menacing melody on her instrument. A poet could recite an epic, and so on.

LESSER MUSE SONGS

All of the songs below are available to a bard who selects the "Muse Song" ability, and each costs a single spell slot to use at its base level of effect.

BLINDING PERFORMANCE: The bard's performance is devastating to the eyes of all those who see them. When the bard uses this ability, anyone within 30 feet of her must make a Constitution Save whose DC is equal to the bard's spell save DC or suffers from the blinded condition. The bard can continue performing this song for up to 5 rounds. This song has no affect on any of the bard's own familiars that are caught in the affect, nor does it affect muses of any kind. This song has no effect on deaf creatures. By expending a second song slot the bard can render his allies immune to the effects of the performance.

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COUNTER SILENCE: The bard automatically dispels an area of magical silence or effect created by the spell or a creature of 5th level or lower. Unlike all normal songs, this song can be used in an area already affected by silence.

CUSHION FALL: The bard can create a cushion of sound, either for herself or for someone else within 100 feet. The cushion allows the target to fall safely up to 20 feet per level of the bard. This song does not reduce falling speed, but instead creates a cushion under the falling creature or object that absorbs the fall. If the target falls farther than the bard's level allows, the target suffers full damage. Unlike other songs, cushion fall can be cast even when it is not the bard's turn. However, if the bard sings the song out of turn, on her next turn she can only take a partial action.

DEAFENING CACOPHONY: The bard's song is calculated to deafen the senses of those near her. Anyone within 30 feet of the bard must make a Constitution save with a DC equal to the bard's spell save DC or become deafened (suffers from the deafened condition). The bard can continue performing this song for up to 5 rounds. This song has no effect on any of the bard's own familiars that are caught in the affect, nor does it affect muses of any kind. This song has no effect on deaf creatures. By expending a second song slot, the bard can render his allies immune to the effects.

INFLUENCE: The bard sings a soothing, pleasant melody beneath her breath – lacing it around her words if she finds it necessary to speak. A single target within 50 feet of the bard reacts to the bard as if affected by the command spell. A Wisdom save equal to the bard's spell save DC negates the effect. The muse can maintain this influencing effect for a number of rounds equal to twice its bard's bard level. This song has no effect on deaf creatures. If the bard uses a second song slot, he can either affect a second target, or treat a single target as though it were affected by the suggestion spell. If the bard uses a third song slot, he can affect all targets within 50 feet, or can treat two targets as though they were affected by suggestion. By expending four song slots, the bard can treat all targets within 50 feet as though affected by mass suggestion.

INSPIRE COMPETENCE: The bard's song can help an ally to accomplish a task. The ally must be able to see and hear the bard, and the bard must also be able to see the ally. Depending on the task at hand, the bard may use their music to lift the ally's spirits, to help the ally focus mentally, or to assist in some other way. The ally gets advantage on all skill checks with a particular pre-specified skill as long as he or she continues to hear the bard's music. The Castle Keeper may rule that certain uses of this ability are infeasible (singing to make a rogue move quietly, for example, is contrary to the point). The bard can maintain this song indefinitely, so long as she continues to sing.

LULLABY: With a soothing note, the bard can cause a number of awake, living creatures to fall asleep. This spell functions in

all ways identically to the sleep spell; spending additional song slots treats the effect as though it were cast using higher level spell slots. This ability has no effect on any of the bard's own muse, familiar or animal companions.

This effect continues as long as the bard continues to sing and 5 rounds thereafter. The bard can maintain this song for up to 10 rounds, after which sleeping creatures wake up. In addition to having no effect on creatures normally immune to sleep, this song has no effect on deaf creatures.

MOMENTARY CHARM: This song makes a humanoid, animal, or beast regard the bard as a trusted friend and ally, albeit for a moment. The creature may make a Wisdom save vs. the bard's spell save DC to negate the effect. If the bard or his allies are currently threatening or attacking the creature it receives advantage on its saving throw.

This song does not enable the bard to control the charmed subject in automaton fashion, but the creature does perceive the words and actions of the bard in the most favorable way possible. The creature is in all ways affected as per the Charm Person spell. Any act by the bard or her apparent allies that threatens the charmed subject breaks the effect of the song. Note, also that the bard must speak a language the creature can understand in order to communicate.

The effect of this song lasts as long as the bard continues singing (which she may do while speaking to the charmed subject, but not while speaking to others), plus a number of rounds equal to the bard's level. This song has no effect on deaf creatures.

SILENT CHORD: As the bard sings this chord she deadens all sound within 50 feet of herself. All sound stops – conversation becomes impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area; the only sound that can be heard is the bard's singing. The effect moves with the bard as she continues to sing. This song provides a defense against sonic or language-based attacks, such as command, harpy song, a horn of blasting, etc. The bard can maintain this song for up to 10 rounds, and the effect lasts for 5 rounds after the bard stops singing (remaining centered on the location where the bard stopped singing). For the remaining duration, an echo of the bard's song can be heard repeating, slowly fading to nothing, at which point normal sound returns.

SONGSTRIKE: With a single, blasting note, the bard sends forth a cone of sonic energy (to a distance of 30 feet) from his mouth that inflicts 2d6 points of sonic damage, plus the bard's charisma modifier. Each additional song slot expended adds 1d6 to this base damage. Targets are entitled to a Constitution save vs. the Bard's Spell Save DC for half damage.

SONG OF DESTRUCTION: The bard creates a loud, ringing note that shatters brittle, non-magical items, sunders a single solid non-magical object, or damages crystalline creatures. It functions in all ways identically to the shatter spell. All objects on or held by the bard are immune to this affect.

STUN: The sound of the bard's voice stuns a targeted creature within 50 feet. The creature must make a Constitution save at the bard's spell save DC or is affected by the stunned condition as long as the bard continues singing and for one round thereafter. The bard may continue this song for up to 5 rounds. This song has no effect on deaf creatures.

WHISPER: The bard can send a whispered message, carried on a single magical note, with little chance of being overheard (only the use of powerful spells such as wish, miracle, etc. allow eavesdropping). In every way, this spell functions identically to the message cantrip.

GREATER MUSE SONGS

These are magical effects of higher power and more devastating results. A bard can never have more greater muse songs than she has lesser muse songs. All Greater Muse Songs use two song slots when they are used at their base level of effect, rather than one.

CACOPHONY: All creatures within 30 feet of the bard take 2d6 points of sonic damage. Each additional song slot spent increases this damage by 2d6, to a maximum of 10d6. Victims can make a Constitution save equal to the bard's spell save DC for half damage. This song has no effect on any of the bard's own familiars that are caught in the area, nor does it affect muses of any kind. This song has no affect on deaf creatures.

DISRUPT BODY: With a string of terrible, discordant sounds, the bard disrupts the physical processes of a single creature within 50 feet. The targeted victim may make a Constitution save using the bard's spell save DC to avoid the effect. If the victim fails its save, it is affected by the incapacitated condition for 1 minute per level of the bard.

DISRUPT MAGIC: The bard can use a complex melody to end ongoing spells within an area. Because magic is powerful, so too is the ability to disrupt magic in exactly the same manner as a dispel magic spell. Any magic that can't be defeated by dispel magic is likewise not affected by the disrupt magic song, either.

DISRUPT THOUGHTS: With a terrible, discordant sound, the bard disrupts the thought processes of all creatures within 50 feet. Victims can attempt a Wisdom saving throw against the bard's spell save DC. Affected victims are subject to the stunned condition for the duration. The bard can maintain the song for up to 10 rounds. This song has no affect on any of the bard's own familiars that are caught in the affect, nor does it affect muses of any kind. It likewise does not affect deaf creatures. This song is a sonic attack; creatures with resistance to sonic damage gain advantage on their saving throw to resist.

RECALL TALE: Using music to part the veil of reality, the bard can conjure forth knowledge of a story involving the song's focus. For example, if the bard concentrated upon a specific magic

item while singing the song, the bard could gain some tale regarding its creation or history – something that might reveal or hint at its power. If the bard were to focus on a person, a story from his or her past would come to the bard.

This ability has two potential effects—a lesser and a greater. The lesser effect is that the bard can identify a magic item's abilities, purpose and uses exactly as the identify spell. The second is that the bard can recall information exactly as per the legend lore spell. Unlike other greater muse songs, the lesser effect of this song uses only a single song slot.

CHARM SONG: As per the momentary charm muse song (see 'Muse Songs' above), but with a longer duration. The charm lasts for as long as the bard continues to sing plus a number of hours per bard level.

THE COLLEGE OF ILLUSION

The small blue lightnings of his magic-working flickered about Edan-or, dancing across his skin and prickling his hair. His voice muttered melodies – three of them at once – which would catch in the throats of those unversed in his arts.

He had seen his friend and teacher, Petrone, chart out the patterns of the Enneagram upon the floor and chant sorcerous rituals. He had seen those rituals carry the spirit of his friend away to a strange spirit realm. And he had seen his friend return with powerful companions to aid him in all his purposes.

Those were secrets he meant to unlock.

He reached out one hand and touched his fingertips to the pale pool of mercury before him. He felt it surge through his blood and burn into his brain.

And suddenly it was before him. The doorway. The pathway.

He reached out with his song, and felt his spirit slip free from his body...

Bards who enter the college of illusion focus on using their powers of persuasion to make people believe things that are not true—hear things that aren't there, see things that do not exist. This is a powerful and deceptive school of bardic knowledge, and bards of the College of Illusion are ill-trusted by many in polite society, though they are well in demand as stage magicians and sleight-of-hand artists.

BONUS PROFICIENCIES

When a bard enters this college at level 3, she gains proficiency in Sleight of Hand, Deception and Persuasion. If she is already proficient in these skills, she doubles her proficiency bonus when using them.

THE MERCURIAL FAMILIAR

Although a bard can use the Illusionist's Song to summon an animistic familiar (which is, in all ways, treated as a familiar

CHAPTER 3:

summoned using the Song of Familiars), the true power of this song is the summoning of a mercurial familiar.

A mercurial familiar is a creature unto itself – it exists only to satisfy its own unpredictable desires. It is as fleeting as a wisp of smoke and its very nature is one of caprice; it flies on a whim, it flits and fades, and it is nothing, if not ephemeral.

MERCURIAL FAMILIAR PROPERTIES

Bards can summon mercurials as standard familiars, greater mercurials as greater familiars, or supreme mercurials as supreme familiars (see Appendix B for details and statistics for these creatures). Due to their unique nature, however, mercurial familiars do not have access to all of the special abilities most familiars have access to. Even when using the Empower Familiar feats (see the 'New Feats' section of Chapter 1), mercurial familiars are limited to the special abilities listed on the tables below. For more details on mercurials, reference the Chapter 11 on Illusionist's familiars.

TABLE 3-12: STANDARD BARD FAMILIAR (MERCURIAL)

MASTER CLASS LEVEL	DEFLECTION ADJ.	INT	SPECIAL
3 rd	+1	6	Alertness, empathic link, sensory familiar
4 th -5 th	+2	7	--
6 th	+3	8	Blur
7 th -8 th	+4	9	--
9 th -10 th	+5	10	Detect magic
11 th -12 th	+6	11	--
13 th -14 th	+7	12	Improved Sensory Familiar
15 th -16 th	+8	13	--
17 th -18 th	+9	14	--
19 th -20 th	+10	15	--

Deflection Adj.: This number noted here is a bonus to the familiar's existing deflection armor bonus (mercurials initially have none). It represents a preternatural increasing power of the familiar.

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

Sensory Familiar: The familiar's master benefits from the Sensory Familiar feat, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar feat, but only for their mercurial familiars.

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

TABLE 3-13: GREATER BARD FAMILIAR (MERCURIAL)

MASTER CLASS LEVEL	DEFLECTION ADJ.	INT	SPECIAL
3 rd	+1	6	Empathic link, sensory familiar
4 th -5 th	+2	7	--

6 th	+3	8	Blur, Greater Familiar Ability
7 th -8 th	+4	9	--
9 th -10 th	+5	10	Detect magic
11 th -12 th	+6	11	Greater Familiar Ability
13 th -14 th	+7	12	Improved Sensory Familiar
15 th -16 th	+8	13	--
17 th -18 th	+9	14	Greater Familiar Ability
19 th -20 th	+10	15	--

Deflection Adj.: This number noted here is a bonus to the familiar's existing deflection armor bonus (mercurials initially have none). It represents a preternatural increasing power of the familiar.

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

Sensory Familiar: The familiar's master benefits from the Sensory Familiar Ability, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar Ability, but only for their mercurial familiars.

Greater Familiar Ability: Select one Greater Familiar Ability from the Table 3-15 below.

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

TABLE 3-14: SUPREME BARD FAMILIAR (MERCURIAL)

MASTER CLASS LEVEL	DEFLECTION ADJ.	INT	SPECIAL
3 rd	+1	6	Empathic link, sensory familiar
4 th -5 th	+2	7	--
6 th	+3	8	Blur, Greater Familiar Ability
7 th -8 th	+4	9	--
9 th -10 th	+5	10	Detect magic
11 th -12 th	+6	11	Greater Familiar Ability, Supreme Familiar Ability
13 th -14 th	+7	12	Improved Sensory Familiar
15 th -16 th	+8	13	--
17 th -18 th	+9	14	Greater Familiar Ability
19 th -20 th	+10	15	Supreme Familiar Ability

Deflection Adj.: This number noted here is a bonus to the familiar's existing deflection armor bonus (mercurials initially have none). It represents a preternatural increasing power of the familiar.

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

Sensory Familiar: The familiar's master benefits from the Sensory Familiar feat, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar feat, but only for their mercurial familiars.

Greater Familiar Ability: Select one Greater Familiar Ability from Table 3-15 below.

Supreme Familiar Ability: Select one Supreme or Greater Familiar Ability from Tables 3-15 or 3-16 below.

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

TABLE 7-15: BARD GREATER FAMILIAR SPECIAL ABILITIES (MERCURIAL)

Augury
Blessed Companion
Blink
Enhance Attribute
Commune with Nature
Contagion
Darkness
Daylight
Dazing Touch
Death's Harbinger
Death Ward
Defensive Roll
Detect Scrying
Detect Thoughts
Discern Lies
Dispel Magic
Encompassing Vision
Fearful
Find Traps
Freedom of Movement
Guided Strike
Haste
Mirror Image
Mystic Disguise
Nondetection
Opportunist
Recall
Resist Energy
Shocking Touch
Silence
Sleeping Touch
Speak with Dead
Speech
Time Hop
Uncanny Dodge, Improved
Wholeness of Body
For more information on these special abilities, see Chapter 1.

TABLE 7-16: BARD SUPREME FAMILIAR SPECIAL ABILITIES (MERCURIAL)

Antimagic Field
Astral Projection

Banisher
Charm
Cloak of Chaos
Companion's Veil
Confusion
Damage Reduction
Destruction's Touch
Dimension Slip
Divine Health
Ethereal State
Familiar Growth
Find the Path
Fly
Raise Dead
Time Regression
Tongues
Zone of Truth

For more information on these special abilities, see Chapter 1.

MERCURIAL WHIMSY

Mercurial familiars are notoriously spirited. They are inherently free-willed, and most of them would love nothing more than to slip from the bond with their summoner and fly about the world unhindered. All mercurials, regardless of alignment, seek to become emancipated spirits. Generally speaking, a mercurial attempts to gain freedom at least once every 1d4 months, unless its master has gone to extremes to placate the familiar. This quest for liberation is known as a mercurial contest, and they can take place whenever the Castle Keeper desires—usually at the most critical times in the master's life. If for some reason a bard has summoned a mercurial familiar of an alignment contrary to his own, a contest occurs once every 2d6 days.

A contest of wills involves an opposed Charisma check, pitting the bard's Charisma attribute against that of the mercurial familiar. If the bard wins, the mercurial remains bound and the bard gains a cumulative +1 on future checks (each check won by the bard results in another +1 on the next check; thus, if the bard has won three straight checks, his fourth check would be at +3), to a maximum of +5. After the bard has achieved +5 to his checks, he gains advantage and +5 on all future checks.

The danger here is that regardless of how many checks the bard has won, the mercurial needs succeed at a contest of wills only once to escape the bard's control. If the mercurial is victorious at any time, it immediately becomes an emancipated spirit (as detailed in Chapter 11 on Warlock's Familiars).



CHAPTER 4 THE CLERIC'S FAMILIAR

THE CLERIC'S FAMILIAR

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

"Enter, Celadin."

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

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

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

Torineth's brow furrowed. "Tell me of this dream."

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

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

CLERIC FAMILIARS

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

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

SUMMONING RITUAL

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

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

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

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

THE DREAMING

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

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

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

THE MESSENGER

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

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

THE QUEST

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

CHAPTER 4

DIVINE FAMILIARS AND OTHER CLERICS

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

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

DIVINE FAMILIARS

To obtain a familiar, a cleric must be a follower of the Beast Domain or another domain that grants a familiar, or must take the Summon Familiar, Summon Greater Familiar, or Summon Supreme Familiar advantages as described in Chapter 1.

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

By its nature, such a listing cannot be comprehensive. The Castle Keeper should be flexible in granting familiars of different types, as long as they have the appropriate ‘feel’ to them. Note that this listing does not supercede the common rules listed in Chapter 1 regarding what magnitude of creature can become a character’s familiar – i.e. if the domain listed states that a griffon is an appropriate familiar, the character still needs the Summon Supreme Familiar Ability to summon such a creature.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

PATRON ANIMALS

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

TABLE 4-1: DOMAIN FAMILIARS	
DOMAIN	FAMILIARS
Air	Any creature of the air sub-type. Any creature with a Fly speed.
Animal	Any animal.
Chaos	Any creature with a chaotic alignment. Any monkey or ape. A gibbering mouter.
Death	Raven or vulture (including dire versions).

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

CLERIC FAMILIAR ABILITIES

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

TABLE 4-2: STANDARD CLERIC FAMILIAR			
MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Healing/ inflicting touch, improved evasion, share spells, empathic link
3 rd -4 th	+2	7	Undead turning, deliver touch spells
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Spell resistance

13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

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

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

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

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

TABLE 4-7: GREATER CLERIC FAMILIAR

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

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

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

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

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

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

TABLE 4-4: SUPREME CLERIC FAMILIAR

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

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

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

Undead Turning: A cleric's familiar has two uses of Channel Divinity, which it can use to turn undead as if it were the cleric himself.

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

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

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

TABLE 4-5: CLERIC GREATER FAMILIAR ABILITIES

Animal Trance
Augury
Blessed Companion
Bull's Strength
Cat's Grace
Commune with Nature
Contagion
Darkness
Daylight

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Death's Harbinger

Death Ward

Detect Scrying

Detect Thoughts

Discern Lies

Disease Immunity

Encompassing Vision

Endure Elements

Fearful

Freedom of Movement

Natural Armor, Greater

Nondetection

Silence

Speak with Dead

Speech

Spell Resistance, Greater

Venom Immunity

Water Walk

Wholeness of Body

Woodland Stride

For more information on these special abilities, see Chapter 1.

TABLE 4-6: CLERIC SUPREME FAMILIAR ABILITIES

Antimagic Field

Astral Projection

Banisher

Banishing Call

Charm

Companion's Veil

Confusion

Damage Reduction

Divine Health

Ethereal State

Familiar Growth

Find the Path

Fly

Natural Armor, Supreme

Raise Dead

Spell Resistance, Supreme

Tongues

Zone of Truth

For more information on these special abilities, see Chapter 1.

DIVINE DOMAIN: BEAST DOMAIN

Some of the more savage deities of nature grant the ability to know and commune with the beasts of the world, both magical and mundane. For clerics of these deities, the power inherent in the creatures of the world manifests in the form of a divine familiar and the ability, through that familiar, to commune directly with the cleric's deity.

BESTIAL ACOLYTE

At first level, you learn any one cantrip from the Druid list. This cantrip is in addition to those you normally get as a cleric.

BONUS PROFICIENCY

At first level, you gain proficiency in Handle Animals

CHANNEL DIVINITY: FAMILIAR COMMUNION

For clerics with this domain, a communion familiar serves as a direct conduit between a cleric and his god. When the cleric gains Channel Divinity at second level, they also receive a familiar as a gift from their deity.

It foregoes most of the normal benefits of a cleric's familiar, but through the familiar, the cleric can speak directly with his deity. And, at times of the god's choosing, the familiar can actually serve as a minor avatar – the god can see through its eyes, speak with its voice, and take action with its body.

COMMUNION FAMILIAR ABILITIES

Any standard, greater, or supreme familiar can serve as a communion familiar. When a cleric of the beast domain receives their familiar at second level, it is a standard familiar. Greater and Supreme familiars may be chosen by gaining the advantages in Chapter One. These clerics are presumed to have the Summon Familiar ability for purposes of meeting the prerequisites for greater and supreme familiars.

A communion familiar possesses only the natural armor, intelligence, and empathic link of a cleric's familiar. While they do not possess the other abilities of a normal familiar listed in Chapter 1 of this book, they instead possess the following abilities:

AUGURY (SP): The familiar can tell whether a particular action will bring good or bad results for itself or its master in the immediate future. This ability operates as per the spell *augury*.

COMMUNE: Upon reaching at least 10th level, the cleric can use the familiar to gain needed information, as per the *commune* or *commune with nature* spell (cleric's choice). Calling upon this ability requires two uses of channel divinity. Over-using this ability can result not only in gaining no answer (as per the spell) but in falling out of favor with the deity which can, at the CK's option, bring all manner of ill fortune upon the PC.

HEALING/INFLECTING TOUCH: The communion familiar of a good god can touch any creature and heal 1d8 points of damage, plus the cleric's Wisdom modifier. A communion familiar of an evil god instead inflicts 1d8 points of damage plus the cleric's Wisdom modifier with its touch. Clerics of a neutral deity must choose whether their familiar imparts healing or inflicting damage when the familiar manifests, and this choice cannot be changed. This ability works in all ways like the *Cure Wounds* spell, and the cleric can devote additional uses of channel divinity to increase the effective spell level (each additional use increases the effective level by one).

The cleric may call upon any of these abilities while within 30 feet of his familiar by expending one use of his channel divinity class feature. In addition to these abilities, the communion familiar is a living connection between this world and the cleric's god. What this means exactly depend on the god, the familiar, the cleric, and the situation. Ultimately, the communion familiar is a tool of the Castle Keeper to be used however he sees fit to help flesh out a campaign.

FRIEND OF BEASTS

At 6th level, no beast will attack you under any circumstances, unless you attack it first. Beasts will always submit to your authority in whatever way is common to their species-dogs, for example, will crouch to the ground, their ears folded back. This ability does not automatically give you the ability to command beasts; it simply means they will be docile around you and not attack you. They may, if threatened, flee from you.

TALON AND FANG

At 8th level, you gain the ability to manifest natural weapons as a beast. You may as a bonus action, sprout claws, fangs or horns (your choice). These natural weapons deal 1d8 damage plus your strength modifier. The natural weapons last for your cleric level in rounds. When you use this ability, you must complete a long rest before using it again.

MASTER OF BEASTS

At 17th level, you have control over the beasts of the world. You may command and control any beast you encounter. In addition, you may communicate with all beasts freely, expressing detailed concepts and thoughts. If the beast you encounter is under the control of another, you may make an opposed Charisma check against the current controller to wrest control of the beast from their power. Familiars bonded to another may not be controlled in this manner.

BEAST DOMAIN SPELLS

- 1st – *Animal Friendship*, *Animal Messenger*
- 3rd – *Conjure Animals*, *Dominate Beast*
- 5th – *Faithful Hound*, *Giant Insect*
- 7th – *Animal Shapes*, *Dominate Monster*
- 9th – *Shapechange*, *True Polymorph*

NOTE TO THE CASTLE KEEPER

Because of the *Commune* ability they possess, using a communion familiar requires a very fine balancing act, and you should consider carefully before allowing a PC to gain one. If you do introduce a communion familiar to the campaign, take some time to define exactly what role the familiar will be playing. This depends on the nature of the god granting the communion familiar, and his reasons for doing so.

A temptation to avoid when using a communion familiar is continual interference from the god the familiar serves. If the god is constantly popping in to save the cleric or drop a clue, then you're taking control and responsibility away from the PCs. If that happens, the campaign will suffer.

There are a few ways to avoid this problem in a logical fashion:

GODS WORK IN MYSTERIOUS WAYS: Sure, the cleric's god can see that the cleric is in trouble. But maybe he's testing his faith. Or maybe he knows the cleric will triumph in the end. Or perhaps he knows that the cleric will fail, but that's the way he wants it for some reason.

THE GOD HAMMER: No, we're not talking about Mjolnir. We're talking about the fact that clerics who overuse their abilities and run to their gods for help all the time tend to, well, tick off their gods. And no cleric wants to deal with the repercussions of an angry or even displeased deity.

GODS ARE BUSY BEINGS: Speaking of Mjolnir, Thor has better things to do with his time than to hop down to the Material Plane and mop up some trolls because one of his clerics can't cope with the situation.

EVEN GODS HAVE TO PLAY BY THE RULES: Gods may be prevented from various forms of interference by the rules they exist by and the agreements they have made. And the nature of those rules and agreements may not be entirely comprehensible to mortal minds (see "mysterious ways," above).

ALTER THE ABILITY: The deity may not grant *Commune* as a Channel Divinity feature. Instead, it may grant only *Commune with Nature*, or another spell-like ability altogether-perhaps *Scrying*, *Planar Binding*, or a similar fourth- or fifth-level spell from the Cleric or Druid spell lists.



CHAPTER 5 THE DRUID'S FAMILIAR

THE DRUID'S FAMILIAR

There's one, try again." Master Fingere's voice was filled with infinite patience. Madrina was sure that she could do it this time – after all, it was the fourth owl today. Reaching deep within herself she saw a place where thought could go no farther and found her mind reflected back, spreading out to join with the wild world all about her. She focused, and the mind of the owl leapt into sharp relief.

Always before she had tried to force her will upon the creatures, but this time – thanks to Master Fingere's humbling lessons – she begged it for its aid. The owl, for its part, studied her silently. It enjoyed the call for its aid and the flattery it perceived in her, for like all owls, it was a proud animal. With little thought it made its choice, and the binding was completed. The owl would serve Madrina as she served the forest.

Fingere smiled inwardly at his pupil's success. She had come to him at a good time, as he had always known she would. His time for this world was almost expended, but he should soon be ready to leave his tutelage and assume his place as a caretaker of the forest...

DRUID FAMILIARS

Even the most solitary of druids may at times need another voice of counsel. While the animals and plants around her can often be heard, their actual knowledge is often lacking, and doesn't always make for the best advice to follow. When the druid has few or no humanoid companions to rely on, she may turn to a familiar. Druids may take their familiars from the large base of natural creatures that surround them, bonding with them in a way far beyond that of a normal animal companion. Where the druid spends her time, where she has been trained, and the lands she wishes to protect determine what creatures a druid may choose as a familiar. In some cases a powerful druid may even craft her familiar from the very stuff of the lands around her, or entreat an existing animal companion to become her familiar.

But a druid, more so than many, also understands that a familiar comes not only with benefits, but with responsibilities. A familiar remains a creature of the wild, and the druid must protect it as she would any other natural creature. If a druid loses a familiar, she has failed doubly – not only allowing a companion to be destroyed, but also failing to uphold her sacred charge.

Of course, a druid's familiar is not viewed as a hindrance, but as a great asset to be cared for and protected. Like its master, a druid's familiar gains a cunning insight into the natural world. It is protected against nature's harshness, given safety from the charms of fey and wild things. It gains the ability to move quickly and secretly through natural surroundings, and more. Such a familiar can provide the druid with advice, an extra pair of eyes and ears, and in times of great need, another strong paw or tooth. The relationship created by the bonding of a druid and a familiar is very deep and fulfilling, in both a spiritual and emotional sense. The love a druid feels for the natural world

is focused on a single creature and this creates a bond strong enough to overcome nearly anything.

SUMMONING RITUAL

"Madrina, I realize you are excited about your new friend, but you must learn that he is more than a pet or watch dog." Fingere rubbed his temples. He had been trying to get this point across to her for a week now. "You must train him to do more than guard in the night, and you must never send him into a situation that will be beyond his capability. Remember, the greatest foe he has ever faced before may be no more than a mouse. In time he will be capable of facing down an ogre, but not yet."

Madrina listened with a frown of concentration and looked at Mousebane. She wasn't sure what else she wanted to teach the owl, but she knew he was more powerful by far than Master Fingere seemed to believe. Perhaps she could teach him to signal directions from above when he spotted a town, or a group of humanoids walking...

When a druid decides to take the Summon Familiar Ability for the first time, she must also choose a type of terrain – arctic, aquatic, desert, forest, swamp, mountain, plains, jungle, or underground. This choice determines the types of familiars a druid may attempt to summon, as described below. In choosing this terrain type, a druid should consider not only what areas of the natural world she is closest to, but also the nature and setting of the campaign. For example, choosing the aquatic terrain is almost worthless unless the campaign is seafaring one.

Actually summoning a familiar is less of a ritual for a druid and more a part of her normal existence. A druid's intimate connection to the natural world simply allows her to reach out and ask for the aid of the creature of her choice (usually through the use of the *speak with animals* spell). Binding the familiar permanently to herself does require the use of ritual magic, expending the normal cost of a summoning ritual in herbs and foods for the desired animal. The druid must also make an Intelligence (Nature) check to complete the ritual: CR 15 for a standard familiar; CR 20 for a greater familiar; CR 25 for a supreme familiar.

FAMILIARS BY TERRAIN

"Madrina, I starve," complained Mousebane.

There was little she could do for the large owl. This trip into the desert was necessary, and she just hoped the small supply of meat she had brought for him would last, or at least that he would begin eating the feed she had bought. Mousebane could be very picky – he liked his meat alive, and was often angered at being handed strips of dried meat. Madrina believed she was taking care of him as best as she could, but he seemed to be thinning and molting more than she had expected. Not only that, his speech had regressed quite a bit in the last few days, and she was beginning to worry. Perhaps the Sultan's camels would have to wait for another time, when she could be better prepared.

CHAPTER 5

Each terrain type a druid can select for her familiars is listed below, along with a short description of what goes into taking care of familiars from that terrain type, and what hindrances and advantages familiars from these places may create. In addition to the familiars listed below, a druid may also take an elemental as a familiar. The types of elemental they can summon are based on the elements associated with their chosen terrain type (see the 'Elemental Familiars' section later in this chapter for more details on elemental familiars).

AQUATIC

An aquatic familiar's benefits and drawbacks are obvious. While it does make for a good companion in a campaign where there is much seafaring going on, when major land travel occurs, the familiar must stay behind, which can be dangerous. Another problem with an aquatic creature is the type of water body it can survive in. While many creatures can survive either salt or fresh water, few can survive both. Choosing this terrain type should only really be an option in water-based campaigns. Naturally, the element associated with the aquatic places of the world is water.

ARCTIC

Arctic familiars hail from any place that is cold most of the year. While these creatures are accustomed to surviving longer than normal without food, they are also covered with a layer of fat, fur, or feathers that keeps them safe from the extreme cold. The major disadvantage of these familiars is that when taken to warmer climes, they need more water than a normal creature and often suffer from the heat. The advantage is that they can store food for quite some time on their bodies and, therefore, eat half as much. The elements associated with the arctic are water and air.

DESERT

Desert creatures are probably some of the heartiest and most versatile creatures in the world. Accustomed to small amounts of food and water for lengthy times, they are also adept at surviving in the heat of day and the near-freezing temperatures at night. This makes them the easiest of any familiar to transfer from one land type to another with little or no problem. The elements associated with the deserts of the world are fire and air.

FOREST

Forest is probably the most commonly chosen terrain type when a druid selects her familiar. Most druids live in and protect forests, so it is the natural choice. The creatures in forests are very attuned to the ecosystem of the woodlands they are from, and moving them to a new ecosystem makes it harder for them to find food and water for themselves. The advantage of a forest creature is that with a higher Intelligence and Wisdom, it may be able to recognize problems with the forest on its own when things are out of alignment. The elements associated with forest are air and water.

JUNGLES

Jungle familiars are creatures that come from warm climes such as tropical islands and places where it is warm and wet most

of the year round. Creatures from these areas are used to the heat, but they are also used to being able to find shade or a cool breeze when the day gets hottest. Taking them into a very cold environment is dangerous at best, and should only be done with a bit of preparation on the part of the master. The elements associated with jungle locales are fire and water.

MOUNTAINS

Mountains and hills are not an easy terrain for anyone to exist in. As such, the creatures that call these areas home are often hearty and accustomed to surviving in harsh conditions. A second advantage to these creatures is that they are usually very good climbers, which can have a number of benefits in a pinch. Depending on the area of the mountains or hills the creature hails from, it may also be used to a cooler climate and suffer some of the woes of an arctic creature when moved to a warmer environment. The elements associated with mountain environs are air and earth.

PLAINS

Plains creatures fall into one of two simple forms. Either the animal is a timid grazer such as antelope, or a powerful hunter such as a lion. While the lion is the more powerful of the two, it may also be the most dangerous if something ever happens to the druid to whom it follows. Just because an animal is loyal to one person, doesn't guarantee its loyalty to a group. While the more timid creatures may seem less attractive and less threatening to you, remember that they will also seem that way to people who see them when they are hunting or tracking for you. The plains are associated with the element of air.

SWAMP

Swamp or marshland is a difficult terrain to take a native creature out of. While many of the creatures may be quite hearty, they are used to a plethora of water and may lack the natural skills to easily find it on their own when taken to a new area. A major advantage of swamp creatures, however, is their familiarity with life in the water, often giving them advantages both on land and water, and making them more versatile than some of the other terrain creatures. Swamps and marshlands hold sway over the elements of earth and water.

UNDERGROUND

Creatures of the underground are adept at digging and finding their way through the earth and the dark places therein. This can be a major advantage if your druid plans to spend a lot of time in these areas, as these creatures are often adept at finding food and water, as well as a way out, should you become lost or trapped. When you do decide to return to the surface world, however, many of these creatures will be blinded by the sun and very much like a fish out of water. Luckily, most underground-dwelling creatures often have ways of finding their own holes, even far away from caves. The deep places of the earth are protected by the element of the same name.

TABLE 5-1: STANDARD FAMILIARS BY TERRAIN

AQUATIC	
Crab*	
Dolphin/Porpoise	
Frog*	
Octopus*	
Squid	
Turtle	
Arctic	
Dog (Use stats for Mastiff)*	Penguin
Ermine**	Pony*
Goat*	Rat*
Horse, Riding*	Snowy owl (use stats for Owl)*
Lemming**	
DESERT	
Baboon*	Lizard*
Bat*	Lizard, venomous**
Camel*	Oryx**
Dog (Use stats for Mastiff)*	Pony*
Hawk/Falcon*	Rat*
Horse, Riding*	Snake (poisonous)*
Hyena*	Vulture*
Jackal*	
FOREST	
Badger*	Koala
Bat*	Lizard*
Cat*	Lizard, venomous**
Crane	Monkey
Deer*	Owl*
Dog*	Pig
Dove	Raccoon
Eagle*	Raven*
Fox	Snake (poisonous)*
Hawk/Falcon*	Squirrel
Hedgehog	Squirrel, flying
Horse (Riding)*	Toad*
Hummingbird	
JUNGLE	
Baboon*	Lizard, venomous**
Bat*	Monkey
Chameleon**	Peacock
Crane	Rat*
Koala	Snake (poisonous)*
Lizard*	Toad*
MOUNTAIN	
Badger*	Owl*
Bat*	Mule*
Deer*	Lizard*
Goat	Panda, red

Eagle*	Raccoon
Fox	Rat*
Hawk*	Sheep
Hedgehog	Snake (poisonous)*
Weasel*	
PLAIN	
Antelope	Lizard*
Baboon*	Lizard, venomous**
Badger*	Mule*
Bat*	Owl*
Cat*	Peacock
Crane	Pig
Deer*	Pony*
Dog (use stats for Mastiff)*	Raccoon
Donkey**	Rat*
Dove	Raven*
Eagle*	Sheep
Fox	Snake (poisonous)*
Goat	Squirrel
Hawk*	Squirrel, flying
Hedgehog	Weasel*
Horse*	
SWAMP	
Bat*	Rat*
Chameleon**	Snake (poisonous)*
Heron**	Turtle
Lizard*	Toad*
Lizard, venomous**	
UNDERGROUND	
Badger*	Raccoon
Bat*	Rat*
Fox	Snake (poisonous)*
Hedgehog	Toad*
Lizard*	Weasel*
Lizard, venomous**	

* These creatures can be found in the 5th Edition monsters tome.

** See 'Non-standard Familiars' sidebar for details.

TABLE 5-2: GREATER FAMILIARS BY TERRAIN

AQUATIC	
Bullywug*	Shark, Reef or Hunter*
Crab, Giant*	Snake, constrictor*
Crab, Monstrous	Snake, giant poisonous*
Crocodile*	Turtle, giant
Sahuagin*	Turtle, monstrous
ARCTIC	
Bear, polar*	Snow leopard**

CHAPTER 5

Caribou**	Walrus
Dog, riding (Use stats for Mastiff)*	Wolverine*
Musk ox	Wolf*
Ram	Yak
Reindeer**	
DESERT	
Dog, battle	Jackal*
Dog, riding*	Kangaroo
Giant ant *	Lizard, giant**
Giant bat*	Snake, constrictor*
Giant rat*	Snake, giant poisonous*
FOREST	
Ape*	Giant weasel*
Bear, black*	Goblin*
Bear, brown*	Leopard*
Boar*	Lizard, Giant*
Chameleon, giant	Orc*
Dog, riding**	Panda
Faerie Dragon*	Saber tooth tiger*
Giant badger*	Snake, constrictor*
Giant bat*	Snake, giant poisonous*
Giant frog*	Wolf*
Giant Rat*	Wolverine**
JUNGLE	
Ape*	Lizard, giant**
Chameleon, giant**	Lizard, monstrous
Crocodile*	Panda
Giant bat*	Panther*
Giant rat*	Snake, constrictor*
Leopard*	Snake, Large viper*
Lion*	Tiger*
MOUNTAIN	
Ape*	Mountain lion**
Bear, black*	Ram
Bear, brown*	Saber tooth tiger
Chameleon, giant	Snake, constrictor*
Giant bat*	Snake, giant poisonous*
Giant rat*	Tiger*
Giant weasel*	Wolverine**
Hippogriff*	Yak
Lizard, giant**	
PLAIN	
Bison	Kangaroo
Bull	Leopard*
Cheetah*	Lion*
Dire badger*	Lizard, giant
Dire bat*	Ostrich
Dire rat*	Musk ox

Dire weasel*	Ram
Dog, riding*	Saber tooth tiger
Giraffe*	Snake, constrictor*
Hippogriff*	Snake, Large viper*
Hippopotamus	Tiger*
Wolf*	

SWAMP	
Alligator**	Lizard, giant
Bullywug*	Snake, constrictor*
Giant bat*	Snake, giant poisonous*
Giant rat*	Turtle, giant
Hippopotamus	

UNDERGROUND	
Darkmantle*	Giant weasel*
Giant badger*	Lizard, giant*
Giant bat*	Snake, constrictor*
Giant centipede*	Snake, giant poisonous*
Giant rat*	

* These creatures can be found in the 5th Edition monsters tome.

** See 'Non-standard Familiars' sidebar for details.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

TABLE 5-7: SUPREME FAMILIARS BY TERRAIN

AQUATIC	
Crocodile, giant*	Shark, giant*
Dinosaur (plesiosaurus)*	Snake, monstrous poisonous
Dragon (Young)*	Squid, giant**
Octopus, giant*	Whale, killer*
Sea horse, giant*	
ARCTIC	
Dire wolf*	Owlbear*
Dragon (Young)*	Winter wolf*
Mammoth*	
DESERT	
Dragon (Young)*	Snake, Huge viper*
Giant scorpion*	
Lizard, giant venomous**	
FOREST	
Bugbear*	Elephant*
Dinosaur (Allosaurus)*	Giant eagle*
Dire wolf	Giant owl*
Dragon (Young)*	Lizard, giant venomous**
Giant ape*	Owlbear*
Giant boar*	Pegasus*
Giant panther	Snake, monstrous poisonous*
Giant wolverine**	Unicorn*

THE DRUID'S FAMILIAR

JUNGLE	
Crocodile, giant*	Lizard, giant venomous**
Dragon (Young)*	Snake, monstrous poisonous*
Elephant*	
MOUNTAIN	
Death Dog*	Giant wolverine**
Dire wolf*	Griffon*
Dragon (Young)*	Hippogriff*
Giant ape*	Lizard, giant venomous**
Giant panther*	Ogre*
Giant eagle*	Snake, monstrous poisonous
Giant owl*	
PLAIN	
Ankheg*	Giant panther
Dire wolf*	Giant wolverine**
Dragon (Young)*	Lizard, giant venomous**
Elephant*	Owlbear*
Giant boar*	Rhinoceros*
Giant eagle*	Snake, giant poisonous*
Giant owl*	
SWAMP	
Alligator, giant**	Dragon (Young)*
Dinosaur (allosaurus)*	Lizard, giant venomous**
Dinosaur (plesiosaurus)*	Snake, giant poisonous*
Dinosaur (tyrannosaurus rex)*	
UNDERGROUND	
Ankheg*	Lizard, giant venomous**
Carrion Crawler*	Snake, giant poisonous*
Dragon (Young)*	Umber Hulk*
Hook Horror*	

* These creatures can be found in the 5th Edition monsters tome.

** See 'Non-standard Familiars' sidebar for details.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

OTHER ANIMALS

These lists are not inclusive. A druid may seek out any animal familiar appropriate to her elected terrain type, even if it does not appear on these lists. In other cases, a particular animal may not be present in an area, even if a similar habitat is available.

NON-STANDARD FAMILIARS BY TERRAIN

Druids have several non-standard familiars:

ALLIGATOR: Use the stats for a crocodile.

CARIBOU/REINDEER: Use the stats for an Elk.

CHAMELEON: Use the stats for a lizard, but the familiar gains the *Spider Climb* ability of giant lizards, plus Stealth +4 and

the following special ability: *Camouflage*: the chameleon gains advantage on all stealth checks due to its ability to alter its coloring to blend into its natural surroundings.

CHAMELEON, GIANT: Use the stats for a giant lizard with the *Spider Climb* variant, but the familiar gains Stealth +4 and the following special ability: *Camouflage*: the giant chameleon gains advantage on all stealth checks due to its ability to alter its coloring to blend into its natural surroundings.

DOG, RIDING: Use stats for Mastiff

DONKEY: Use stats for mule

ERMINE: A nocturnal carnivore similar to a weasel, but with a more violent personality. Use the stats for a weasel.

FALCON: Use the stats for a hawk.

FOX, ARCTIC: Use the stats for foxes as presented in Appendix A. However, the arctic fox's racial bonus to Hide checks rises to +15 in snowy environments.

HERON: Use the stats for cranes as presented in Appendix A.

LEMMING: Use the stats for a rat.

LEOPARD, SNOW: Use the stats for a leopard. However, a snow leopard racial bonus to Hide checks rises to +10 in snowy environments.

LIZARD, POISONOUS: Use the stats for a lizard, but on a successful bite the target suffers an additional 5 (2d4) poison damage and the target is Poisoned for 1d6 hours. A successful Constitution save (DC 10) halves this damage and negates the Poisoned condition.

LIZARD, GIANT VENOMOUS: Use the stats for a giant lizard, but on a successful bite the target suffers an additional 10 (3d6) poison damage and is Poisoned for 2d6 hours. A successful Constitution save (DC 12) halves the additional damage and duration for the Poisoned condition.

MOUNTAIN LION: Use the stats for a panther.

ORYX: A small horse-like antelope. Use the stats for deer.

SQUID, GIANT: Use the stats for a giant octopus, but add an additional attack: **Beak**. *Melee Weapon Attack*: +5 to hit, reach 5 ft, one target. *Hit*: 4 (1d8) slashing damage. Any target grappled by the squid's tentacles is subject to automatic bite damage every round (no to-hit roll required).

WOLVERINE: Use stats for badger, but bite deals 3 (1d6) piercing damage and add an additional attack: **Claws**. *Melee Weapon Attack*: +2 to hit, reach 5ft., one target. *Hit*: 2 (1d4) slashing damage.

WOLVERINE, GIANT: Use stats for giant badger, but bite deals 9 (2d6+2) piercing damage and add an additional attack: **Claws**. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. *Hit*: 6 (1d8+2) slashing damage.

CHAPTER 5

DRUID FAMILIAR ABILITIES

Madrina and Mousebane had been together nearly a year when she met the wizard who was to continue the training that Master Fingere had begun. Mousebane didn't like this new person in their life. He was bossy, he yelled a lot, and he had a cat on his shoulder. While they stayed in the dark place, Mousebane was forced to live mostly within the carrier Madrina had bought him, and he was getting tired of it. Quietly, he rustled in his cage, almost too caught up in his own musings to notice the dark cat that usually sat upon the wizard's shoulder approach. Glaring hard, Mousebane screwed up his courage as much as he could, and stared the sleek, black cat right in the eyes. Unperturbed, the cat spoke, "Little owl, when my master is done teaching yours, you will be so much more than you are now..."

Possessing many of the same powers and abilities as a druid, a familiar does not hinder its master the way a normal companion might. Indeed, as a druid gains in power, her familiar can better assist her in her endeavors.

Unlike the familiars of other classes, a druid's familiar gains in both Intelligence and Wisdom. This reflects that a druid's familiar is not only becoming more and more a part of the druid, but more and more a part of the natural world around them as well.

TABLE 5-4: STANDARD DRUID FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT/WIS	SPECIAL
1 st -2 nd	+1	6	Empathic link, <i>endure elements</i> , Nature Sense, Track
3 rd -4 th	+2	7	Share spells, woodland stride
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind, venom immunity
9 th -10 th	+5	10	Resist elements
11 th -12 th	+6	11	Speak with any animal
13 th -14 th	+7	12	Trackless step
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

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

Int/Wis: The familiar's Intelligence and Wisdom scores (if higher than the familiar's natural Intelligence and Wisdom). Familiars are as smart as people, though they are not necessarily as smart as smart people. Often, they're even more wise.

Track: All druidic familiars gain the ability to track, regardless of their previous ability to track (if any). Tracking is accomplished from a Wisdom (Survival) check; the Familiar is assumed to be proficient with this skill.

Resist Elements: The familiar gains advantage on saving throws against earth, air, fire, water, cold and lightning-based attacks.

Speak with Any Animal: As per the *Speak with Animals* spell.

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

TABLE 5-5: GREATER DRUID FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT/WIS	SPECIAL
1 st -2 nd	+1	7	Empathic link, <i>endure elements</i> , Nature Sense, Track
3 rd -4 th	+2	8	Share spells, woodland stride
5 th -6 th	+3	9	Speak with master, greater familiar ability
7 th -8 th	+4	10	Speak with animals of its kind, venom immunity
9 th -10 th	+5	11	Resist elements, greater familiar ability
11 th -12 th	+6	12	Speak with any animal
13 th -14 th	+7	13	Trackless step
15 th -16 th	+8	14	-
17 th -18 th	+9	15	Greater familiar ability
19 th -20 th	+10	16	-

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

Int/Wis: The familiar's Intelligence and Wisdom scores (if higher than the familiar's natural Intelligence and Wisdom). Familiars are as smart as people, though they are not necessarily as smart as smart people. Often, they're even wiser.

Resist Elements: The familiar gains advantage on saving throws against earth, air, fire, water, cold and lightning-based attacks.

Track: All druidic familiar gain the ability to track, regardless of their previous ability to track (if any). Tracking is accomplished from a Wisdom (Survival) check; the Familiar is assumed to be proficient with this skill.

Speak with Any Animal: As per the *Speak with Animals* spell.

Greater Familiar Ability: Select one greater familiar ability from Table 5-7 below.

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

TABLE 5-6: SUPREME DRUID FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT/WIS	SPECIAL
1 st -2 nd	+1	9	Empathic link, <i>endure elements</i> , Nature Sense, Track
3 rd -4 th	+2	10	Share spells, woodland stride
5 th -6 th	+3	11	Speak with master, greater familiar ability, Nature Lore
7 th -8 th	+4	12	Speak with animals of its kind, venom immunity
9 th -10 th	+5	13	Resist elements, greater familiar ability
11 th -12 th	+6	14	Speak with any animal, supreme familiar ability

13 th -14 th	+7	15	Trackless step
15 th -16 th	+8	16	-
17 th -18 th	+9	17	Greater familiar ability
19 th -20 th	+10	18	Supreme familiar ability

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

Int/Wis: The familiar's Intelligence and Wisdom scores (if higher than the familiar's natural Intelligence and Wisdom). Familiars are as smart as people, though they are not necessarily as smart as smart people.

Track: All druidic familiars gain the ability to track, regardless of their previous ability to track (if any). Tracking is accomplished from a Wisdom (Survival) check; the Familiar is assumed to be proficient with this skill.

Resist Elements: The familiar gains advantage on saving throws against earth, air, fire, water, cold and lightning-based attacks.

Speak with Any Animal: As per the *Speak with animals* spell.

Greater Familiar Ability: Select one greater familiar ability from Table 5-7 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from Tables 5-7 or 5-8 below.

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

TABLE 5-7: DRUID GREATER FAMILIAR ABILITIES

<i>Animal Trance</i>
<i>Augury</i>
<i>Blessed Companion</i>
<i>Blink</i>
<i>Bull's Strength</i>
<i>Cat's Grace</i>
<i>Commune with Nature</i>
<i>Contagion</i>
<i>Countercall</i>
<i>Courageous Roar</i>
<i>Darkness</i>
<i>Daylight</i>
<i>Death Ward</i>
<i>Deafening Call</i>
<i>Defensive Roll</i>
<i>Detect Scrying</i>
<i>Detect Thoughts</i>
<i>Discern Lies</i>
<i>Disease Immunity</i>
<i>Encompassing Vision</i>
<i>Familiar Rage</i>

Fearful

Freedom of Movement

Great Leap

Haste

Mystic Disguise

Natural Armor, Greater

Nondetection

Opportunist

Recall

Resist Energy

Silence

Speech

Spell Resistance, Greater

Water Breathing

Water Walk

Wholeness of Body

For more information on these special abilities, see Chapter 1.

TABLE 5-8: DRUID SUPREME FAMILIAR ABILITIES

<i>Astral Projection</i>
<i>Banisher</i>
<i>Banishing Call</i>
<i>Charm</i>
<i>Companion's Veil</i>
<i>Confusion</i>
<i>Damage Reduction</i>
<i>Dimension Slip</i>
<i>Divine Health</i>
<i>Ethereal State</i>
<i>Familiar Growth</i>
<i>Familiar Rage, Greater</i>
<i>Find the Path</i>
<i>Fly</i>
<i>Mind Store</i>
<i>Natural Armor, Supreme</i>
<i>Spell Resistance, Supreme</i>
<i>Supreme Leap</i>
<i>Tongues</i>
<i>Zone of Truth</i>

For more information on these special abilities, see Chapter 1.

CHAPTER 5

DRUID CIRCLE: CIRCLE OF THE ELEMENTS

In addition to the animals of her realm, a druid may also call upon the aid and service of the very elements themselves.

ELEMENTAL CANTRIP

At second level when you choose this circle, you gain one evocation cantrip of your choice from the Wizard or Sorcerer spell lists. This cantrip must be elemental in nature and is in addition to your existing druid cantrips.

ELEMENTAL FAMILIAR

A druid who belongs to the Circle of the Elements gains a special familiar who serves as their connection to the elemental forces that govern all natural laws. This familiar is granted by the elemental guardians and helps the druid to understand and serve the demands and desires of the forces these guardians represent.

ELEMENTAL GUARDIANS

The elemental guardians are powerful creatures who have often served as both ally and enemy to the druids of the world. From their homes deep within the vast reaches of the elemental planes, they watch over their domains in the natural world, tending to them from afar.

In game terms, elemental guardians are elder elementals with above average Intelligence and Wisdom. Most are powerful druid sorcerers.

SUMMONING AN ELEMENTAL FAMILIAR

In summoning an elemental familiar, a druid calls out to one of the guardian elementals watching over her realm. First, the druid must gather a large sum of the guardian's element together. Collecting a large pile of rare rocks, casks of purified water, stoppered bottles of rarefied air, or even setting a large fire could all accomplish this, depending upon which element is being beseeched. The druid then meditates near the element she has collected for one day, performing a ritual using rare ingredients (the worth of which is determined by the type of familiar the druid is requesting). At the end of the day, the druid must make a successful Nature Lore check (DC equal to 10 + the HD of the elemental) in order to successfully contact the guardian elemental. If the check fails, the ritual has been wasted and the druid must try again another day (at least one week is required before the attempt may be made again). If the check succeeds, however, the guardian elemental has been successfully contacted.

Once contacted, the guardian elemental judges the druid. If, in the druid's time as caretaker, she has acted with good conscience and treated her companions and charges well, the guardian sees fit to bestow an appropriate elemental (particularly if the druid has done something to further or improve the guardian's own elemental domain). The reaction of the guardian may also

be swayed by appropriate gifts. If there is any question in the guardian's mind, it may ask the druid to complete a quest or task to prove her worth (the particulars of which are left to the CK's whim).

If the druid possesses merit in the guardian's eye, the guardian grants her an elemental familiar. An elemental familiar is a true elemental of air, earth, fire, or water, but disguised in the form of a normal animal chosen from the animal types included earlier in this chapter.

At the CK's discretion, a druid may also ask an elemental guardian to grant her a lesser elemental creature (such as a mephitis) to serve as her familiar.

ELEMENTS WITHOUT GUARDIANS

Guardian elementals may or may not be an appropriate addition to every campaign world. Even if they don't exist, there's no reason that druids can't summon elemental familiars – they'll simply do so in a way similar to their other familiars or from another source, depending on the cosmology of the campaign.

ELEMENTAL FAMILIAR ABILITIES

An elemental familiar does not gain the same abilities that a druid's typical familiar does. A separate table is given below for the advancement of all elemental familiars. Unlike a typical druid familiar, an elemental familiar's primary advantage comes from its natural abilities.

COMMUNE WITH ELEMENTS: The familiar can *commune with nature*, as per the spell, but with the limitation that it applies only to those areas in the immediate vicinity of its elemental type.

ELEMENTAL GROWTH: The familiar can grow to twice its normal size. This doubles the elemental's height, width, and length, increasing its weight by a factor of eight. This increase in size has a number of effects:

HIT DICE: The familiar's HD type increases, its natural attack bonus and save bonuses double. (Continue using the master's total if it is higher.)

SIZE: The familiar's size increases one step. Increase attack bonus by half, damage increases by one die type, and the space, reach and other abilities are determined by its new size. All physical attributes increase by +4.

SPECIAL ABILITIES: Treat the familiar's special abilities and attacks as if they were one size larger, increasing damage by one die type and any bonuses by half. (Its familiar type, however, does not improve. An enlarged standard familiar does *not* become a greater familiar.) The effect lasts a number of minutes equal to the master's level. When it ends, the familiar's hit points return to normal, and all damage the familiar has taken while enlarged is divided by 2.

The familiar can only use this ability once and then must engage in a long rest before it can be used again.

ELEMENTAL NIMBUS: As a standard action, the familiar can form an elemental nimbus around its master. While in its nimbus state, the familiar is visible and can be targeted and affected normally by attacks and spells. In addition, it takes half damage from any physical attack which hits its master. The familiar can take no actions in its nimbus state, but grants special abilities to its master depending on its size and type:

AIR: The master gains a +2 deflection bonus to AC.

EARTH: The master gains damage resistance to slashing, piercing, bludgeoning.

FIRE: The master gains fire resistance.

WATER: The master gains a swim speed of 30 feet, the ability to breathe water, and the advantages of the familiar's *drench* ability.

ELEMENTAL NIMBUS, GREATER: As per an elemental nimbus above, except the abilities granted to the master by the familiar are more powerful:

AIR: The master gains a +4 deflection bonus to AC.

EARTH: The master gains damage resistance to all nonmagical damage.

FIRE: The master gains damage resistance (fire) and advantage on all fire-based saving throws.

WATER: The master gains a swim speed of 60 feet, the ability to breathe water, and the advantages of the familiar's *drench* and *water mastery* abilities.

ELEMENTAL NIMBUS, SUPREME: As per an elemental nimbus above, except the abilities granted to the master by the familiar are more powerful:

AIR: The master gains a +6 deflection bonus to AC.

EARTH: The master gains damage resistance (all nonmagical) and advantage on all Constitution-based saving throws.

FIRE: The master gains fire immunity.

WATER: The master gains a swim speed of 90 feet, the ability to breathe water, and the advantages of the familiar's *drench*, *water mastery*, and *vortex* abilities.

ELEMENTAL ATTACKS: The elemental familiar's natural attacks deal extra damage of its elemental type. Fire creatures deal fire damage, air creatures deal lightning or sonic damage (chosen when the familiar is gained), water creatures deal acid damage and earth-based creatures deal force damage. A standard elemental familiar does 1d6 elemental damage, a greater familiar does 2d6 elemental damage and a supreme familiar does 3d6 elemental damage.

TABLE 5-9: STANDARD ELEMENTAL FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Empathic link

3 rd -4 th	+2	7	-
5 th -6 th	+3	8	Elemental nimbus
7 th -8 th	+4	9	-
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Commune with elements
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Elemental growth
19 th -20 th	+10	15	-

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

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

Commune with elements: This ability may be used once, after which the familiar must take a long rest before it can be used again.

Elemental Growth: This ability may be used once, after which the familiar must take a long rest before it can be used again.

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

TABLE 5-10: GREATER ELEMENTAL FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Empathic link
3 rd -4 th	+2	7	-
5 th -6 th	+3	8	Greater elemental nimbus
7 th -8 th	+4	9	-
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Commune with elements (2)
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Elemental growth (2)
19 th -20 th	+10	15	-

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

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

Commune with elements: This ability may be used twice, after which the familiar must take a long rest before it can be used again.

Elemental Growth: This ability may be used twice, after which the familiar must take a long rest before it can be used again.

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

TABLE 5-11: SUPREME ELEMENTAL FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Empathic link
3 rd -4 th	+2	7	-
5 th -6 th	+3	8	Supreme elemental nimbus
7 th -8 th	+4	9	-
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Commune with elements
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Elemental growth (Short)
19 th -20 th	+10	15	-

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

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

Commune with elements: The familiar requires only a short rest between uses of this power.

Elemental Growth: The familiar requires only a short rest between uses of this power.

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

WOODLAND FAMILIARS

Some druids can gain the ability to reshape the forest itself into their servants and companions. Frequently such abilities are developed by those druids who feel a closer affiliation to the plants and the trees of their domains, rather than the animals who live among them.

For more details on how this is done, see the Craft Woodland Familiar Ability in the 'New Abilities' section of Chapter 1.

VERMIN COMPANIONS

Animal companions are normally just that – animals. By using the Vermin Companions Special Ability (see the 'New Abilities' section of Chapter 1), however, a druid can extend her mastery over the natural domain and choose to befriend vermin as chosen companions.

Vermin offer many benefits, such as poison and webs, but they also have many hindrances. Feeding an animal is much simpler than feeding a vermin, especially in the case of giant bees or wasps, and this should be taken into account, particularly if the campaign is going to lead the characters away from lands in which it would be easier to find food for such creatures.

Vermin also tend to elicit more extreme reactions in towns and around people than most animals. A giant wolf, while still frightening to most people, seems quite innocuous in comparison to a spider with ten-foot tall legs.

FAMILIARS VERSUS COMPANIONS

Animal companions hold many benefits when compared to familiars, as well as many hindrances. The primary benefit of having animal companions is that a druid may freely release an animal companion and suffer no ill effects, as long as the animal is released within an area in which it will be safe. The animal companion can be immediately replaced by performing the 24-hour ritual, and the druid need not wait a year and a day like she would to replace a familiar. This allows a druid that spends much of her time traveling the world to change animal companions based on where she is at the time, and what her specific needs are.

When the druid's needs dictate special abilities, such as climbing, swimming, or flying, she can easily seek out a companion with those talents. While the loss of a companion is no laughing matter, it pales in comparison to the loss of a familiar and the corresponding loss of experience.

Lastly, while a familiar may be a voice of counsel, it may also become troublesome as it develops new ideas and feelings with the new Intelligence and Wisdom it has gained by being a familiar. It may lose some of its connection to the natural world, where an animal companion is always an animal (though a powerful one), and the drastic changes in the natural world around it will affect it just as any other animal of its type, alerting the druid to these things.

Nevertheless, animal companions also have their downsides when compared to familiars. They are not as able to communicate their needs as a familiar is, and they must be trained. If something is wrong with a familiar or the way it is being treated, it can let the druid know what it needs and what is wrong. An animal companion is not possessed of these facilities, and is not normally able to communicate its needs to the druid without the use of spells or magic. This can be particularly troublesome should the animal become sick. While a familiar can complain of symptoms, an animal companion may only act on its pain, and if the druid takes no notice, has no way to cry for help. The second major downside is the training required with an animal companion. It takes a lot of time to teach a wolf to be comfortable in a city, and even more when you must communicate through teaching, instead of just speaking directly to the animal. A familiar can take orders and understand complex requests much easier than an animal companion will ever be able to.

"A great lizard, with leathery wings and green scales- that is what stalks the forest now. Its breath shrivels the plants around it, and it feasts on the flesh of animals and humanoids alike." Mousebane's report troubled Madrina greatly. She knew the two of them would have to face the dragon, but she feared for her companion's safety. Casting a battery of spells upon the both of them, Madrina led the way. As the beast came into view, Madrina called a warning for it to leave, but Mousebane was too bold, and as the dragon turned and worked a spell, the owl became the target of a blast of lightning originating from the claws of the monster. With a short shriek he fell, and Madrina knew immediately he was gone, she felt the agony of loss and her soul burned. With a new fever of hatred she advanced...

CHAPTER 6: THE FIGHTER'S FAMILIAR

THE FIGHTER'S FAMILIAR

Stop, thief!" Esvan increased his speed, his heavy mail clanking, scabbard banging against his leg. "You there! Halt in the name of the King!"

Esvan's quarry did not stop, nor even slow down, but slipped through the early morning mist as effortlessly as an arrow through smoke.

Esvan cursed and hitched up his sword belt. The gods, it seemed, were not smiling on him today. Why did it have to be his watch-shift that ended up chasing all the cutpurses? If only his dog Angus had not been killed. Angus, faithful and fleet of foot, could have had that pickpocket by the ankle already. This job had been so much easier-and a lot less lonely-when he'd had his canine cohort at his side.

Five minutes later he pulled up short, bent over and panting for breath. The chase was over. The thief had vanished down one alley or another. Esvan swore he could hear Angus's spirit laughing at him. "Time to get . . . a new dog," he gasped.

FIGHTER FAMILIARS

Fighters are not known for their familiars, and of all the possible character classes, that of the fighter is traditionally farthest removed from the world of the familiar. Fighters are not inclined toward the magical arts, and many of them are completely antithetical to all things arcane. Whereas even rangers and paladins can claim to have some bond with the mystic arts, fighters are wholly mortal in their powers. As a result, it is often more appropriate for a fighter to have animal companions than familiars.

That being said, even fighters have been known to forge fast friendships which extend beyond the mundane. These familiars usually take a form which can stand by the fighter in combat – either as a faithful steed, a trusty guardian, or a fellow warrior.

Assuming he has the proper Summon Familiar advantage (see the 'New Abilities' section of chapter 1 for details), a fighter can select any type of familiar listed on Tables 1-3, 1-4, or 1-5 in Chapter 1, though he still needs to meet all the criteria listed for each familiar (if any) in the tables.

SUMMONING RITUAL

There are many ways for a fighter and a familiar to come together, and none of them are set in stone. Often a fighter finding a familiar (or vice versa) is more a matter of fate than intention. A player who is interested in gaining a familiar for his fighter should collaborate with the CK to come up with an interesting and engaging way of introducing the companion to the campaign. Keep in mind, of course, that the fighter still requires the Summon Familiar Ability (see the 'New Abilities' section of Chapter 1 for details). What follows are a few suggestions:

COMPANION'S BOND

Call it sympathetic magic. Call it a lucky chance. Call it an exceptional beast bred in the mold of old. Call it the favor of the gods. Call it good training. Call it the strength of friendship.

Whatever the case may be, the fighter has met an animal of rare strength and the two have formed a fast bond of friendship. Sometimes it seems that they share an almost uncanny bond – as if each one can almost read the thoughts and moods of the other. And as the fighter improves his skills with the blade, his companion grows in strength and skill as well.

This is the steed that never panics. It's the wolf that stands guard upon a wounded friend. It's the hawk that can deliver an unerring message across leagues.

The hero does not need to perform a quest or ritual for such friends. They are simply there. And often it would be impossible to imagine the hero without them.

In this scenario, the cost for the Summon Familiar Ability represent the bonding between familiar and master, as well as the costs of maintaining (and perhaps training) the familiar.

MAGICAL ASSISTANCE

A fighter looking to deepen his relationship with a pet – either for personal or professional reasons – may choose to approach a sorcerer, cleric, or other spellcaster. Spellcasters versed in the appropriate rituals can create the magical bonds necessary for the master-familiar relationship (such as the empathic link). Here the cost represents the fee paid to the spellcaster the fighter approaches to perform the ritual allowing the bonding between fighter and familiar.

FOLK RITUAL

When a fighter takes the Summon Familiar feat, it may mean that the time has come in his life to perform the rituals of his native culture, handed down from one generation to the next. Or perhaps he has recently learned such a ritual in the course of his adventures. These ancient folk rituals are not magical in nature, but their performance taps into the mystic world and creates the bond between fighter and familiar.

The player and CK should decide upon a ritual type, adding as much detail as desired. Many factors can play a role in determining the nature of the ritual. For example, a fighter who dwells mainly in the jungle might execute a ritual quite different from that of a fighter who serves as a knight in the king's court. Some rituals make use of religious accoutrements, while others are quite secular.

In whatever form it takes, a ritual is not completed instantaneously, but usually requires several hours of preparation, meditation, and actual performance. Some rituals require the fighter to fast for a certain period beforehand, while others demand that he do some other form of service to cleanse his spirit of outside



influences. Following are some brief ideas for rituals to be used with the Summon Familiar Ability:

- Complex dance about a fire.
- Protracted period of prayer.
- Lengthy oral recitation, perhaps from a prayer book or epic poem.
- Deep meditative trace.
- Prolonged stay in a sweat lodge.
- Performance on drums or wind instruments.
- Rendering a detailed artistic work.
- Lighting and maintaining a specific pattern of bonfires.

QUEST

Often the bond between fighter and familiar is forged in the form of a quest. This may either be intentional (the fighter goes looking for a familiar), or unintentional (the fighter encounters an animal companion while adventuring and an extraordinary bond forms between them).

The exact nature of the quest depends upon many factors – the campaign's mythology, the region's geography and climate, the character's level, and – most importantly – the CK's prerogative. Again, the fact that the PC possesses the Summon Familiar Ability isn't enough – he must complete the quest to empower the feat and form the bond with his familiar. The player should let the CK know that he is looking for a familiar, and the CK should then work the quest into the campaign (either subtly or overtly, depending on the nature of the quest).

QUEST COSTS

Due to the nature of a quest, the benefits of taking the Summon Familiar feats can be delayed longer than is ordinarily the case. To compensate for this, fighters who choose to perform a quest to gain a familiar may waive the monetary and experience point costs commonly associated with summoning familiars. Note that if the character begins play with any Summon Familiar feats and a familiar, he cannot use the Quest ritual as an excuse to waive gold piece or experience point costs. In this case, since the quest cannot be played out, the typical costs are assumed to reflect the arduous nature of the completed quest.

The quest may be overtly supernatural or it may be mundane. The quest should be a physically demanding one, but also a psychological one – a moral obstacle course that forces the fighter to confront his own personal truth and test the strength of his friendship and love for his future familiar.

Three typical quest structures are well known in myth and legend: The Trial by Faith, the Trial of the Fey, and the Trial of Legend.

TRIAL BY FAITH

In most fantasy campaign settings, the gods play an important role in the lives of mortals. An established pantheon of immortal beings is integral to the continued well-being of most worlds, whether those worlds are savage and primitive, or technically and socially advanced. While some pantheons are well removed from the machinations of mortals, seldom interfering with the Material Plane, others continually insinuate their schemes into the lives of kings and heroes, causing all sorts of trouble . . . and paving the way for all sorts of quests.

What type of fighter? This quest is appropriate for fighters who feel a kinship toward one god or another divine being. If the character is an agnostic, or if the campaign pays little attention to divine goings-on, then a Trial By Faith has little value. On the other hand, if a foreign land is under the sway of an evil theocrat and the fighter has some stake in that nation's future, then the Architect could readily impose on the fighter this type of quest. Generally speaking, this quest works best if the character is a proclaimed follower of a certain god, or the sworn enemy of another.

What type of quest? The kind of quest associated with theology usually involves 'securing something' for an organized church. Perhaps the fighter is sent to join an armed crusade in a distant land in order to seize a holy site from infidels. Other options include seeking out and recovering a lost relic, driving brigands from a frontier abbey, or rescuing a missionary from the clutches of angry jungle natives. The primary idea in a Trial by Faith is to 'make something secure,' whether the thing in question is an item, territory, person, or ideal. The CK should tailor the quest to the campaign world, or roll on the following table for inspiration.

TABLE 6-1 TRIAL BY FAITH

D10	SAMPLE QUEST
1	Serve two months in a crusade in a faraway holy war.
2	Investigate and bring to justice a suspected heretic.
3	Serve as a bodyguard for pilgrims in a hostile land.
4	Recover a stolen relic.
5	Infiltrate and expose an opposing cult.
6	Retrace a prophet's journey across dangerous seas.
7	Protect a monastery from a dragon attack.
8	Patrol a particularly restless cemetery for a single night.
9	Rescue a missionary from a foreign dungeon.
10	Smuggle a seditious sermon out of the country.

TRIAL OF THE FEY

Most fantasy worlds have a strong and distinct fairy presence. The deepest woods and the most secluded groves are often home to feral elves, pixies, sprites, satyrs, and other mystic

beings, creatures that live by whimsy and are governed by no man. The inhabitants of the fairy realm are known equally for their caprice and their magical powers; entering their domain can prove disastrous if the interloper is seen as an enemy to fairykind. Because the magic of these beings frequently defies the standard ‘rules’ for spellcasting as found in the lands of humans, their territory is the perfect setting for a fighter on a quest for a familiar.

What type of fighter? The more ignorant the fighter is concerning the ways of the woodland folk, the more perfectly suited he is for a journey into the fairy lands. His quest should be a thing of wonder, a mingling of danger and delight. In pursuit of his goal, he comes into a world so unlike his own that he feels at time as if he might go mad. The Trial of the Fey is appropriate for a fighter who knows next to nothing of the woodland spirits and their antics, further heightening the strangeness and peril of the quest.

What type of quest? Whereas a Trial by Faith involves securing an item or individual, the keyword of a Trial of the Fey is “discovery.” A group of leprechauns could instruct the fighter to search for the rainbow’s end. A centaur village, concerned about rising flood waters, might ask the character to journey across the valley and scout out possible locations for new settlements. The queen of the wood elves could require that the fighter brave a network of underground caverns to prove himself worthy. A Trial of the Fey is always a journey into the unknown, going places where humans have never been. Fey creatures usually tax the questing fighter with pranks and pitfalls, simply for their own amusement; pixies torment the fighter constantly, and brownies lay traps in his path. The following table provides additional examples.

TABLE 6-2: TRIAL OF THE FEY

D10	SAMPLE QUEST
1	Steal a lock of hair from the Queen of the Fairies.
2	Negotiate peace between warring treants.
3	Drive a green dragon from the woods.
4	Accompany the elves in search of drow raiders.
5	Find and restore a unicorn's lost horn.
6	Rescue a man from a siren's watery lair.
7	Locate all the ingredients for pixie dust.
8	Win the heart of a certain hateful person.
9	Plant a poisonous mushroom in a hag's cellar.
10	Scout a new settlement for a centaur village.

Note that though many of the creatures mentioned in the examples above are not technically of the fey type, it is of no consequence. Technicalities are not important in this regard, and all that matters are that the creatures and elements involved are commonly seen as linked to the faerie world.

TRIAL OF LEGEND

Of the three types of quests, the Trial of Legend is most nebulous, and the most difficult to define. While a Trial by Faith is very straightforward (“Sneak into the dark lands of Thul and recover the Knuckle of St. Tristan”), the Trial of Legend is rarely so linear in nature. Instead of receiving an explicit set of instructions, the fighter begins with only a vague notion of his goal. A vision, oracle, or wizard describes a faraway place, always a site of myth and alleged peril, and tells the fighter to go there and seek his fortune.

For instance, an anchorite in the mountains describes to the fighter the legendary lost island of Izikul, where rumor holds that beautiful women tend a garden of living swords. The old hermit vouchsafes nothing more, saying only that the fighter should begin his quest in a nearby fishing village, where a certain sailor claims to have seen the shores of Izikul.

What type of fighter? The Trial of the Arcane requires a fighter who can think on his feet. He must be able to piece together apparently unrelated clues in order to find the location which has been glimpsed to him. Once there, he has to be prepared for anything. Guardians of such places are usually never-before-seen monsters of epic size and cunning. Defeating these creatures demands that the fighter use not only strength, but craftiness as well. The Greek hero Perseus would have met the same fate as all the other petrified warriors had he not been smart enough to polish his shield to a mirrored shine before facing Medusa.

What type of quest? The working term here is “fabulous.” The Trial of Legend involves lands only vaguely described, territories either too ancient or too fantastic to be known to the common man. These places are always far removed from civilization, and invariably their denizens test the fighter’s wits as well as his weapons. The fighter doesn’t know the exact goal of his quest until he arrives. Only then does he learn that a giant two-headed serpent holds prisoner the Lady of the Sky, for example. But in order to rescue the Lady, the fighter must figure out how to overcome the serpent, whose scales are said to be impervious to any weapon forged under the sun. Other sample quest can found on the table below.

TABLE 6-3: TRIAL OF LEGEND

D10	SAMPLE QUEST
1	Tame the water buffalo belonging to Yama, god of death (Indian mythos).
2	Climb Yggdrasil, the World Ash Tree (Norse mythos).
3	Discover the Heart of Nature.
4	Duel the guardian of the Bifrost bridge to the celestial realm (Norse).
5	Plant a tree in the desert of the Serobi Wastes.

6	Swim the whirlpool of Charybdis (Greek mythos).
7	Find out why Mole lives underground (Cherokee mythos).
8	Push a millstone up the side of Mt. Gor.
9	Explore the North Sea, where bodies mysteriously have washed ashore encased in ice.
10	Put a leash on a dog from the Wild Hunt (Celtic mythos).

FIGHTER FAMILIAR ABILITIES

Following the scant directions of Yesbin the Ocular, Esvan made his way to the small fishing town called Icewall. The rocky shore buttressed the cold northern oceans. Somewhere in that ocean, uncharted by any mariner, lay the fabled Isle of Izikul.

Esvan spent half the afternoon on the docks and in the wharf-side taverns, plying the Icewall sailors and bar patrons with coin and rum. Eventually his diligence paid off, and he was directed to the shack of an old barnacle-scraper on the edge of town.

"A thousand pardons for the intrusion," Esvan said when he found the gnarled sea-dog an hour later. "But I was hoping you could tell me a story."

The man lifted his gray head and said nothing for several long moments. Then, after scratching the fine white hairs on his chin, he said, "And what story would that be, young traveler?"

"I come seeking Izikul, and the Garden of the Living Swords."

"Ah." The old man twisted his lips into a smile. "Then you best pull up a seat, my friend. And if you've got any pipe tobacco, then I'd not mind at all if you'd be sharin'."

Esvan reached into an inner pocket of his vest, drew out his finest pipe-weed, and settled in for a tale.

Unlike the familiars of many classes, the difference between a fighter's familiar and a common animal companion is subtle. The fighter's familiar is still a magical beast, but its nature lends itself only to an uncommon Intelligence, Strength, and tenacity – the overt magical powers of other familiars are not present.

In truth, the only magical power possessed by a fighter's familiar is the uncanny bond that it shares with its master. In many ways, the fighter's familiar is far more akin to a druid's animal companion than to the typical sorcerer or wizard's familiar. The primary difference is that the fighter's familiar is far more versatile, far more adaptable to its fighter-master's personality and fighting style. A fighter's familiar becomes the ultimate fighting companion, its powers increasing and adapting to complement its master, even as he grows in power and skill.

TABLE 6-4: STANDARD FIGHTER FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	STR ADJ.	SPECIAL
1 st -2 nd	+1	6	+2	Empathic link, Weapon Specialization (Natural Attack)
3 rd -4 th	+2	7	+2	Standard familiar ability
5 th -6 th	+3	8	+3	Combat Dominance
7 th -8 th	+4	9	+3	Standard familiar ability
9 th -10 th	+5	10	+4	-
11 th -12 th	+6	11	+4	Standard familiar Ability, Extra Attack.
13 th -14 th	+7	12	+5	-
15 th -16 th	+8	13	+5	Standard familiar ability
17 th -18 th	+9	14	+6	-
19 th -20 th	+10	15	+6	Standard familiar ability

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

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

Str Adj.: Add this value to the familiar's Strength score.

Standard Familiar Ability: Select one standard familiar ability from Table 6-7 below.

TABLE 6-5: GREATER FIGHTER FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	STR ADJ.	SPECIAL
1 st -2 nd	+1	7	+2	Empathic link, Weapon Specialization (Natural Attack)
3 rd -4 th	+2	8	+2	Standard familiar ability
5 th -6 th	+3	9	+3	Greater familiar Ability, Combat Dominance
7 th -8 th	+4	10	+4	Standard familiar ability
9 th -10 th	+5	11	+4	Greater familiar ability
11 th -12 th	+6	12	+5	Standard familiar Ability, Extra Attack
13 th -14 th	+7	13	+6	-
15 th -16 th	+8	14	+6	Standard familiar ability
17 th -18 th	+9	15	+7	Greater familiar ability
19 th -20 th	+10	16	+8	Standard familiar ability

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

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

Str Adj.: Add this value to the familiar's Strength score.

Standard Familiar Ability: Select one standard familiar ability from Table 6-7 below.

Greater Familiar Ability: Select one standard or greater familiar ability from Tables 6-7 or 6-8 below.

TABLE 6-6: SUPREME FIGHTER FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	STR ADJ.	SPECIAL
1 st -2 nd	+1	9	+2	Empathic link, Weapon Specialization (Natural Attack)
3 rd -4 th	+2	10	+2	Standard familiar ability
5 th -6 th	+3	11	+3	Greater familiar Ability, Combat Dominance
7 th -8 th	+4	12	+4	Supreme familiar ability
9 th -10 th	+5	13	+5	Greater familiar ability
11 th -12 th	+6	14	+6	Standard familiar Ability, Extra Attack
13 th -14 th	+7	15	+7	-
15 th -16 th	+8	16	+8	Supreme familiar ability
17 th -18 th	+9	17	+9	Greater familiar ability
19 th -20 th	+10	18	+10	Supreme familiar ability

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

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

Str Adj.: Add this value to the familiar's Strength score.

Standard Familiar Ability: Select one standard familiar ability from Table 6-7 below.

Greater Familiar Ability: Select one standard or greater familiar ability from Tables 6-7 or 6-8 below.

Supreme Familiar Ability: Select one standard, greater, or supreme familiar ability from Tables 6-7, 6-8, or 6-9 below.

TABLE 6-7: FIGHTER STANDARD FAMILIAR ABILITIES

Blood Bond

Cleaving Strike

Dodge

Power Attack

Fast Movement

Fleet of Foot

Natural Armor

For more information on these special abilities, see Chapter 1.

In addition to the abilities listed above, the following feats can also be selected as standard familiar special abilities for the fighter's familiar (assuming it meets the requirements):

Charmed Existence

Curtain of Steel

Intimidating Strike

Tripping Blow

Feat progressions must still be met if these feats are being selected. These feats apply to the familiar, not the master.

TABLE 6-8: FIGHTER GREATER FAMILIAR ABILITIES

Blessed Companion

Enhance Attribute

Courageous Roar

Defensive Roll

Discern Lies

Familiar Rage

Fearful

Guided Strike

Great Leap

Natural Armor, Greater

Opportunist

Uncanny Dodge, Improved

Woodland Stride

For more information on these special abilities, see Chapter 1.

TABLE 6-9: FIGHTER SUPREME FAMILIAR ABILITIES

Damage Reduction

Familiar Growth

Familiar Rage, Greater

Find the Path

Natural Armor, Supreme

Supreme Leap

For more information on these special abilities, see Chapter 1.

FIGHTER ARCHETYPE: THE LEGACY

Esvan lifted the small pup from the boat. "There you go, fella. All is well." With the dog licking his hand, Esvan slung one strap of his rucksack over his shoulder, and then picked up the satin-wrapped bundle.

He couldn't resist one more glance. Cradling the dog against his chest, he threw back the swaddling to reveal a fabulous dagger. The hilt was made of a substance he'd never before seen, black like basalt but gleaming like steel. Oddly, a blade extended from either end of the hilt. It was an exotic weapon, and as sharp as anything he'd ever seen.

"Aren't you a wonder," he mused. But then again, one should only expect to find such treasures on a quest like this. The dagger had been a gift from the guardians of Izikul island for the assistance he'd rendered to them.

Suddenly the dog barked.

"Yes, yes, I hear you, my friend. We'll be dry and warm soon enough." He folded the covering over the dagger and slid the bundle into the wide pocket on his pant leg. "I suppose you never know what you're going to find when old men send you on impossible journeys, except perhaps, that you always hope there'll be a good drink at the road's end."

With that, Esvan set off for the nearest pub.

Often a fighter looks not for the friendship of a familiar, but for the dependable companionship of a strong weapon in his hand. A hero's weapon is a magical, intelligent companion that serves a warrior true. It is, in truth, an extension of the fighter's very body and soul. For some fighters, this mystical bond between hero and weapon comes in the form of a legacy—a weapon that has performed such great deeds throughout history that it houses the very essence of those who wielded it before. The blade gains a degree of sentience and the ability to communicate with the warrior; the exact details of its personality are for the player and CK to determine. It could be a single persona, the soul of a single great warrior who held the blade in the past, or it could be a unique persona comprised of elements of all those who held the weapon in days past.

The weapon could be a family heirloom, handed down from generation to generation, or it could be a blade that chooses a wielder once in a generation, someone it knows is destined for greatness. The exact details are up to the player and CK to detail, but at third level when the player chooses the Legacy archetype, her character comes into her inheritance.

HERO'S WEAPON PROPERTIES

At third level, the character comes into possession of a hero's weapon—or at least, discovers their legacy as the hero destined to wield the powerful artifact. This manifests in one of two ways: the character comes into possession of a new weapon, either by finding it in a treasure trove or having it gifted to them by a

mentor or benefactor, or they learn that a weapon they already possessed is awakened and has been awaiting its owner to be ready to receive its gifts.

A hero's weapon is an intelligent, magical weapon which may be gifted with extraordinary powers. It can be a melee or missile weapon. Its alignment always matches the player's, and it never actively challenges or resists the hero's methods or choices, though it will sometimes advise, cajole and otherwise discuss or debate options. It does not speak aloud, but communicates telepathically with the hero in the voices of ages past.

A hero may never have more than one legacy weapon. This weapon is nearly indestructible and cannot be permanently lost. If the character does somehow manage to break or lose their legacy weapon, they suffer the same injuries as a character who loses any familiar, save that they can never again gain a Legacy weapon; the character's Archetype becomes Champion thereafter.

ABILITY SCORES: A hero's weapon is an intelligent magic item. Intelligent items can actually be considered creatures as they have Intelligence, Wisdom, and Charisma scores. Table 6-10 shows what the hero's weapon's Intelligence, Wisdom and Charisma scores are, which is dependant upon the character level of its master.

ALIGNMENT: The alignment of a hero's weapon always matches the alignment of its master. Anyone of a non-complimentary alignment who attempts to wield the weapon suffers 1d6 points of damage every round that they hold the weapon (no save allowed).

EVOKE POWER: The master of a hero's weapon can call upon its power to aid him in times of need. When he does so, the hero's weapon manifests any and all powers the character has chosen for it (see Hero's Weapon Power below). The summoned powers last for a number of rounds equal to 3 + the character's Charisma modifier. A master may prematurely end the hero's weapon's manifested powers.

A master can only summon the hero's weapon's powers once per encounter. At 3rd level he can use a bonus action to summon the hero's weapon's powers once between long rests. At 7th, level, he can summon a power after a short rest. At 15th level, he may spend an Action Surge to summon an additional power between short rests. At eighteenth level, he may evoke weapon powers as a reaction. Activating powers in this way still counts against his maximum usage between rests.

HERO'S WEAPON POWER: A hero's weapon has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). At 1st level, and every four levels thereafter, the master chooses one power from Table 6-11 below. These powers stack with one another and all are manifested at once each time the master evokes them.

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MAGIC WEAPON: A hero's weapon becomes a +1 magical weapon when he enters this pact at 3rd level. This bonus increases by an additional +1 at 7th, 10th, 15th, and 18th levels. This magical bonus only functions in the hands of the weapon's owner; in the hands of anyone else it is simply a normal weapon in all respects, though of exceptional quality.

In addition, when held by the hero it will radiate alteration and enchantment magic to those who can detect such energies, but when not being wielded will not possess a magical aura of any kind.

TELEPATHIC LINK: The master has a telepathic link with the hero's weapon out to a distance of up to 1 mile. The master and the hero's weapon can communicate telepathically. Note that the hero's weapon sees the world differently from humans, as it tends to view the world both through its purpose as a weapon and from untold ages of experience and history, so misunderstandings are always possible.

Because of this telepathic link between hero's weapon and master, the master has the same connection to an item or place that the hero's weapon does. For instance, if his hero's weapon has been in a room or other location, the master who somehow gains the ability to do so, could teleport to that locale as if he has seen it too.

SPECIAL ABILITIES: In addition to any powers a hero's weapon possesses, a hero's weapon also has access to a number of inherent special abilities as listed on Table 6-11. Hero's weapons may also possess both standard abilities and greater abilities. These abilities are listed on Tables 6-12 and 6-13 below.

HERO'S WEAPON POWERS & ABILITIES

A hero's weapon starts with one power, which can be summoned for use a limited number of times between rests. For every four levels beyond 1st that the hero's weapon's master has, it has an additional power. A manifested power lasts for two minutes at a time.

The master may choose one power from the following table each time the hero's weapon is granted a new power. Unless otherwise indicated, a power cannot be chosen more than once.

TABLE 6-10: HERO'S WEAPON POWERS

+1 ENHANCEMENT: Increase the weapon's magical enhancement by +1.

BANE: The weapon grants advantage against one specific type of foe, and deals an extra 2d6 damage against that type of foe. This power can be chosen multiple times, each time applying to a different kind of foe.

DEFENDING: Transfer the weapon's enhancement bonus to AC instead of to hit and damage.

DISTANCE: Double the weapon's range increment (can only be chosen for ranged weapons).

FLAMING: The weapon is wreathed in fire and deals an extra 1d6 fire damage on a successful hit. Ranged weapons confer this aura and damage to their ammunition.

FROST: The weapon glows a pale blue or white, and deals an extra 1d6 cold damage on a successful hit. Ranged weapons confer this aura and damage to their ammunition.

GHOST TOUCH: The weapon glows a faint green or shimmers and appears translucent. It deals damage normally to incorporeal creatures.

KEEN: The weapon deals a critical hit on a natural 19-20.

MERCIFUL: The weapon deals an extra 1d6 damage, but all damage dealt is non-lethal-opponents reduced to zero hit points are rendered unconscious and stable.

MIGHTY CLEAVING: If the wielder fells an opponent, he may take an additional bonus action to attack a second foe within reach. This bonus action is in addition to any other bonus actions or reactions he may have.

RETURNING: After making a ranged attack, whether successful or not, the weapon immediately returns to the wielder's hand. Can only be placed on weapons that can be thrown.

SEEKING: The weapon homes in on its target, granting advantage on all attacks, even in situations where disadvantage would normally be imposed. This ability can only be applied to ranged weapons.

SHOCK: The weapon is wreathed in crackling electricity. It deals an extra 1d6 lightning damage on a successful hit. Ranged weapons with this ability transfer this aura to their ammunition.

THROWING: The weapon can be thrown and gains a range increment of 10ft/50ft. Weapons that are already capable of being thrown double their range increment. This ability cannot be applied to bows, crossbows, slings, or other "fired" ranged weapons.

THUNDERING: The weapon begins to visibly vibrate in its wielder's hands. Upon successfully striking a foe it emits a loud thunderclap, dealing an extra 1d6 sonic damage to the victim. Ranged weapons impart this aura to their ammunition.

VICIOUS: This weapon imparts advantage on all hits and deals an extra 2d6 points of necrotic damage to a foe on a successful hit. However, the wielder also suffers 1d6 points of damage from necrotic backlash. No save, immunity or resistance is allowed against this backlash damage. This ability can only be added to melee weapons.

A hero's weapon gains special abilities as indicated on Table 6-10. These abilities must be chosen from the tables below as appropriate. Unlike the powers listed above, these abilities do not require the master to evoke them.

For details on what these abilities do, see the 'Familiar Special Abilities' section of Chapter 1. The hero may evoke an ability once, after which he must engage in a long rest before evoking a second. At tenth level, the hero requires only a short rest between evoking abilities.

TABLE 6-11: HERO'S WEAPON STANDARD ABILITIES

Alertness
Detect Chaos
Detect Evil
Detect Good
Detect Law
Detect Magic
Detect Poison
Endurance
Familiar's Eye
Familiar's Flame
Inkling
Know Direction
Speech

TABLE 6-12: HERO'S WEAPON GREATER ABILITIES

<i>Bull's Strength</i> (affects the master)
<i>Cat's Grace</i> (affects the master)
Contagion
Darkness
Daylight
Dazing Touch
Detect Scrying
Detect Thoughts
Discern Lies
Fearful
Find Traps
Freedom of Movement (affects the master)
Guided Strike (requires no action on hero's weapon's part)
Haste (affects the master)
Resist Energy (affects the master)

For more information on these special abilities, see Chapter 1.

MYSTICAL BOND

At third level, the character undergoes a ritual to mystically bond with their Hero's Weapon. This ritual could be a variation on those listed above, or something entirely unique. This ritual

requires one hour to perform in complete solitude. It can be completed during a short rest. The character to be in constant contact with the weapon during this time. Once the ritual is complete, the character gains two benefits: First, she can never be disarmed as long as she is conscious. Second, no matter where in the world the Weapon may be, she can, as a bonus action, instantly teleport it to her hand.

LEGACY STRIKE

At 7th level, the hero can use an Action Surge to gain advantage on her next attack with the weapon. At 10th level, she may reroll any result of "1" on damage dice with her weapon. At 15th level, she may reroll any results of "1" or "2" on damage dice with her weapon. At 18th level she may spend an Action Surge to perform a critical hit with her weapon, automatically dealing maximum possible damage.

TABLE 6-13: HERO'S WEAPON

MASTER CLASS LEVEL	INT HARDNESS ADJ.	Wis/CHA	SPECIAL
3 rd	+1	9	Evoke power, hero's weapon power, telepathic link, mystical bond
5 th	+2	9	Hero's weapon standard ability
7 th	+3	10	Hero's weapon power, legacy strike
9 th	+4	10	Hero's weapon standard ability
11 th	+5	11	Hero's weapon ability
13 th	+6	11	Hero's weapon greater ability
15 th	+7	13	Hero's weapon power
17 th	+8	13	-
19 th	+9	15	Hero's weapon power
20 th	+10	15	Hero's weapon greater ability

Hardness Adj.: This number noted here is an improvement to the hero's weapon's existing hardness rating. It represents a preternatural resilience of the hero's weapon.

Int/Wis/Cha: The hero's weapon's Intelligence, Wisdom and Charisma scores.


Hero's Weapon Standard Ability: Select any one hero's weapon standard ability (see Table 6-12: Hero's Weapon Standard Abilities later in this chapter for details on which special abilities are available and an explanation of what each does).

Hero's Weapon Greater Ability: Select any one hero's weapon standard or greater ability (see Tables 6-11: Hero's Weapon Standard Abilities and 6-12: Hero's Weapon Greater Abilities earlier in this chapter for details on which special abilities are available and an explanation of what each does).



CHAPTER 7: THE MONK'S FAMILIARS

THE MONK'S FAMILIARS

 noue sits atop the jutting, flat-topped tower of rock, a thousand feet above the endless sea of grass which sweeps out in featureless perfection to the horizon. Her legs are crossed. Her eyes are shut. The deep, measured breaths of her quiet contemplation are the only sound for miles.

A soft wind blows from the east. Its breeze caresses her face, brushing wisps of hair in its passing. It whispers in her ear. For a moment she strains, and the voice retreats. She relaxes, and the words flow into her and through her. Her lips move in a small, quiet whisper.

The wind grows. The secret words she speaks come quicker and easier.

The scream of a hawk. In the shattered silence the labored beating of its wings is clear. It soars from below, bursting into view – its wings as wide across as a full-grown man is tall. Its prey, clutched in its talons, struggles weakly for its release.

The wind surges. The hawk screams again, tumbling through the sky. Its claws open. Its prey falls.

The wind dies. The hawk screams in angry protest. It circles for a moment, and then dives with a final scream from sight.

Silence returns. Inoue's words are measured, but quick. Before her is the hawk's prey, a mongoose once sleek with pride, whose last breaths are fading between its lips.

Inoue raises her right hand. With her left she draws a simple knife. Her eyes remain shut. Her words remain controlled and quick.

A slash of steel. Blood wells upon her palm.

Inoue reaches out her hand and lays it upon the bloodied mongoose. Their blood mixes. The wind rises. Its breath strengthens. There is a moment of... mingling. A soft glow.

Inoue withdraws her hand. The mongoose is whole. It bounces to its feet. Tiny sparks of lightning flicker about its eyes. It looks up in wonder.

Inoue smiles. "Welcome, Anaba."

THE MONK FAMILIAR

Monks live in an enlightened state of balance, forever striving for a personal perfection of mind and body. This perpetual pursuit grants them a unique insight into forging, maintaining, and strengthening the symbiotic bond between master and familiar.

Not all monks possess familiars, but those who do view them as an integral part of their training. To a monk, a familiar is more than just a companion – they are often guides or exemplars. The monk's familiar is not only seen as an embodiment of those traits which the monk strives for in himself, but also as a mirror – a reflection of the monk's knowledge and wisdom. As a monk travels further down the path of life, the familiar grows with him, and the monk can see in the familiar not only the marks of his own progress, but also where his remaining weaknesses lie. In time, monk and familiar become like two sides of the same coin – twin spirits journeying through life.

SUMMONING RITUAL

For a monk, the act of summoning a familiar is usually accomplished through meditation. A variety of meditative rituals have been recorded, but at their core they share a common theme. As the monk harmonizes with the world around him by use of a meditative trance, a sympathetic "vibration" or "calling" is initiated. It is unclear whether this "calling" literally creates the familiar through harmonic permeation, or if the familiar is transformed from its natural state as it is summoned. Whatever the case may be, familiar and monk become linked by a common, natural harmony.

Beyond this common core, the meditative rituals by which monks and familiars become bound vary greatly. In some cases, these rituals are handed down from the founders of the monastic orders. In other cases, monks describe the rituals as "coming to them in a dream" or as "a natural course which must be followed." Some rituals appear to summon specific types of familiars (as if the monk were attuning his own spirit to the familiar); others appear to summon random familiars (as if the monk were simply sending his spirit to seek its natural match).

The length of the ritual usually depends on the strength of the familiar summoned – summoning a standard familiar requires an hour-long meditative trance. Summoning a greater familiar requires a daylong meditative trance. Summoning a supreme familiar requires a weeklong meditative trance.

NOTE: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

TABLE 7-1: STANDARD MONK FAMILIARS

Cat*
Crane
Dhole**
Dove
Eagle*
Hawk*
Fennec Fox**
Goblin*
Hummingbird
Mongoose (Use stats for Weasel)*
Oryx**
Owl*
Panda, Red
Peacock
Raccoon
Raven*
Snake, Tiny viper*
Weasel*
Wolf*

* These creatures can be found in the 5th edition Monsters Tome.

** See the Non-standard Familiars sidebar below.

TABLE 7-2: GREATER MONK FAMILIARS

Bear, black*
Bear, brown*
Bear, polar*
Blink dog*
Cheetah
Giant weasel*
Hell hound*
Leopard (or Snow Leopard)
Mephit (any)*
Panda
Snake, constrictor*
Snake, Large viper*
Tiger*

Wyrmling (dragon)(any lawful or true neutral)*
* These creatures can be found in the 5th edition Monsters Tome.
** See the Non-standard Familiars sidebar below.

TABLE 7-3: SUPREME MONK FAMILIARS

Dire wolf*
Displacer beast*
Dragonne
Dragon, very young (any lawful or true neutral)*
Elemental (air, earth, fire, water)*
Elephant*
Ethereal filcher
Giant Eagle*
Giant Lion
Giant Owl*
Giant Poisonous Snake*
Giant Scorpion*
Giant Tiger
Giant Weasel*
Griffon*
Oni*
Shadow Mastiff
Unicorn*
Winter wolf*

Yeth Hound
* These creatures can be found in the 5th edition Monsters Tome.
** See the Non-standard Familiars sidebar below.

NON-STANDARD FAMILIARS

The monk has several non-standard familiars:
Dragon, Very Young – This classification is halfway between a wyrmling and an adult. CKs should set all statistics exactly halfway between the two rankings found in the 5th Edition Monster Tome.

Oryx – A small horse-like antelope. Use the stats for deer.
Dhole – Also known as a “red dog,” a dhole is a species of wild dog. Use the statistics of a wolf.
Fennec Fox – A desert fox with large ears. Use the statistics of a fox as presented in Appendix A. However, fennec foxes are adapted to desert life – they can go five times as long without water as normal. Masters of a fennec fox gain the extraordinary ability to go twice as long without water (but they do not gain the +3 bonus to Hide checks from having a fox familiar, as described in Chapter 1).

MONK FAMILIAR ABILITIES

The monk’s familiar, like the monk himself, harmonizes with the world around it, allowing it to go where others cannot, and perform prodigious feats that others would find impossible.

TABLE 7-4: STANDARD MONK FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Endurance, empathic link, stunning attack, iron body
3 rd -4 th	+2	7	Fast movement (+10 feet)
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind, fast healing
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Blur
13 th -14 th	+7	12	Trackless step
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

Natural Armor Adj.: This number noted here is an improvement to the familiar’s existing natural armor bonus. It represents a preternatural toughness of the familiar.
Int: The familiar’s Intelligence score (if higher than the familiar’s natural Intelligence). Familiars are as smart as people, though they are not necessarily as smart as smart people.
Other Special Abilities: For more information on the other special abilities listed on this chart, see Chapter 1.

TABLE 7-5: GREATER MONK FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	7	Endurance, empathic link, stunning attack, iron body
3 rd -4 th	+2	8	Fast movement (+10 feet)
5 th -6 th	+3	9	Speak with master, greater familiar ability
7 th -8 th	+4	10	Speak with animals of its kind, iron body
9 th -10 th	+5	11	Greater familiar ability
11 th -12 th	+6	12	Blur
13 th -14 th	+7	13	Trackless step

15 th -16 th	+8	14	-
17 th -18 th	+9	15	Greater familiar ability
19 th -20 th	+10	16	-

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

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

Greater Familiar Ability: Select one greater familiar ability from Table 7-7 below.

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

TABLE 7-6: SUPREME MONK FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	9	Endurance, empathic link, stunning attack, iron body
3 rd -4 th	+2	10	Fast movement (+10 feet), inkling
5 th -6 th	+3	11	Speak with master, greater familiar ability
7 th -8 th	+4	12	Speak with animals of its kind, fast healing
9 th -10 th	+5	13	Greater familiar ability
11 th -12 th	+6	14	<i>Blur</i> , supreme familiar ability
13 th -14 th	+7	15	Trackless Step, greater familiar ability
15 th -16 th	+8	16	-
17 th -18 th	+9	17	Greater familiar ability
19 th -20 th	+10	18	Supreme familiar ability

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

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

Greater Familiar Ability: Select one greater familiar ability from Table 7-7 below.

Supreme Familiar Ability: Select one greater or standard familiar ability from Tables 7-7 or 7-8 below.

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

TABLE 7-7: MONK GREATER FAMILIAR ABILITIES

Animal Trance
Augury
Blessed Companion
Enhance Attribute
Courageous Roar
Darkness
Daylight
Dazing Tough

Death Ward
Deafening Call
Defensive Roll
Detect Thoughts
Discern Lies
Disease Immunity
Encompassing Vision
Endure Elements
Fearful
Freedom of Movement
Guided Strike
Great Leap
Haste
Mystic Disguise
Natural Armor, Greater
Nondetection
Opportunist
Resist Energy
Slow Fall
Sleeping Touch
Sneak Attack
Speak with Dead
Speech
Spider Climb
Time Hop
Uncanny Dodge, Improved
Venom Immunity
Water Breathing
Water Walk
Wholeness of Body
For more information on these special abilities, see Chapter 1.

TABLE 7-8: MONK SUPREME FAMILIAR ABILITIES

Astral Projection
Charm
Companion's Veil
Confusion
Damage Reduction
Dimension Slip
Divine Health
Ethereal State
Find the Path
Fly
Holy Call
Mind Store
Natural Armor, Supreme
Raise Dead
Supreme Leap
Time Regression
Tongues

For more information on these special abilities, see Chapter 1.

CHAPTER 7

NEW MONASTIC TRADITION: THE WAY OF THE ANCESTRAL SPIRIT

Inoue looked through the raven's eyes. The softly stirring willow branch which bore her weight was a stark contrast to the hard pole clutched by the raven's claws. In the distance a wolf howled. A cloud passed across the moon, which moments before shone bright. With care and skill she separated her perception, and saw through two eyes.

Through the raven's eyes she looked down. A wooden palisade. A camp of armored men. And... there – a man dressed in black, silhouetted from a light behind.

Morthus was here.

Fly, Catori. The thought whispered across the wind. The raven spread its wings.

Inoue leaped before the raven flapped its wings. She lit lightly upon the forest floor, passing like a shadow beneath the trees. Two great, loping forms slipped from the gloom, their silvered fur glistening beneath the moon. Her mind reached out and gently touched the wolves, her wolves. She smiled as a pair of silent howls answered her caress.

Between the trees, the camp emerged, but her footsteps never paused. In the moment of an eye's blink she had reached the wall and stopped.

Tala. Mingan. Go.

The two wolves dashed away – circling the camp, slipping between the shadows. Inoue paused, counting heartbeats – her back pressed firmly against the wooden wall.

As she reached the count of twenty she pushed off lightly from the ground, leaping halfway up the wall and then rapidly climbing the rest as her wolves began to howl at the gate.

She dropped lightly to the ground on the other side of the wall. Most of the compound was moving towards the gate, and she made her way quickly through the tents, guiding her steps by the vision her raven had shown her.

She kept to the shadows and reached out to brush the minds of her wolves. She felt her heart beat a touch faster as she realized they were drawing fire from the archers, now. But they were cunning creatures, and kept their distance from the wall.

And then he was there. Morthus. Her father's killer.

He was emerging from his tent – lit from behind by the lamps within. He was looking toward the gate, but as she slipped silently into the torchlight, some murmuring sixth sense turned him towards her.

They paused there, in the midst of a camp lost to chaos.

"I've come to kill you." she said.

"You've come to try." he replied.

It was a moment shorter than a breath, and both had leapt toward each other. Their blows were blinding – a flurry fled by twin teachings. Their motions were guided by the instincts bred by a master long –since betrayed.

At first it seemed that a reflection in a mirror fought with itself – blow met parry, parry met blow. But then – slowly, inexorably – it became clear that he had the advantage. A fist parried with casual ease; a return that could barely be met. It had been seven years, yet he was still her better. She could feel it with the same instincts that drove her limbs – her own blows had grown scant. Her parries came with less and less time.

A fist slipped through. She felt its blinding pain in her side. It caused her to stumble, and he followed with a kick. And a fist. And another. She felt blood spray across her chin.

He grabbed her wrist and twisted as his foot swept her to the ground.

"You were always a fool, Inoue. Your wolves cannot help you from the gates. Your raven cannot help you at all. You will die here alone. Forgotten."

She smiled through bloody lips. "It is you who are forgetful, Betrayer."

He hesitated, and it was his undoing – Anaba – faithful Anaba – leapt from the roof of his tent and landed upon him; claws digging deep into his back.

He cried out in pain, and she was upon him. She kicked up into his jaw – she shifted her weight – she smashed his left knee. He cried out again. Her palm crushed his nose – she parried his feeble attempt to strike back – she slammed her fist into his chest.

She felt his bone turn to pulp. She stepped past him, sweeping her arm across his neck and bending him back across her knee. She looked down into his bloodied face.

"Die."

His neck snapped.

Anaba scurried up Inoue's arm and curled himself about her shoulders. She stroked him gently beneath the chin... and faded back into the shadows.

Some monks do not choose to summon a traditional familiar to serve as their companion. Instead, these monks choose to open themselves to the spirits of the past – simultaneously reaching deep into the memories of their blood and calling out to the dead souls of their ancestors.

ANCESTRAL FAMILIAR

Beginning at 3rd level when the monk chooses this tradition, they can harness their *ki* to call upon the spirit of their ancestors for guidance, aid and wisdom. The monk performs a special summoning ritual to call upon an ancestral familiar. If one of his ancestors chooses to answer his call, then it either manifests itself directly as the monk's familiar, or possesses the body of a nearby animal. (The exact nature of the spirit's appearance depends on the monk, the ritual, and the ancestor – but see the creatures in Tables 7-1, 7-2, and 7-3 for details concerning exactly which creatures can be chosen to host the ancestral spirit.)

In the form of the monk's familiar, the ancestral spirit provides a unique source of guidance while protectively watching over its descendant.

ANCESTRAL FAMILIAR PROPERTIES

Ancestral familiars generally have the same properties as a traditional familiar, with the following exceptions:

ABILITY SCORES: Ancestral familiars have the same physical abilities as the type of animal they possess or manifest as. However, their mental abilities (Intelligence, Wisdom, and Charisma) are identical to the ancestor's spirit in life. Assuming that a specific ancestor with existing statistics is not summoned, roll 3d6 for the familiar's Intelligence, Wisdom, and Charisma as one would do for a traditional Non Player Character.

SKILLS: Unlike traditional familiars, ancestral familiars cannot interchangeably use their own skills and their master's skills. Instead, the ancestral familiar maintains its own skills. The ancestral spirit has a number of skill points as if it were a monk of the same level as its master.

Although an ancestral spirit cannot use its skills interchangeably with its master's, it can still use its skills interchangeably with its animal form. In other words, the ancestral spirit either uses its own skills or the normal skills for an animal of its type, whichever are better.

SPECIAL ABILITIES: By default, ancestral familiars gain ancestral abilities rather than the traditional familiar abilities (as described below). If a monk applies an Empower Familiar Ability to the ancestral familiar (see the 'New Abilities' section of Chapter 1), however, he can choose whether to apply a traditional power as normal or an ancestral ability.

As described above and below, you'll note that as an ancestral spirit's master goes up in levels, the ancestral spirit manifests new abilities and skills. There are three ways to interpret this. The spirit's ability to manifest powers as a familiar may be increasing, the spirit may be learning new things in its new life, or the spirit's memories of its previous life are improving. Which interpretation is correct depends on the familiar and the ability, and is ultimately determined by the player or Castle Keeper.

TABLE 7-9: STANDARD MONK FAMILIAR (ANCESTRAL)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	*	Ancestral spirit, empathic link
4 th	+2	*	Standard ancestral ability
5 th	+3	*	Speak with master
7 th	+4	*	Speak with animals of its kind
9 th	+5	*	Standard ancestral ability
11 th	+6	*	-
13 th	+7	*	-
15 th	+8	*	Standard ancestral ability
17 th	+9	*	-
19 th	+10	*	-

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

Intelligence (*): The intelligence of ancestral familiars is determined by the Ancestral Spirit special ability.

Ancestral Spirit: The ancestral familiar possesses the ancestral familiar properties, as described above.

Standard Ancestral Ability: Select one standard ancestral ability from Table 7-12. These special abilities are described below.

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

GREATER AND SUPREME ANCESTRAL FAMILIARS

As with all familiars, in order to gain a greater or Supreme ancestral familiar, the monk must take the appropriate Advantage, as listed in Chapter 1. The monk is already considered to have the basic Summon Familiar Advantage for purposes of fulfilling prerequisites.

TABLE 7-10: GREATER MONK FAMILIAR (ANCESTRAL)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	*	Ancestral spirit, empathic link
3 rd -4 th	+2	*	Standard ancestral ability
5 th -6 th	+3	*	Speak with master, greater ancestral ability
7 th -8 th	+4	*	Speak with animals of its kind
9 th -10 th	+5	*	Standard ancestral ability
11 th -12 th	+6	*	Greater ancestral ability
13 th -14 th	+7	*	-
15 th -16 th	+8	*	Standard ancestral ability
17 th -18 th	+9	*	Greater ancestral ability
19 th -20 th	+10	*	-

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

Intelligence (*): The intelligence of ancestral familiars is determined by the Ancestral Spirit special ability.

Ancestral Spirit: The ancestral familiar possesses the ancestral familiar properties, as described above.

Standard Ancestral Ability: Select one standard ancestral ability from Table 7-12. These special abilities are described below.

Greater Ancestral Ability: Select one greater or standard ancestral ability from Table 7-12 or 7-13. These special abilities are described below.

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

CHAPTER 7

TABLE 7-11: SUPREME MONK FAMILIAR (ANCESTRAL)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	*	Ancestral spirit, empathic link
3 rd -4 th	+2	*	Standard ancestral ability
5 th -6 th	+3	*	Speak with master, greater ancestral ability
7 th -8 th	+4	*	Speak with animals of its kind
9 th -10 th	+5	*	Standard ancestral ability
11 th -12 th	+6	*	Greater ancestral ability, supreme ancestral ability
13 th -14 th	+7	*	-
15 th -16 th	+8	*	Standard ancestral ability
17 th -18 th	+9	*	Greater ancestral ability
19 th -20 th	+10	*	Supreme ancestral ability

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

Intelligence (*): The intelligence of ancestral familiars is determined by the Ancestral Spirit special ability.

Ancestral Spirit: The ancestral familiar possesses the ancestral familiar properties, as described above.

Standard Ancestral Ability: Select one standard ancestral ability from Table 7-12. These special abilities are described below.

Greater Ancestral Ability: Select one greater or standard ancestral ability from Table 7-12 or 7-13. These special abilities are described below.

Supreme Ancestral Ability: Select one supreme, greater, or standard ancestral ability from Table 7-12, 7-13, or 7-14. These special abilities are described below.

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

ANCESTRAL ABILITIES

Ancestral familiars are possessed of a special set of abilities – representing the unique knowledge and protective influence of the ancestor's spirit over the monk.

TABLE 7-12: STANDARD ANCESTRAL ABILITIES

ALCHEMIST: The ancestral familiar was an alchemist in its previous life. The familiar grants proficiency in the Medicine skill and in the use of Herbalism kits as well as in any Intelligence checks related to alchemy, chemistry or poisons.

ANIMAL FRIEND: The ancestral familiar possesses a close kinship with animals. The familiar gains proficiency with Animal Handling.

BLOOD BOND: The familiar gains advantage to all attack, skill and ability checks, and saves if it witnesses its master threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

DANGER SENSE: The ancestral familiar watches over and protects its descendant. The familiar's master gains advantage on saving throws against traps.

DIPLOMAT: The ancestral familiar was a diplomat in its previous life. The familiar grants proficiency in the Persuasion skill. This ability can be selected more than once and the effects stack.

ENDURANCE: The presence of the familiar gives the master pools of hidden strength. While the familiar is within arm's reach, the master is able to call on the Diehard Feat. This ability can be used once, after which the master must engage in a long rest before using it again.

HEALER: The ancestral familiar was a skilled healer in its past life. The familiar gains the ability to use the *healing word* spell as a first-level caster. At 6th, 11th, and 17th levels, the familiar can use this spell as a second, third, or fourth-level slot, respectively. After using this ability, the familiar must engage in a long rest before using it again.

IMPROVED INITIATIVE: The presence of the familiar gives the master a quicker reaction time. While the familiar is within arm's reach, the master may add their proficiency bonus to their initiative check.

INKLING: The familiar has a sixth sense and often knows whether intended actions are good or bad. The familiar has a 50% chance of knowing whether the results of a particular action will be good or bad. After using this ability, the familiar must engage in a long rest before using it again.

The Castle Keeper should roll the check secretly. If successful, the familiar knows whether the action is "Weal" (with good results), "Woe" (with bad results), "Weal and Woe" (a combination of good and bad results), or "Nothing" (no particularly good or bad results). If the check fails, the familiar will receive a "Nothing" result.

This ability can only see into the future about half an hour and so the familiar cannot foresee consequences beyond that time limit.

LIVING HISTORY: The ancestral familiar grants proficiency in the History skill due to its singular perspective.

LUCK OF PROVIDENCE: The ancestral familiar watches over and protects its descendant. The familiar's master gains proficiency in one additional saving throw category. This ability may be chosen more than once. Each time it is chosen, the master is proficient in one additional saving throw category. If all six saving throws have proficiency, choosing the ability again has no additional effect.

PERFORMER: The ancestral familiar was a great actor, singer, or dancer in its previous life. The familiar grants proficiency in the Performance skill.

SCOUT: The ancestral familiar was a scout in its previous life. The master gains proficiency in the Survival skill.

SORCERER'S WARD: The ancestral familiar was a great sorcerer in its previous life, and its presence awakens the magical potential in its descendant's blood. When the ancestral familiar and its master are within sight of one another, both gain spell resistance.

STOIC: The ancestral spirit was a master of meditation and self-control. The familiar gains advantage on Wisdom based checks where concentration is required.

TRACKER: The ancestral spirit was a master tracker, able to scent even antelope upon the rocky steppes. The familiar gains the ability to track as a ranger of equal hit dice.

UNCANNY DODGE: The ancestral familiar watches over and protects its descendant. As long as the ancestral familiar is within sight, the familiar's master gains the extraordinary ability to react to danger before his senses would normally allow him to do so. The master retains his Dexterity bonus to AC (if any) regardless of being surprised or struck by an invisible attacker, and gains proficiency on Dexterity saving throws.

WARD OF HARM: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +2 luck bonus to AC.

TABLE 7-17: GREATER ANCESTRAL ABILITIES

ACTOR: The ancestral familiar was an actor of legendary talent. The familiar's master gains proficiency in the Perform skill.

ADVISOR: The ancestral familiar was a Machiavellian advisor in its previous life. The familiar gains proficiency in the Insight skill.

ARCANIST: The ancestral familiar was a researcher and practitioner of the arcane arts. The familiar gains proficiency in the Arcana skill.

ARTISAN: The ancestral familiar was a great artisan in its previous life. The familiar gains proficiency in one type of Artisan's tools.

AUGURY: The familiar can tell whether a particular action will bring good or bad results for itself or its master in the immediate future. This ability operates as per the spell *augury*. After using this ability, the familiar must complete a long rest before it can be used again.

This ability can be selected a second time. If it is chosen again, the familiar must complete only a short rest between uses.

BLESSED COMPANION: The monk draws strength of spirit from his ancestor. When the familiar and its master are in physical contact, both receive a +1 morale bonus to attack rolls and advantage on saves against fear effects.

DEATH WARD: The ancestral familiar watches over and protects its descendant. When the familiar and its master are in physical contact, both are immune to all death spells and magical death effects. This ability does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other harmful effects, even if they might prove lethal.

DEFT MOVEMENT: The ancestral familiar was a master of physical control and skilled at the art of avoidance. The familiar gains proficiency with the Acrobatics skill.

IMPROVED AID: When its master and his allies make a group check on a task, the presence of the ancestral familiar increases the effective number of successes by one.

LUCK OF PROVIDENCE, GREATER: The ancestral familiar watches over and protects its descendant. The familiar's master gains advantage on any saving throw. This ancestral ability does not stack with Luck of Providence ability (above). After using this ability, the familiar must take a long rest before it can be used again.

MAGISTRATE: The ancestral familiar was a powerful politician or bureaucrat in its previous life. The familiar grants proficiency to any Intelligence or Wisdom checks relating to law and nobility.

MASTER DIPLOMAT: The ancestral familiar was a diplomat of surpassing skill in its previous life. The familiar gains advantage on Insight checks.

NINJA: The familiar was skilled at stealth in its former life. The familiar gains proficiency on the Stealth skill.

PRIEST: The ancestral familiar was a priest in its previous life. The familiar gains proficiency in the Religion skill.

SCHOLAR: The familiar was a skilled scholar in its previous life. The familiar gains proficiency on any attempt to decipher an unfamiliar written script and to the investigation skill.

SPEECH: The familiar gains the ability of speech, knowing whatever languages its master knows.

SPY: The ancestral spirit was a legendary spy. The familiar grants proficiency with the Disguise Kit.

SORCERER'S WARD, GREATER: The ancestral familiar was a great sorcerer in its previous life, and its presence awakens the magical potential in its descendant's blood. When the ancestral familiar and its master are within sight of one another, both gain spell resistance.

THIEF : The ancestral spirit was a rogue or thief. The familiar gains proficiency in the perception skill and thieves' tools. The Familiar can disarm common and magical traps as a thief equal to the Hit Dice of the familiar. It is assumed to always have thieves' tools on hand.

WARD OF HARM, GREATER: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +4 luck bonus to AC. This ancestral ability does not stack with Ward of Harm ability (above)

WARRIOR: The familiar was a potent warrior in its previous life. The familiar's master gains proficiency in all weapons.

WILD LORE: The ancestral familiar spent much of its previous life wandering the paths and learning the hidden ways of the wild. The familiar gains proficiency in the Survival skill.

TABLE 7-14: SUPREME ANCESTRAL ABILITIES

COMPANION'S VEIL: When the familiar and its master are in physical contact, both are protected from all devices and spells that detect, influence, or read emotions and thoughts. This ability grants advantage on saves against all mind-affecting spells and effects as well as information gathering and divination spells. This ability otherwise functions as per the *mind blank* spell.

LUCK OF PROVIDENCE, SUPREME: The ancestral familiar watches over and protects its descendant. The familiar's master gains proficiency in all saving throws.

KARMIC GREATNESS: The ancestral familiar is a spirit of great power. The familiar gains advantage on all Charisma-based checks and saves.

KEEN INTELLECT: The ancestral familiar had a mind of startling power. The familiar's intelligence score improves by 4.

SAGACIOUS: The ancestral familiar possessed a vast depth of wisdom. The familiar gains advantage on all Wisdom based checks.

SORCERER'S WARD, SUPREME: The ancestral familiar was a great sorcerer in its previous life, and its presence awakens the magical potential in its descendant's blood. When the ancestral familiar and its master are within sight of one another, both gain spell resistance and advantage on spell attack rolls.

WARD OF HARM SUPREME: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +6 luck bonus to AC. This ancestral ability does not stack with Ward of Harm or Greater Ward of Harm abilities (above).



CHAPTER 3: PALADIN'S SPECIAL MOUNTS & FAMILIARS

PALADIN SPECIAL MOUNTS & FAMILIARS

The Warriors of Light can use all the allies they can get, Benomen. Our companions grow fewer and fewer, and the shadow grows long."

"I understand that, master," said Benomen Sahvallis from his position on the ground. Though he knelt in deference to his superior's great rank and legendary accomplishments, his head was lifted proudly, confidently, and he stared at the older man with ice-blue eyes. "But can we trust these... creatures? How can we know their true motives?"

Master Severon gazed at Benomen for a time, and then the corners of his mouth turned slightly to a smile. "Benomen, it is just such suspicion that keeps our order intact. But believe me when I say to you, the familiars have no secrets from us. Indeed, they are a part of us, as we are a part of them. The bond between a familiar and its master transcends physical and emotional ties; it is deep, spiritual. No, Benomen, I do not expect you to take my word for it; you are far too suspicious for that. Yet if you choose to gain a familiar of your own, then at last will you understand."

"But what can these creatures offer us, master?"

"The same things that any ally can offer, Benomen. Do not make the mistake of equating familiars with animals. Though some might resemble such creatures, they are much more. They are a different type of being. They are magical and divine. They are intelligent and they have abilities that we do not. A familiar can aid its master in battle, it can scout out enemy encampments, and it can provide a degree of magical support. I tell you in all honesty that they are invaluable."

Benomen knelt for a time, thinking. Then he said, "Thank you, master," stood, bowed, and left.

THE PALADIN'S FAMILIAR

A paladin's familiar is a holy being and a trusted servant. It is a valuable ally, a potent comrade-in-arms, and a treasured friend. Most paladins adopt familiars in order to give them an edge in combat. Many of the greater and supreme familiars are quite powerful in their own right, though even the smaller, less impressive standard familiars can assist the paladin and her other allies by flanking enemy creatures, distracting them, and the like. A paladin's familiar is also able to deliver touch spells and abilities on her behalf, so it may be quite a boon for the party as a whole. The paladin herself may not be able to break off the fight with the purple worm to heal her dying comrade, but her falcon certainly can. A paladin may also use her familiar for reconnaissance and scouting, as she herself is generally not a very covert individual.

But with all these advantages comes a danger. A paladin's place is in combat, smashing apart evil creatures, protecting her friends and her cause, and making the world a better place in which to live. Most paladins have little fear for themselves, as they wear strong, often enchanted, armor to ward off blows, and are tough enough to survive those attacks that do pierce their protection. The same cannot be said for the typical familiar. If a familiar falls,

a part of the paladin dies as well, resulting, in game terms, a loss of experience points. Since a paladin does spend much time in combat, the risk is far greater to her familiar than it would be to a sorcerer or wizard. These are concerns that must be considered when deciding whether or not to take on a familiar.

Familiars also provide the paladin with eyes and ears in places she cannot travel, or possess abilities that complement her own. A familiar is indeed a very helpful tool, though this must be counterbalanced with the danger presented by the possibility that the familiar may be slain. Such a tragic event is sure to leave its mark on the paladin, and she will be a long time recovering.

SUMMONING RITUAL

Benomen Sahvallis moved around the specially prepared chamber, his robes of white swishing at his ankles. He felt a little uncomfortable without his armor and his sturdy war hammer hanging at his side. But this was not the place for those things. Here, he did not actively crusade against the evils of the world. Here, he would summon an ally.

He lit four sticks of incense, placing them around the perimeter of the circle he had chalked on the floor. He breathed deep, relishing the heady fragrance. He removed a small vial from his robes and held it up before him. The holy water was perfectly clear, without the small flecks of floating miscellany that marred more impure liquids. Benomen opened the vial and sprinkled the holy water around the circle, dabbing a little on his cheeks and eyelids.

What sort of ally would he summon? Benomen had thought long about this. A hawk, to carry swift messages to his allies? A badger, to go places he could not? A warhorse, to carry him into battle? He was still unsure, wavering - a quality that he was not used to, and which, he thought, did not suit him. He was usually so sure of things, dedicated, competent. He prided himself on those attributes. But here, when he had something completely benign and non-threatening on which to concentrate, he could not make up his mind. He smiled at the irony.

"Ah, well," he said to himself. "I shall just wait until the last instance, and then summon whichever is the first to come to mind. Maybe my companion will choose me."

That settled, he knelt down in the center of the circle, bowed his head, closed his eyes, and began to pray. He felt the holy water on his eyelids beginning to burn, very slightly, felt it seep into the skin, felt it touch his eyes. He gave a jolt, for he was flung into a strange land, of clouds and grass and sea, where the creatures of light waited for him. He had only to reach out a hand...

A paladin summons his familiar by undergoing a holy ritual and taking the Summon Familiar Advantage. The ritual takes time (about four hours) and dedication, as well as incense, holy water, and other such implements (the cost of which is included in the Special Ability descriptions - see Chapter 1 for details), and prayer. Even paladins who do not worship a particular god must pray for their familiar, just as they pray for their spells. At the end of the ritual, the paladin opens her eyes and her new ally materializes before her.

CHAPTER 3

A paladin can select any non-evil and non-chaotic creature as her familiar (see Tables 1-3, 1-4, and 1-5 in Chapter 1 for details). *Note:* All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen.

PALADIN FAMILIAR ABILITIES

Due to the special bond shared between the familiar and its master, the familiar gains in power just as its master does. Paladin familiars follow the following progression, depending on their caliber (standard, greater or supreme).

TABLE 3-1: STANDARD PALADIN FAMILIAR

PALADIN LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Empathic link, divine health, <i>detect evil</i> , share saving throws
3 rd -4 th	+2	7	Divine touch, share spells
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with creatures of its kind
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Blood bond
13 th -14 th	+7	12	Inspire ally
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

Natural Armor Adj.: The number noted here is an improvement to the familiar’s existing natural armor bonus. It represents the preternatural toughness of the paladin’s familiar.

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

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

TABLE 3-2: GREATER PALADIN FAMILIAR

PALADIN LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+5	7	Empathic link, divine health, <i>detect evil</i> , share saving throws
3 rd -4 th	+6	8	Divine touch, share spells
5 th -6 th	+7	9	Speak with master, greater familiar ability
7 th -8 th	+8	10	Speak with creatures of its kind
9 th -10 th	+9	11	-
11 th -12 th	+10	12	Blood bond, greater familiar ability
13 th -14 th	+11	13	Inspire ally
15 th -16 th	+12	14	-
17 th -18 th	+13	15	Greater familiar ability
19 th -20 th	+14	16	-

Natural Armor Adj.: The number noted here is an improvement to the familiar’s existing natural armor bonus. It represents the preternatural toughness of the paladin’s familiar.

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

Greater Familiar Ability: Select one greater or standard familiar ability from the Table 8-4 below.

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

TABLE 3-3: SUPREME PALADIN FAMILIAR

PALADIN LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+8	9	Empathic link, divine health, <i>detect evil</i> , share saving throws
3 rd -4 th	+9	10	Divine touch, share spells
5 th -6 th	+10	11	Speak with master, greater familiar ability
7 th -8 th	+11	12	Speak with creatures of its kind
9 th -10 th	+12	13	Greater familiar ability
11 th -12 th	+13	14	Blood bond, supreme familiar ability
13 th -14 th	+14	15	Inspire ally, greater familiar ability
15 th -16 th	+15	16	-
17 th -18 th	+16	17	Greater familiar ability
19 th -20 th	+17	18	Supreme familiar ability

Natural Armor Adj.: The number noted here is an improvement to the familiar’s existing natural armor bonus. It represents the preternatural toughness of the paladin’s familiar.

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

Greater Familiar Ability: Select one greater familiar ability from the Table 8-4 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from the Tables 8-4 or 8-5 below.

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

TABLE 3-4: PALADIN GREATER FAMILIAR ABILITIES

Augury
Blessed Companion
Enhance Attribute
Commune with Nature
Daylight
Death Ward
Defensive Roll
Detect Thoughts
Discern Lies
Disease Immunity

Dispel Magic
Encompassing Vision
Guided Strike
Great Leap
Haste
Natural Armor, Greater
Nondetection
Opportunist
Recall
Speak with Dead
Speech
Spell Resistance, Greater
Venom Immunity
Wholeness of Body
For more information on these special abilities, see Chapter 1.

TABLE 3-5: PALADIN SUPREME FAMILIAR ABILITIES

Banisher
Charm
Companion's Veil
Damage Reduction
Divine Health
Familiar Growth
Find the Path
Fly
Holy Call
Natural Armor, Supreme
Raise Dead
Spell Resistance, Supreme
Supreme Leap
Tongues
For more information on these special abilities, see Chapter 1.

THE PALADIN MOUNT

It is not uncommon for knights and holy soldiers of the orders to also be warriors of horse. In the case of the paladin, such a horse may be delivered through the agencies of a deity or other cosmic representatives of the warrior's Oath, as a divine or infernal companion possessed of special powers and abilities. Such a mount cannot be called for or received until the paladin has reached 4th level, as many of the goodly gods expect paladins to first literally walk the path of humility.

Typically, the mount is a warhorse or war pony, but there is no reason that a paladin must be limited to these options. As described below, a paladin may be able to summon alternative mounts, or grant new powers and abilities to their existing mount.

There is also no reason why a paladin cannot have both a mount and familiar. For details on a paladin's familiar, see 'The Paladin's Familiar' section later in this chapter.

PALADIN SPECIAL MOUNTS AND FAMILIARS

FIND STEED AND THE PALADIN'S MOUNT

Chapter one indicates that the Find Steed spell is separate and distinct from the Paladin/Barbarian's Steed Advantage. At the CK's option, when the Paladin gains second level spells at fifth level (or at any time thereafter) she can cast Find Steed, and *permanently sacrifice a second level spell slot* to in turn gain an enhanced steed of the types detailed in this chapter. Permanent sacrifices of higher level spell slots (4th and 5th, respectively) will allow the Paladin to dismiss her current steed while upgrading to a Greater or Supreme mount, as detailed later in this chapter. In conjunction with the Paladin's Mount Advantage, this allows another option for the Paladin to gain a specially bonded steed. However, the PC may not have both the Advantage and sacrifice a spell slot-at no time may a Paladin ever have more than a single steed.

ALTERNATE MOUNTS

Listed below are other possible mounts, suitable for a paladin summoning her first mount. With the Castle Keeper's permission, any of these creatures can be summoned in place of the standard warhorse or war pony without requiring any special feat, skill, or equipment. In addition, through the use of the Greater Special Mount and Supreme Special Mount Abilities, paladins gain access to an even wider, and more powerful variety of creatures for use as special mounts. Note that all such Greater or Supreme mounts are governed by the alignment and level restrictions listed for that monster or creature under the 'Associated Character Level' in the lists of Greater and Supreme familiars in Chapter 1.

TABLE 3-6: STANDARD PALADIN MOUNTS

SMALL PALADINS MOUNT	NOTES
Antelope	-
Deer	-
Dolphin	Aquatic characters only
Giant sea horse	Aquatic characters only
Mastiff*	-
Mule/Donkey*	-
Pony *	-
Porpoise/Dolphin	Aquatic characters only
Ram/Goat	-
MEDIUM PALADINS MOUNT	NOTES
Camel*	-
Elk*	-
Giant Goat*	-
War horse *	-

TABLE 3-7: GREATER MOUNTS

SMALL PALADINS SPECIAL MOUNT	NOTES
Bear, black*	-

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Giant badger	-
Giant eagle	Flight
Giant wasp*	Flight/Poison
MEDIUM PALADINS SPECIAL MOUNT	NOTES
Bear, brown*	-
Bear, polar*	-
Caribou	-
Dire bat*	Flight
Hippogriff*	Flight
Lion*	-
Manta ray	Aquatic characters only
Saber-Toothed Tiger*	-
Tiger*	-
LARGE PALADINS SPECIAL MOUNT	NOTES
Dinosaur	-
Giraffe	-
Owl	-

TABLE 3-3: SUPREME MOUNTS

SMALL PALADINS SPECIAL MOUNT	NOTES
Blink dog*	Rider travels with <i>blink/dimension door</i>
Dragon, very young*	Flight
MEDIUM PALADINS SPECIAL MOUNT	NOTES
Arrowhawk, adult*	Flight
Dire bear*	-
Dire lion*	-
Dire tiger*	-
Dragonne*	Flight
Dragon, very young*	Flight
Giant eagle*	Flight
Giant owl*	Flight
Griffin*	Flight
Hippogriff*	Flight
Owlbear*	-
Rhinoceros*	-
LARGE PALADINS SPECIAL MOUNT	NOTES
Arrowhawk, elder*	Flight
Elephant*	-
Roc*	-
Whale, Killer*	Aquatic
Dragon, very young*	Flight

Giant eagle*	Flight
Giant owl*	Flight
Griffin*	Flight
Hippogriff*	Flight

* These creatures can be found in the 5th Edition monsters tome.

PALADIN'S SPECIAL MOUNT PROPERTIES AND SPECIAL ABILITIES

Once per day, as a full-round action, a paladin with the *Summon Mount* advantage or the Oath of the Wild may magically call her mount from the celestial plane upon which it resides. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service (if it has grown too old to continue her crusade, for instance). Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing any gear it had when it was last dismissed (including barding, saddle, saddlebags, and the like). Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level or adds either the Greater Special Mount or Supreme Special Mount Special Ability (see the 'New Abilities' section of Chapter 1 for details), even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

A paladin's mount uses the base statistics for a creature of its type, but gains the abilities shown on the table below. A paladin's mount is treated as a magical beast, regardless of the base creature's original type, for the purposes of all effects that depend on its type (though it retains the base creature's HD, base attack bonus, saves, skill points, and feats.)

PALADIN LEVEL: The level of the paladin. If the mount suffers a level drain, treat it as the mount of a lower-level paladin.

BONUS HD: Extra Hit Dice; every three Extra Hit Dice improve the mount's proficiency bonus by +1.

DIVINE AURA: The mount emanates a continuous divine aura of faith which grants it a +2 bonus to armor class and +2 bonus to saves vs. evil, conjured, or summoned creatures.

NATURAL ARMOR ADJ.: The number on the table is an improvement to the mount's existing natural armor class. It represents the preternatural toughness of a paladin's mount.

INT: The mount's Intelligence score (if higher than the mount's natural Intelligence score).

IMPROVED SPEED: The paladin's mount moves 10 ft. faster than the base speed of a normal creature of its type.

PALADIN SPECIAL MOUNTS AND FAMILIARS

EMPATHIC LINK: The paladin and her mount have an empathic link out to a distance of one mile. The paladin cannot see through the mount's eyes, but she can communicate empathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between the mount and paladin, the paladin has the same connection to an item or place that the mount does, just as a master and his familiar.

SHARE SAVING THROWS: The mount uses its own base save or its master's, whichever is higher.

MOUNT ABILITY: Select any one mount ability (see table).

COMMAND: A mount has the ability to command other normal animals of approximately the same kind as itself, as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a successful DC 15 Wisdom check to succeed if it's being ridden at the time (in combat, for instance). If the check fails, the ability does not work that time, but it still counts as one of the mount's

available uses. The mount may use this ability once per two levels of its master, after which it must complete a short or long rest before using it again. Each target may attempt a Wisdom save against the master's spell save DC to negate the effect.

A standard mount can use its *command* ability against any animal of its species or related species. (For a warhorse or war pony, for example, this includes donkeys, mules, and similar creatures.)

A greater mount can use its *command* ability against its own kind and any creature with the beast type.

A supreme mount can use its *command* ability against any creature.

SPELL RESISTANCE: All mounts possess spell resistance, granting advantage on all saving throws against magic.

OTHER SPECIAL ABILITIES: The various tables below list several other special abilities that paladin special mounts acquire as they grow in power. For details on what these special abilities can do, see the 'Special Ability' section of Chapter 1.

TABLE 3-9: STANDARD PALADIN'S SPECIAL MOUNT

PALADIN LEVEL	BONUS HD	NATURAL ARMOR ADJ.	STR ADJ.	INT	SPECIAL ABILITIES
4th-7th	+2	+4	+1	6	Divine Aura, Empathic link, share saving throws
8th-10th	+4	+6	+2	7	Improved speed
11th-14th	+6	+8	+3	8	<i>Command</i> animals of its kind
15th-20th	+8	+10	+4	9	Spell resistance (<i>Master's Level</i>)

TABLE 3-10: GREATER PALADIN'S SPECIAL MOUNT

PALADIN LEVEL	BONUS HD	NATURAL ARMOR ADJ.	STR ADJ.	INT	SPECIAL ABILITIES
8th-10th	+2	+4	+1	8	Empathic link, share saving throws, Divine Aura
11th-12th	+4	+6	+2	9	Improved speed, special mount ability, <i>Aura of Courage</i>
13th-14th	+6	+8	+3	10	<i>Command</i> animals of its kind
15th-16th	+8	+10	+4	11	Spell resistance (<i>Master's Level</i>)
17th-20th	+10	+12	+5	12	Special mount ability

Aura of Courage: A Greater paladin's mount emanates an aura of courage which grants the allies of the paladin advantage on saves vs. fear when they are within 10 ft. of the mount.

TABLE 3-11: SUPREME PALADIN'S SPECIAL MOUNT

PALADIN LEVEL	BONUS HD	NATURAL ARMOR ADJ.	STR ADJ.	INT	SPECIAL ABILITIES
4th-7th	+4	+6	+1	10	Empathic Link, Share saving throws, Divine Aura
8th-10th	+6	+8	+2	11	Improved speed, Special mount ability, <i>Aura of Courage</i>
11th-13th	+8	+10	+3	12	<i>Command</i> animals of its kind, special mount ability, <i>Divine Smite</i>
14th-16th	+10	+12	+4	13	Spell resistance (<i>Master's Level</i>), special mount ability
17th-20th	+12	+14	+5	14	Special mount ability

Divine Smite: The mount may call upon its master's Divine Smite ability. This ability counts against the master's spell slots to use.

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TABLE 3-12: SPECIAL MOUNT ABILITIES

<i>Animal Trance</i>
Blessed Companion
Blood Bond
<i>Blur</i>
<i>Enhance Attribute</i>
Chameleon
<i>Commune with Nature</i>
Control Light (brighten)
Danger Sense
Darkvision
<i>Daylight</i>
<i>Death Ward</i>
<i>Detect Chaos</i>
<i>Detect Evil</i>
<i>Detect Magic</i>
Distracting
Encompassing Vision
Endurance
Familiar's Eye
Familiar's Flame
Freedom of Movement
Great Leap
Healing Touch
Improved Initiative
Inkling
<i>Know Direction</i>
Low-Light Vision
<i>Nondetection</i>
Recall
<i>Speak with Animals of Its Kind</i>
Speak with Master
Speech
<i>Tongues</i>
Trackless Step
Uncanny Dodge

For more information on these special abilities, see Chapter 1.

MOUNTS & FAMILIARS BY RACE

A member of just about any race can become a paladin, and each has its own innate preferences for familiars and mounts. The following suggestions can serve as archetypal guidelines, but should not be considered binding rules – any paladin can select any mount (with their Castle Keeper's approval, of course):

HUMANS

Humans are the most apt of all the races to become paladins, and are the most diverse of all the races. Humans are much more likely to break the norms than are other races, more likely to go their own way and do things the way they would like to

see them done. Humans make the most unpredictable paladins of all. It is whispered by some that they are also the most likely to fall from grace, and certainly, fallen paladin blackguards seem to lean toward humanity.

As humans are more likely to break the mold than any other races, and have wildly differing views as well as likes and dislikes, humans have no overall preference when it comes to familiars. Their views on mounts are much the same as they are on familiars – unpredictable. Because individual humans have such a wide range of preferences and ideals, no one mount is favored over another, with the exception of the warhorse. Many humans do prefer the traditional warhorse (or gracken, in some lands), though it is just as likely that a given human paladin will be riding a very unorthodox mount into battle.

DWARF

Dwarven paladins tend to be few and far between. The race does tend to lend itself to the same ideals upheld by paladins, however, as both revere goodness and lawfulness. Dwarven paladins are likely to be concerned more with their own people than are many other paladins, as the dwarven people have a history of a long, slow decline and there are many dwarves who would see their race thrive again. Dwarven paladins are often protectors and defenders of the dwarven people, battling foul creatures and defending the borders for their fellow dwarves.

Dwarven familiars are often those born of the earth, or that live within it. These are the creatures with which dwarves have the most contact, and dwarves tend to be distrustful of other creatures. Beings with the ability to burrow or otherwise carve passages in the earth make for popular familiars.

Dwarves generally like a to have solid ground beneath their feet, so many dwarven paladins may choose to take up a familiar in lieu of a mount (see 'The Paladin's Familiar' section later in this chapter). Those who do accept a mount prefer those that are just as steadfast and determined as they are themselves, especially those able to traverse long distances over rocky terrain. The mount must also be willing to venture into caves and other dark places beneath the earth, as that is where dwarves feel most comfortable. No dwarf worthy of his name would be caught dead riding an airborne mount, unless perhaps his mission was vitally important and there were no other way.

ELF

Elven paladins are rare, as their carefree nature does not lend itself to the strict code that a paladin must follow. Those elven paladins that exist, however, are some of the finest swordsmen and archers known to the civilized races. The elves' disdain for evil creatures is well known, and it should be no surprise that a dedicated, enterprising few do don the mantle of the paladin and strike out into the world to drive their blades deep into the heart of wickedness, often adopting the doctrine of the crusader (see the 'Mounts by Doctrine' section later in this chapter). As elves are famous for their skill with the bow, many elven paladins take this up as their favored weapon, becoming non-

traditional archer-knights. These warriors may fire arrows from the back of their mount with no penalty.

Elves revere the woodlands, and this is where they draw most of their familiars from. Elves prefer creatures with a natural, aesthetic beauty, with beautiful shapes that please the elven eye and beautiful songs that please the elven ear. Elves admire the freedom and bliss of flight and have a special fondness for birds. Forest dwelling creatures by far make up the majority of elven familiars. Elves have also always enjoyed a special friendship with the metallic dragon races.

The same is true of an elf's mount, and an elf's love for freedom often leads her to aerial mounts, particularly griffons. Elven nations exist wherein dwell an elite cadre of airborne knights (sometimes called "Wind Riders") that inspire terror in their enemies and courage in their allies. An elven paladin may be a (former) member of one of these companies. Many elven paladins also prefer the sleek elven warhorse.

GNOME

Gnomish society places great value on the community and the support that gnomes are taught to provide for one another. Gnomish paladins often take this sentiment one step further, showing the same watchful protectiveness over the world as a whole as they do over their families and clans. Gnomish paladins are often much more playful and less austere than paladins of other races, which inspires mixed feelings in the general populace and often mild disdain from their fellow paladins of other races. Gnomes are especially adept at combating kobolds, goblinoids, and giants, and gnomish paladins may seek these creatures out in particular. In this way, not only do they slay evil creatures and protect the world at large, they also venerate their gnomish ancestry and their clans by destroying beings that gnomes find particularly repulsive.

Gnomes love animals, and therefore almost always adopt familiars that are natural animals (as opposed to beasts, vermin, etc.). Gnomes have a special affinity to burrowing mammals, and these make for very appropriate familiars – especially as the gnome is able to magically speak with them. But gnomes adore all animals, and so anything from a badger to a barracuda may be found serving a gnomish master.

The mounts of gnomish paladins tend to be animals as well, though a few earth-going, more unusual creatures are also popular. As gnomes are Small, they suffer penalties if riding creatures larger than Medium-size, and so tend to shy away from the larger animals. Gnomes are particularly fond of ponies and riding dogs, though, again, just about any animal is possible.

HALF-ELF

Next to humans, half-elves are the most likely candidates for paladinhood. They have the drive and dedication of humans and the love of freedom and individuality of elves. This combination can lead some to the path of the paladin, attempting to stamp out evil so that all may live their lives in freedom.

PALADIN SPECIAL MOUNTS AND FAMILIARS

Half-elves tend to have a love for the forest, just as their elven forebears do, though, like humans, they vary widely in their particular likes and dislikes.

The joy of flying is as keen to a half-elf's senses as it is to an elf's. However, due to their human ancestry, they are more likely to take an unorthodox mount with which to patrol the skies. Unusual flying creatures such as giant insects can be found more among the ranks of half-elf paladins than any other.

HALF-ORC

Only the most exceptional of half-orcs take up the title of paladin. Half-orcs are distrusted, crude, and have a tendency toward chaos, all qualities which match poorly with the paladin's creed. But, nevertheless, there are those rare few who do become paladins, perhaps in some strange desire to vindicate and absolve themselves of their savage ancestry. To this end, half-orc paladins may feel as if they have to closely match the stereotype in order to prove themselves, and their choices of mounts and familiars reflect this. Other half-orc paladins, however, combine their strength and their savage heritage with their drive to destroy evil, and so take on more bestial mounts and familiars.

Those half-orcs who are trying to fit in with human society tend to take familiars that emphasize nobility. Other half-orcs want familiars that are much like they are – tough, strong, grizzled, and fear-inspiring. Half-orcs take pride in familiars that are just as potent in combat as they are themselves.

Many half-orc paladins take the traditional warhorse as a mount, in order to emphasize their noble goals. Others throw subtlety to the winds, adopting more esoteric and fearsome creatures which are able to rend and destroy their foes.

HALFLING

The halfling who has the ability to temper impulsivity with caution, and opportunism with empathy is rare indeed, and thus halfling paladins are similarly uncommon. Halfling religion places great emphasis on protection, and, like dwarves and gnomes, halfling paladins are often those who take this doctrine one step further. Such individuals may feel that their less-enlightened fellow halflings are below them, or they may tolerate their capricious nature with tolerant good humor.

As halflings mingle freely with all races, their choice of familiar tends to be very open, much like those of humans and half-elves. Halflings may prefer small creatures that they can share a certain kinship with, or they may opt for larger creatures that could potentially conceal their own small forms. Halflings have no general preference for one familiar or another.

As small humanoids, halflings receive penalties for riding creatures larger than Medium-size, so very few do. However, some halflings take it upon themselves to become expert riders, and as such, can be found atop almost anything. As with their familiars, halflings generally have no set preference for one type of mount over another.

MOUNTS BY OATH

A paladin’s Oath is her reason for doing what she does. This Oath guides her actions and determines her choice of companions, including familiars and mounts. The doctrines given below represent archetypal paladin creeds that almost every paladin follows to some extent.

You may look at your existing paladin and decide that she falls into the “crusader” category, and pick a familiar to match. You may decide to create a new paladin of the “celestial agent” variety, and steer her path toward that doctrine from her very inception. Or, you may ignore the Oath-based suggestions entirely and choose familiars and mounts based entirely on race, on your own preferences, or on your paladin’s individual likes and dislikes.

NEW PALADIN OATHS

Benomen tugged hard on the reins, wheeling his horse. The animal snorted and reared, whinnying loudly. Benomen could not afford to indulge its sensitivities now. He swung it ferociously around, felt its front hooves hit solid ground again, and watched the approaching creature warily.

The thing was a disgusting abomination, an affront to nature. It lumbered toward him on two spindly, insectoid legs, its huge arms dragging across the ground. Compound eyes stared at him, feelers flickered in the air, and huge, saw-like mandibles pulsed in the thing’s anticipation of a meal. Hard, chitinous plates covered its body, intermixed with glittering black scales. Enormous black wings were folded at its back, and Benomen was thankful that the tunnel was too narrow for this monstrosity to make use of such things. A trickle of green-yellow fluid ran over one mandible and dripped, hissing, to the ground. Out of the corner of his eye, Benomen saw Growler, his huge grizzly bear companion, moving around the creature to get behind it.

Benomen felt his sword pulse in his hand. The warrior spirit within the weapon was contacting him.

“Yes?” *He asked impatiently.*

“This is an umber hulk, I believe,” *said the sword, speaking in his mind. “I’ve fought them before, when I lived. Though, strangely, it looks to have been crossed with a black dragon.”*

“Can they be killed with mortal weapons?”

“I believe so.” *replied the sword.*

That was all Benomen needed to hear. He put heels to his mount and charged forward. “For His Majesty and the Kingdom!” he cried, his voice echoing off the walls, mixing with the sound of Growler’s enormous roar as the bear closed in from behind.

The Oaths listed below are intended to expand upon those options presented in the Fifth Edition Player’s Handbook. The last of these oaths, the Oath of Celestial Agency, allows the Paladin to gain access to a special kind of familiar, a Spirit Weapon that acts as a conduit between the paladin and her special divine patron.

OATH OF THE CRUSADER

The crusader takes the fight to the enemy. She is the one delving into dark chasms, raiding vile temples, and crushing the forces of evil wherever they may be found. Often, she does not become a hero of any particular land, as she moves around too much for the people of any one kingdom to recognize her. The crusader is the mythical warrior mentioned in ancient sagas, riding alone to the very stronghold of the enemy and casting down their vile idols. Many adventurers fall into this category. The lone knight who rides to do battle in far-off kingdoms, the proud warrior who leads a small band to glory, and the armored figure who actively searches out and crushes the evil creatures of the world are all crusaders.

The crusader takes familiars that serve as brothers-in-arms. They must be strong enough to tackle the enemies the crusader faces and tough enough to survive in the inhospitable locales through which she must travel. Such familiars are outfitted with special abilities that further boost their combat and survival potential. Alternately, if the crusader works alone, she may accept a familiar that serves some role that she cannot fill, such as scouting or magical prowess. Such familiars would similarly be empowered by additional abilities that capitalize on their already existing capacity. Crusaders skilled in mounted combat often take a familiar that can double as a mount, in case their special paladin mount is incapacitated or slain.

A crusader’s special mount is much the same. It too serves as a combatant against the forces of evil, crushing them beneath its hooves, rending them apart with its claws, or snapping them in its jaws. Most importantly, the mount must be steadfast and strong, able to survive terrible blows and shrug off evil spells, for nothing is worse to a charging paladin than having a mount drop dead out from under her.

TENETS OF THE CRUSADER

- SEEK THE ENEMY:** Crusaders never wait for trouble to find them—they are always on the lookout for their next cause.
- BRAVERY:** A crusader never hesitates to act in favor of their cause. They fear neither death nor failure.
- BE THE EXAMPLE:** Crusaders lead from the front, never giving orders that they are unwilling to follow.
- NOBLE SACRIFICE:** If the cause hangs in the balance, the crusader will always be the first to sacrifice themselves for the greater good.
- DIFFICULT CHOICES:** Individuals are never as important as the cause, and the crusader knows she must make difficult choices, always putting the greater good first.

TABLE 3-17: OATH OF THE CRUSADER SPELLS	
PALADIN LEVEL	SPELLS
3rd	Protection from evil and good, Thunderwave
5th	Locate Object, Magic Weapon
9th	Dispel Magic, Remove Curse
13th	Banishment, Hold Monster
17th	Geas, Legend Lore

CHANNEL DIVINITY

When you take this Oath at 3rd Level, you gain two additional Channel Divinity Options.

INSTILL FEAR: You may call upon a single use of your Channel Divinity to instill fear in a single opponent. This opponent must make a Charisma-based saving throw at your Spell Save DC, or be Frightened for 1d4 minutes.

MARK FOE: By presenting a symbol of your devotion and calling out a foe, you can call upon a use of your Channel Divinity to mark that foe. Until the foe is defeated or you choose to remove the mark, both you and that foe have Advantage on attack rolls against one another.

CRUSADER'S AURA

Beginning at 7th level, so long as you are conscious, neither you nor any allies within ten feet of you are subject to the Stunned condition.

At 18th level, this range increases to 30 feet.

RIGHTEOUS FURY

Beginning at 18th level, you have advantage on all saving throws against magical effects, and you add both your Dexterity and Charisma modifiers to your AC, regardless of what kind of armor you are wearing.

UNSTOPPABLE FORCE

At 20th level, you gain the Diehard Feat (see Chapter 1).

OATH OF THE DEFENDER

The defender is the resplendent knight in shining armor riding across the kingdom, protecting the land from all comers. Sometimes the defender serves a particular liege lord, such as a baron or king, fighting in his lord's wars and rooting out evil within the halls of his lord's castle. The defender may be a noble warrior, beloved by the common people, or she may be a pompous, sneering knight, welcome at court because of her fighting prowess but viewed with ambivalence by the peasants. Whatever the case, the defender serves to protect a cause other than her own. Her expeditions tend to keep her within certain boundaries, though she may venture farther afield if this benefits her greater purpose. The hero who rides out to single-handedly confront the rampaging red dragon, the champion who metes out the king's trial-by-combat, and the sheriff patrolling the town's borders are all defenders.

The familiars of defenders serve much the same purpose as those of the crusader – aiding her in combat and weathering deadly physical and magical attacks. In some cases, a very powerful defender's familiar may go on its own to a place the defender is not, to fight on its master's behalf. In a way, this allows the defender to be two places at once, if such a tactic is desired. Defenders also often take up the symbol of their country or lord as a familiar – for example, a falcon or boar.

PALADIN SPECIAL MOUNTS AND FAMILIARS

In addition to aiding the defender in combat, special mounts serve the very important function of quickly getting the defender to where she needs to go. If a humanoid army suddenly invades on the other edge of the kingdom, the defender must be there to fight the battles and rally the troops. Aerial mounts are particularly appropriate for the defender, as paladins on the wing can get to places that their land-bound brethren cannot.

TENETS OF THE DEFENDER

PROTECT THE WEAK: The defender will always stand up for those weaker than her, or who she sees being victimized. This applies equally to a child being bullied in the street as it does to an abused slave in the fields, a subject being mistreated by a nobleman, or a customer being taken advantage of by an unscrupulous merchant.

NOBLE SELF-SACRIFICE: The defender knows that self-sacrifice is necessary to protect others. She will never hesitate to take a blow meant for another, or offer to put herself in another's place if it will spare suffering.

LEND AID AND SUCCOR: The defender seeks to protect people from their misfortunes as well as from the sleights of others. She will always stop to lend aid and help where it is needed, from helping a just rebellion to nursing the sick in a plague village.

INSPIRE OTHERS: The defender believes that while one person can change the world, more help is always better. She will seek to spread her values far and wide at every opportunity and inspire others to take up the stance for righteousness.

TABLE C-14: OATH OF THE DEFENDER SPELLS

PALADIN LEVEL	SPELLS
3 rd	Protection from Good and Evil, Mage Armor
5 th	Aid, Lesser Restoration
9 th	Beacon of Hope, Remove Curse
13 th	Death Ward, Freedom of Movement
17 th	Dispel Evil and Good, Hallow

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two uses of Channel Divinity.

DEFEND THE WEAK: As a bonus action you can use your Channel Divinity to increase one physical attribute as though you were the recipient of an *Enhance Ability* spell. However, you may only use this ability when someone who is weaker than you is in immediate physical danger. The DM is the final arbiter of whether this ability can be used.

ARMOR OF FAITH: As an action, you can present your holy symbol or other representation of your devotion and call upon your Channel Divinity ability to grant +2 to the Armor Class of all allied creatures within a 10ft. radius for 1 minute. You must maintain concentration to sustain this ability once it is called upon.

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AURA OF DEFENSE

Starting at 7th level, you can choose to impose disadvantage on hostile creatures when they choose to attack another creature within 10 feet of you, instead of attacking you. Those marked by this ability will instinctively know they have been marked this way, and be driven to attack you instead of other creatures. You may add your Charisma bonus to your AC against attacks from marked creatures.

At 18th level, this radius increases to 30ft.

PURITY OF SPRIT

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

HALLOWED GROUND

At 20th level, as an action, you can declare an area within a 30 foot radius centered on you as affected by the *Hallow* spell. In addition, all creatures hostile to you who begin or end a turn within this radius suffer 10 points of radiant damage. This effect lasts for one minute, after which you can't use this feature again until you complete a long rest.

OATH OF HEALING

Though clerics may be better suited to this role, there are those paladins who take it upon themselves to heal the wounded and cure the sick, to erase curses and ease the passing into death. These individuals travel across the lands, to wherever there is a malady for them to cure, to wherever there are wounded to tend. Such expeditions often put them in harm's way, as they must travel across hostile territory or remain close to the front lines in great wars. With their combat prowess and immunity to disease, paladins are perhaps best suited to this role. Some healers actively journey to seek out and destroy creatures that cause disease, such as mummies and lycanthropes. The military medic, the tough, sword-wielding medicine man, and the world-traveling soldier with a gentle heart and healing touch, are all healers.

Healers often take small, agile, quick familiars in order to deliver their touch spells and abilities to the afflicted. Healers also often take familiars that possess healing abilities of their own, to supplement the healer's own potential. Familiars who have the capacity to defend their master while she tends to the fallen are also strong possibilities.

Like defenders, healers often have to travel long distances through less-than-amicable territory. Thus, special mounts that can fly or move very quickly are popular choices among healers. A healer's mount sometimes moves among the battlefield, taking up the wounded and bringing them back to its master for treatment.

TENETS OF HEALING

LEND AID AND SUCCOR: Even more so than the Defender, healers have a primary duty and goal to help those who are sick or suffering from diseases, injury or any other kind of ailment. This drive informs every action they take.

HEALING BEFORE BATTLE: Though capable combatants, healers seek to remove curses, cure wounds and negate poisons before they engage in combat. They see this as their primary duty in life.

HEAL THE SPIRIT: Healers believe that the spirit is as important as the body, and seek to lift the spirit of others through calming and inspiring words or even song, story and poetry.

COURAGE AGAINST DARKNESS: Healers see themselves as spreading light across an increasingly dark land, and they will never back down from a challenge where others may be injured.

TABLE 3-15: OATH OF HEALING SPELLS

PALADIN LEVEL	SPELLS
3 rd	Cure Wounds, Detect Poison and Disease
5 th	Calm Emotions, Lesser Restoration
9 th	Beacon of Hope, Revivify
13 th	Death Ward, Private Sanctum
17 th	Greater Restoration, Raise Dead

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

RAY OF HEALING: You can use your channel divinity to use your Lay on Hands ability on any creature within 10 feet. You need not touch the creature, but they must be within line of sight.

HEALING SMITE: When you hit a creature using your Divine Smite ability, you may as a bonus action use Channel Divinity to touch another creature within 5 feet and transfer the damage you dealt to your opponent as healing energy to the creature touched. Thus, if you Divine Smite an enemy with a longsword, which deals your weapon damage of 1d8 plus 2d8 radiant damage (for a first level spell slot), the enemy takes 3d8 damage, and your touched ally heals the same amount.

AURA OF HEALTH

Beginning at 7th level, you exude an aura of health that wards friendly creatures against toxins and illnesses. All allies within 10 feet of you gain resistance against poison and disease.

At 18th level, the range of this aura increases to 30 feet.

HEAL THE SPIRIT

Beginning at 15th level, you are able to inspire others through calming words. This ability works exactly as the Bardic Inspiration ability, except that the target gains 1d10 as their Inspiration die, and the die type never increases.

DIVINE HEALER

Beginning at 20th level, whenever your allies spend Hit Dice to regain hit points during a short rest, you can use your healing aura to allow them to gain double the number rolled. Once you use this ability, you can't use it again until you finish a long rest.

OATH OF COMMAND

Perhaps no other class has the force of presence and affability that best characterizes paladins. A paladin is the sort of person that other people like to follow. Others are drawn to the paladin almost inexplicably, desiring to serve her and lend their aid in the campaign against evil. The commander takes this to its highest level, gathering and leading armies, organizing sieges and defenses, and bolstering confidence as she rides amongst the troops. The peasant hero leading the massive revolt against the corrupt government, the king's general organizing tactics and battle plans, and the adventurer conglomerating her forces for a mighty strike at the subterranean drow cities are all commanders.

Commanders often choose small, swift, winged familiars to carry messages across the battlefield. As much as she would like to, the commander cannot be everywhere at once, supervising every preparation and defense. Familiars are faster and more reliable than runners, and can, like the commander herself, inspire courage and hope in those who see them. If the commander serves a higher power, such as a baron or king, she may adopt her lord's symbolic creature as her familiar.

Commanders often adopt the traditional warhorse as their special mounts, because they lead their men into battle, and a warhorse holds easy formation within a unit of cavalry. Commanders sometimes use their mounts in the same way they use their familiars, and therefore take swift, aerial mounts with the ability to deliver messages and their own personage wherever it is needed.

TENETS OF COMMAND

LEAD BY EXAMPLE: Effective commanders and leaders never remain in the rear, but are among their troops, inspiring their subordinates with actions as well as words.

NO JOB TOO SMALL: A leader will never ask a subordinate to complete a task that they would not themselves be seen doing.

NO MAN LEFT BEHIND: While a leader may order a strategic retreat, he will always be the last one to quit the field of battle, making sure his forces are away safely first.

TABLE 3-16: OATH OF COMMAND SPELLS

PALADIN LEVEL	SPELLS
3 rd	Charm Person, Command
5 th	Suggestion, Warding Bond
9 th	Dispel Magic, Fear
13 th	Confusion, Spirit Guardians
17 th	Dominate Person, Geas

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity Options.

COMBAT INSPIRATION: Your rallying cries can inspire your fellows in combat. As a bonus action, you can call upon a use

PALADIN SPECIAL MOUNTS AND FAMILIARS

of your Channel Divinity to issue a rousing speech, battle cry or other inspiring words that grant Inspiration to one ally. If this Inspiration is not used by the end of the current battle, it goes away.

DEMORALIZE FOES: Your jibes, threats and posturing are the bane of your foes, intimidating them into submission. As a reaction, you may use your Channel Divinity to call upon a foe to surrender or give in, or simply insult, harass or intimidate them. That foe has Disadvantage on their next attack roll or ability check.

AURA OF CONFIDENCE

Beginning at 7th level, all allies within 10 feet of you are affected as though you had cast the *Aid* spell using a 2nd level spell slot. This increases their current hit points and hit point maximum by 5.

At 18th level, you can choose to increase the range of this aura to 30 ft, or to increase its power so that your allies within 10 ft. see their current hit points and hit point maximum increased by 15.

BATTLEFIELD DOMINANCE

At 20th level, you are a figure of legendary renown on the battlefield, whose mere presence causes enemies to quake in their boots and inspires allies to great heights of glory. For one minute, you gain the following benefits:

Whenever you cast a Paladin spell, you may make an immediate weapon attack as a bonus action.

All of your foes within 10 feet have disadvantage on saving throws against your Paladin spells and abilities.

You may call upon one of your Channel Divinity class features without expending a use of Channel Divinity.

Once you use this feature, you can't use it again until you finish a long rest.

OATH OF CELESTIAL AGENCY

Like the defender and the champion, the celestial agent serves another power – but this power is of the highest caliber, the paragon of goodness and righteousness, a power that has an influence and vision that is so far-reaching that few mortals can even hope to comprehend it. The celestial agent serves the very angels themselves – the celestials who dwell in their far-off planes and look upon mortals with a strange mixture of benevolence and wrath. The celestial agent goes where they will her to go, does what they will her to do. Even if she sometimes does not understand why or what she does, she has faith that the celestials are pointing her in the right direction. She is the hand of the divine in places they cannot or will not go; she brings their glory into the lightless places of the world. In return, their glory is her own.

The celestial agent has the potential to become a very powerful mortal – perhaps even more powerful than the celestials themselves, though what exactly this means for her creed is unknown. In return for her aid and loyalty, some of the lesser celestials serve her as familiars, providing a definite symbol that the forces of good are indeed behind her.

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The same is also true of special mounts. The celestial agent has angelic allies, and these can serve her as mounts as well as familiars. Evil creatures tremble when the celestial agent thunders among them, archons at her side, and a saintly beast beneath her. The mount of a celestial agent is often a fearsome opponent in combat as well, supplementing its master's own fighting prowess.

TENETS OF CELESTIAL AGENCY

THE WILL OF THE GODS: The first order for any celestial agent is to abide by the letter of his patron's divine will and tenets.

THE VOICE OF THE GODS: The celestial agent acts as the mouthpiece for his divine patron in the world of mortals. His every word and deed is informed by his understanding of his deity.

THE ARM OF THE GODS: The celestial agent embodies the ideals for which his patron fights. He is willing to die-and kill-for those noble morals, values and ideals.

TABLE 3-17: OATH OF CELESTIAL AGENCY SPELLS

PALADIN LEVEL	SPELLS
3 rd	Protection from Evil and Good, Shield of Faith
5 th	Aid, Spiritual Weapon
9 th	Beacon of Hope, Revivify
13 th	Banishment, Divination
17 th	Commune, Dispel Evil and Good

SPIRIT WEAPON

Unlike other Oaths, the Divine Agent does not gain an aura or additional Channel Divinity uses. Instead, they gain a Spirit Weapon, which grows in power as the paladin increases in experience. This spirit weapon acts as a conduit between the Divine Agent and their patron, allowing communication between the two. For more information, see the *Spirit Familiar* section, later in this chapter.

DIVINE FORM

At 20th level, you take on the appearance of an angelic being. You take one action to undergo a physical transformation into a divine form. For one minute, you gain the following benefits:

You sprout wings whose appearance is determined by your Patron's tenets. They might be feathered, leathery, made of steel plates, or any other appropriate look. You are affected as though under the effects of the *fly* spell.

All enemies within 30ft must make an immediate Wisdom saving throw (DC=your spell save DC) or flee in terror. Those who succeed in their save are Frightened for the duration of the transformation.

All of your attacks deal an extra 1d8 radiant damage. This damage stacks with that from spells, Divine Smite and other paladin abilities. Once you use this feature, you can't use it again until you finish a long rest.

SPIRIT FAMILIARS

No matter their individual variation, all paladins are part of a grand crusade, attempting to thwart tyranny and smash evil, no matter what guise it may don or where it may be hiding. Because there are many others who would like to see these lofty goals realized, paladins generally have a lot of help in their travels. This may be from vigilant townsfolk who want to start their own militia, poor farmers who provide the paladin with food and a place to stay for a night, other warriors and mages who actively join her growing army, or mystical creatures that answer her call and join her as eternal allies. In fact, the paladin can even garner help from those who have passed before.

A special type of familiar available only to paladins is the spirit familiar. These beings occupy no physical realm, dwelling on the astral or ethereal planes. They are the souls of those who have gone before, the essence of the dead. A paladin with sufficient will and devotion can catch the attention of one of these spirits and draw it to her. The spirit must be bound in a physical receptacle or it will be unable to linger. Therefore, the paladin must have the appropriate object ready when the ritual is complete. The spirit is then tied to the paladin, as surely as any familiar, and serves willingly and readily.

Paladins are martial characters, and the spirits that come to them and the receptacles these spirits occupy reflect this. A spirit may be tied to a weapon or a piece of armor, and grants special abilities to the item so imbued. A particularly powerful paladin can even use her own body as the receptacle, and the spirit rushes into her very veins, from which its power emanates out in an aura, affecting all close by. There are therefore three broad classes of spirit familiar – weapon, armor/shield, and aura. A paladin can have any number of spirit familiars, though in the case of weapon and armor spirits, each must occupy a different piece of equipment.

SUMMONING A SPIRIT

A paladin who desires a spirit familiar must take the Oath of Celestial Agency at third level. No other paladin may access this form of familiar; familiars summoned by paladins who take the Summon Familiar advantages in Chapter 1 gain normal (though still magically-powered) familiars. It should be noted that Celestial Agents *may* also take the Summon Familiar or Summon Mount advantages to receive a special mount or standard familiar *in addition* to their spirit familiar. This is an exception to the rule forbidding characters from having more than one familiar at a time.

SPIRIT FAMILIAR PROPERTIES

There are seven types of spirit familiars – standard, greater, and supreme versions of the weapon and armor spirits, and the aura spirit, which is always supreme. As the paladin gains in power, so too does the spirit familiar. If the weapon or piece of armor housing the spirit familiar is broken, the spirit is loosed and unwillingly drawn away from its master. This results in all the normal rules for the death of a familiar, including XP loss and time required before another familiar can be summoned (see Chapter 1 for more details).

A character may have no more than one spirit weapon or spirit armor familiar (that is one of each kind; a character can have both a spirit weapon familiar and a spirit armor familiar). The spirit familiar (weapon or armor) may be upgraded by selecting either the Summon Greater Familiar or Summon Supreme Familiar Special Ability (see the 'New Abilities' section of Chapter 1 for details) to either a Greater or Supreme Spirit familiar of the appropriate kind. When this is done, the familiar immediately begins using the new table to define its abilities, though any specific powers it already has cannot be changed (see the Spirit Weapon Power and Spirit Armor Power sections below for more details). Lastly, note that because the new Ability actually promotes the spirit familiar to the next level, the character may now summon a new familiar of the level the spirit familiar previously occupied (standard, greater or supreme).

SPIRITS AND MAGIC

The spirit within a weapon or a piece of armor, or within the paladin's body, radiates necromantic magic at a caster level equal to the paladin's level. This can be detected by any means normally able to detect magical auras, such as the spell *detect magic*. In addition, a successful targeted *dispel magic* or similar spell against the spirit familiar suppresses all of its powers for 1d4 rounds, after which it recovers naturally.

It is important to note that only non-magical, masterwork weapons and armor can be imbued with spirits. Magical items can never contain spirit familiars, and items that contain familiars can never be enchanted with permanent magical abilities (though they can benefit from temporary spells, such as *magic weapon* and *holy sword*).

SPIRITS LOST AND FOUND

In the course of her travels, the spirit weapon or armor of a paladin may be lost, stolen, or similarly removed from her power. The spirits within these items become dormant when not in their rightful master's control, providing no bonuses or abilities of any kind, though they still radiate magic as normal. The paladin is unable to summon a new spirit until the item is actually destroyed, after which she must wait for a year and a day, as normal. If the spirit weapon or armor is returned to its rightful master's hands, its power is instantly rekindled in full force, no matter the length of intervening time.

SPIRITS AND EX-PALADINS

If a paladin ever strays from her path and becomes an ex-paladin or oath breaker, she loses all her paladin abilities. In addition, any spirit familiars beholden to her will no longer accept her, and become dormant, just as if they had been transferred to the hands of another (see 'Spirits Lost and Found' section above). If the character atones for her sins and becomes a paladin again, the spirit item similarly regains its powers.

SPIRIT WEAPONS

A spirit familiar tied to a weapon is that of a valiant warrior who died in service of the Paladin's celestial patron, and may even be the soul of one of the paladin's deceased companions.

PALADIN SPECIAL MOUNTS AND FAMILIARS

A fallen individual whose spirit is housed within a weapon can still be returned to life (for example, by means of *raise dead* or *resurrection*), though this draws the spirit out of the weapon and the warrior spirit involved may not wish to abandon its newfound ally. The paladin suffers no penalty if this should transpire; the spirit within his weapon is simply replaced by another agent of his deity or celestial patron.

Weapon spirits can be summoned as standard, greater, or supreme familiars. As with other special familiars, the Paladin may gain a standard spirit weapon as part of their Oath of Celestial Agency. Gaining a greater or supreme familiar requires the appropriate Advantage as described in Chapter 1, though Celestial Agents are already assumed to have the base summon Advantage for purposes of determining prerequisites. Any non-magical, masterwork melee weapon may be imbued with such a spirit. A spirit weapon is an intelligent, magical weapon which may be gifted with extraordinary powers. The spirits within these items are always lawful good, and usually, but not always, have views that mesh with their paladin masters.

GREATER AND SUPREME SPIRIT FAMILIARS

A paladin with the Oath of Celestial Agency *may only have one spirit familiar at a time*. If he begins with a spirit weapon, then gains a suit of spirit armor as a greater familiar, the spirit leaves his weapon, and empowers his armor instead with greater abilities. If he later gains an Aura Spirit, the same spirit is once again infused with supreme abilities and leaves his suit of armor, taking on its new role as a supreme familiar.

TABLE C-1C: STANDARD SPIRIT WEAPON

MASTER CLASS LEVEL	INT/ WIS/ CHA	SPECIAL
3 rd	6	Evoke power 1, spirit weapon power, telepathic link, spirit light
5 th	7	Warrior knowledge
7 th	8	Evoke power 2, spirit weapon power
9 th	9	Spirit connection
11 th	10	Evoke power 3, spirit weapon power
13 th	11	Spirit Connection
15 th	12	Evoke power 4, spirit weapon power
17 th	13	-
19 th	14	Spirit weapon power
20 th	15	Evoke power 5

Int/Wis/Cha: The spirit weapon's Intelligence, Wisdom and Charisma scores.

TABLE C-19: GREATER SPIRIT WEAPON

MASTER CLASS LEVEL	INT/ WIS/ CHA	SPECIAL
3 rd	7	Evoke power 1, spirit weapon power, telepathic link, spirit light
5 th	8	Warrior knowledge
7 th	9	Evoke power 2, greater spirit weapon power

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9 th	10	Spirit Connection
11 th	11	Evoke power 3, spirit weapon power
13 th	12	Spirit Connection
15 th	13	Evoke power 4, greater spirit weapon power
17 th	14	Spirit Connection
19 th	15	Evoke power 5, spirit weapon power
20 th	16	Divine focus

Int/Wis/Cha: The spirit weapon's Intelligence, Wisdom and Charisma scores.

TABLE 3-20: SUPREME SPIRIT WEAPON

MASTER CLASS LEVEL	INT/ WIS/ CHA	SPECIAL
3 rd	8	Evoke power 1, spirit weapon power, telepathic link, spirit light
5 th	9	Warrior knowledge
7 th	10	Evoke power 2, greater spirit weapon power
9 th	11	Spirit connection
11 th	12	Evoke power 3, supreme spirit weapon power
13 th	13	Spirit Connection
15 th	14	Evoke power 4, greater spirit weapon power
17 th	15	Divine smite
19 th	16	Evoke power 5, supreme spirit weapon power
20 th	17	Spiritual assault

Int/Wis/Cha: The spirit weapon's Intelligence, Wisdom and Charisma scores.

SPIRIT WEAPON PROPERTIES

Spirit weapons have the following properties:

ABILITY SCORES: A spirit weapon is an intelligent magic item. Intelligent items can actually be considered creatures, as they have Intelligence, Wisdom, and Charisma scores. Tables 8-10, 8-11, and 8-12 show what the spirit weapon's Intelligence, Wisdom and Charisma scores are, which is dependent upon the character level of its master.

ALIGNMENT: The alignment of a spirit weapon always matches the alignment of its master. A spirit weapon always counts as both the moral and ethical alignment traits for the purposes of overcoming damage reduction or resistance.

EGO: As a direct representative of the Paladin's divine patron, the weapon can sometimes come into conflict with the wielder. Instructions for handling such situations can be found in the Fifth Edition guide for the Castle Keeper.

MAGIC WEAPON: A spirit weapon always counts as a magical weapon for the purposes of overcoming damage reduction or resistance.

SPIRIT LIGHT: The weapon glows with a divine luminance, illuminating a 30-foot radius. When the spirit weapon is first acquired, the paladin may decide on the color of light the weapon sheds, but once chosen the color remains the same. This light

is not ordinary light. It is spirit light, which cannot be seen without special magical means (i.e. being able to see into the ethereal plane). However, due to the connection between the paladin and the weapon, the paladin is able to see this light and objects illuminated by it just as if it were normal sunlight. Other creatures are unable to perceive this glow, however, and so the paladin essentially has a form of modified darkvision. At the master's option, the glow can switch from spirit light to normal light, allowing his allies (and enemies) to see by its means. Switching from spirit light to normal (and back again) is a free action.

TELEPATHIC LINK: The master has a telepathic link with the spirit weapon out to a distance of up to 1 mile. The master and the spirit weapon can communicate telepathically. Note that the low Intelligence of a low-level master's spirit weapon limits what the item is able to communicate or understand, and even intelligent spirit weapons see the world differently from humans, so misunderstandings are always possible.

Because of this telepathic link between spirit weapon and master, the master has the same connection to an item or place that the spirit weapon does. For instance, if her spirit weapon has seen a room, the master may teleport to that room as if she has seen it too.

EVOKE POWER: The master of a spirit weapon can call upon its power to aid her in times of need. When she does so, the spirit weapon manifests any and all powers the character has chosen for it (see Spirit Weapon Power, Greater Spirit Weapon Power, and Supreme Spirit Weapon Power below). The summoned powers last for a number of rounds equal to 3 + the character's Charisma modifier. A master may prematurely end the spirit weapon's manifested powers.

A master can only summon the spirit weapon's powers once per encounter. As she increases in level, the paladin gains additional uses of these powers before needing a rest. At 1st level she can summon the spirit weapon's powers once. At 5th level and every four levels thereafter, she can summon the powers one additional time (to a maximum of 5 times a day at 20th level). Evoking the spirit weapon's power is a bonus action. When the paladin finishes a short or long rest, she regains her spent uses of the weapon's power.

SPIRIT WEAPON POWER: A spirit weapon has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). As indicated on Tables 8-18, 8-19, and 8-20, the master chooses one power from Table 8-21 below. These powers stack with one another and all are manifested at once each time the master evokes them.

GREATER SPIRIT WEAPON POWER: A spirit weapon has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). As indicated on Tables 8-19 and 8-20, the master chooses one power from Table 8-22 below (or from Table 8-13 if she prefers). These powers stack with one another, and with all Spirit Weapon powers

previously chosen from Table 8-21, and all are manifested at once each time the master evokes them.

SUPREME SPIRIT WEAPON POWER: A spirit weapon has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). As indicated on Table 8-20, the master chooses one power from Table 8-23 below (or from Tables 8-21 or 8-22 if she prefers). These powers stack with one another, and with all Spirit Weapon powers previously chosen from Tables 8-21 and 8-22, and all are manifested at once each time the master evokes them.

WARRIOR KNOWLEDGE: The spirit within the weapon was once a great warrior, and has seen and done things that its master likely has not. The paladin may draw upon the experience of the spirit to grant him advantage on Intelligence or Wisdom checks that have anything to do with identifying monsters or knowledge of combat or tactics. For example, the weapon may allow the paladin to identify a creature she has never seen before ("That's a medusa – watch out, it can petrify you with its gaze!"), place an unfamiliar sword fighting style ("He's in the crouching scorpion stance – that is only taught to very elite warriors in the kingdom of Elasya."), or assist her in the defense of a stronghold ("The southern drawbridge is your weakest point.").

SPIRITUAL CONNECTION: The paladin is able to draw upon the fighting prowess and skills that the warrior spirit possessed in life. This allows her to gain the free use of one Special Ability, chosen from any Martial Archetype Feature which would be available to a fighter of her level, as defined under the Fighter character class in the Fifth Edition Player's Handbook. The paladin gains any and all abilities of the martial archetype feature chosen. Once chosen, the ability may not be changed. Additional Spiritual Connection features need not be from the same martial archetype.

DIVINE SMITE: The weapon enhances the paladin's divine abilities. The paladin may make one extra Divine Smite per day with the spirit weapon, as though she had an extra 3rd level spell slot to expend. This slot can *only* be used to perform an extra Divine Smite; not to cast another spell.

SPIRITUAL ASSAULT: The warrior spirit within the weapon and the paladin have reached a state of such perfect accord that the paladin, concentrating her divine energy, can cause the spirit to become manifest in the physical world and attack her foes. The spirit flies forward to attack, though it remains tethered to the weapon, appearing as a long, thin, ghostly form of wispy white.

As a spell-like ability, the paladin may point the weapon at a foe and cause the spirit to burst forth and strike at her opponent. The spirit moves around and through all intervening obstructions, so cover is not an obstacle though concealment can still foul the attack. The spirit's attack passes through armor entirely, much as a ghost's, so the paladin must make a ranged touch attack to hit her target. If the attack roll is successful, the spirit deals 6d8 points of radiant damage. After using this ability, the paladin must finish a long rest before she can use it again.

PALADIN SPECIAL MOUNTS AND FAMILIARS

SPIRIT WEAPON POWERS

A spirit weapon starts with one power, which can be summoned for use once each day (see 'Evoke Power' above). For every four levels beyond 1st that the spirit weapon's master has, it has an additional power, and the powers may be evoked an additional time each day. All powers manifest at the same time when they are evoked. The master may choose one power from the following tables each time the spirit weapon is granted a new power (Tables 8-18, 8-19, and 8-20 indicate which of the following tables are available at the time of selection). For details concerning these powers, see **Fifth Edition Monsters Tome**.

TABLE 8-21: SPIRIT WEAPON POWERS

+1 enhancement
Defending
Distance
Flaming
Frost
Holy Avenger
Returning
Shock
Sword of Sharpness
Sword of Wounding
Thundering
Vorpal Sword

Defending: Any of its enhancement bonus may be converted to armor class bonus.

Distance: Range is doubled. Only found on ranged weapons.

Flaming: Adds 1d6 points of fire damage to a successful attack, 2d6 against cold based creatures.

Frost: Adds 1d6 points of cold damage on a successful attack, 2d6 vs. flame based creatures.

Holy Avenger: As described in the Fifth Edition Castle Keeper's Tome. Does not stack with sharpness, wounding or vorpal (a sword may have only one of these three powers).

Returning: When hurled the weapon instantly teleports back the thrower's hand.

Shocking: Opponents take 1d6 points of additional lightning damage on a successful hit!

Sword of Sharpness: As described in the Fifth Edition Castle Keeper's Tome. Does not stack with wounding or vorpal (a sword may have only one of these three powers).

Sword of Wounding: As described in the Fifth Edition Castle Keeper's Tome. Does not stack with holy avenger, sharpness or vorpal (a sword may have only one of these three powers).

Thundering: Deals 1d6 points of sonic damage, and target must make a Constitution save vs. paladin's magic save DC or be deafened for 1d6 rounds.

Vorpal Sword: As described in the Fifth Edition Castle Keeper's Tome. Does not stack with holy avenger, wounding or sharpness (a sword may have only one of these three powers).

TABLE 3-22: GREATER SPIRIT WEAPON POWERS

+2 enhancement
Axiomatic
Disruption
Flaming burst
Holy

Axiomatic: This weapon deals double damage to opponents of the opposite alignment of the attacker. For example, chaotic evil foes suffer double damage from a lawful good wielder. True neutral foes are immune to this effect, while lawful neutral and chaotic neutral are considered opposites.

TABLE 3-23: SUPREME SPIRIT WEAPON POWERS

+3 enhancement*
Brilliant energy
Speed

*Unlike with standard magic weapons, a supreme spirit weapon may be enhanced by stacking enhancement bonuses without paying any exponential penalty. Thus, if a 9th level master chose a +1 enhancement bonus for her spirit weapon's first power, flaming burst for its second, and a +3 enhancement bonus for its third, it would simply count as a +4 flaming burst weapon. A spirit weapon may have a maximum of a +5 enhancement bonus.

Brilliant Energy: The weapon does an additional 3d8 radiant damage on each successful hit.

Speed: The weapon grants an extra attack in addition to any attacks the paladin gains from bonus actions, class features or other abilities.

SPIRIT ARMOR

The spirit familiars tied to armor and shields are those of heroic protectors, who risked all to defend that which they loved. The spirit may even be the soul of one of the companion's own departed comrades. See the description on spirit weapons, above, should a cleric attempt to return the spirit to its body.

Armor spirits may be summoned as standard, greater, or supreme familiars. As with other special familiars, the Paladin may gain standard spirit armor as part of their Oath of Celestial Agency. Gaining a greater or supreme familiar requires the appropriate Advantage as described in Chapter 1, though Celestial Agents are already assumed to have the base summon Advantage for purposes of determining prerequisites.

Any non-magical, masterwork piece of armor may be imbued with such a spirit. Spirit armor is an intelligent, magical piece of protection which may be gifted with extraordinary powers. The spirits within these items are always lawful good, and usually, but not always, have views that mesh with their paladin masters.

TABLE 3-24: STANDARD SPIRIT ARMOR

MASTER CLASS LEVEL	INT/ Wis/ CHA	SPECIAL
3 rd	6	Evoke power 1, spirit armor power, telepathic link, spirit light
5 th	7	Warrior knowledge
7 th	8	Evoke power 2, spirit armor power
9 th	9	Spirit connection
11 th	10	Evoke power 3, spirit armor power
13 th	11	Weightless
15 th	12	Evoke power 4, spirit armor power
17 th	13	-
19 th	14	Evoke power 5, spirit armor power
20 th	15	-

Hardness Adj.: This number noted here is an improvement to the spirit armor's existing armor class rating. It represents a preternatural strength of the spirit armor.

Int/Wis/Cha: The spirit armor's Intelligence, Wisdom and Charisma scores.

TABLE 3-25: GREATER SPIRIT ARMOR

MASTER CLASS LEVEL	HARDNESS ADJ.	INT/ Wis/ CHA	SPECIAL
3 rd	7	6	Evoke power 1, spirit armor power, telepathic link, spirit light
5 th	8	7	Warrior knowledge
7 th	9	8	Evoke power 2, greater spirit armor power
9 th	10	9	Spirit connection
11 th	11	10	Evoke power 3, spirit armor power
13 th	12	11	Spirit connection
15 th	13	12	Evoke power 4, greater spirit armor power
17 th	14	13	Weightless
19 th	15	14	Evoke power 5, spirit armor power
20 th	16	15	Impervious

Int/Wis/Cha: The spirit armor's Intelligence, Wisdom and Charisma scores.

TABLE 3-26: SUPREME SPIRIT ARMOR

MASTER CLASS LEVEL	INT/ Wis/ CHA	SPECIAL
3 rd	8	Evoke power 1, spirit armor power, telepathic link, spirit light
5 th	9	Spirit Connection, Warrior knowledge
7 th	10	Evoke power 2, greater spirit armor power
9 th	11	Spirit connection
11 th	12	Evoke power 3, supreme spirit armor power
13 th	13	Weightless

15 th	14	Evoke power 4, greater spirit armor power
17 th	15	Impervious
19 th	16	Evoke power 5, supreme spirit armor power
20 th	17	Spirit Connection, Spellcrusher spirit

Hardness Adj.: This number noted here is an improvement to the spirit armor's existing hardness rating. It represents a preternatural strength of the spirit armor.

Int/Wis/Cha: The spirit armor's Intelligence, Wisdom and Charisma scores.

SPIRIT ARMOR PROPERTIES

Spirit armor has the following properties:

ABILITY SCORES: Spirit armor is an intelligent magic item. Intelligent items can actually be considered creatures as they have Intelligence, Wisdom, and Charisma scores. Tables 8-10, 8-11, and 8-12 show what the spirit weapon's Intelligence, Wisdom and Charisma scores are, which is dependent upon the character level of its master.

ALIGNMENT: The alignment of a piece of spirit armor always matches the alignment of its master – lawful good.

EGO: As a sentient magic item, the spirit armor has its own personality and desires, and always acts in accordance with the will of the paladin's divine patron. This means there may sometimes be conflicts of personality. Guidelines for dealing with these conflicts can be found in the Fifth Edition Castle Keeper's tome.

MAGIC ARMOR: Spirit armor always counts as magical armor.

SPIRIT LIGHT: The armor glows with a divine luminance, illuminating a 30-foot radius. When the spirit armor is first acquired, the paladin may decide on the color of light the armor sheds, but once chosen the color remains the same. This light is not ordinary light. It is spirit light, which cannot be seen without special magical means (i.e. being able to see into the ethereal plane). However, due to the connection between the paladin and the armor, the paladin is able to see this light and objects illuminated by it just as if it were normal sunlight. Other creatures are unable to perceive this glow, however, and so the paladin essentially has a form of modified darkvision. At the master's option, the glow can switch from spirit light to normal light, allowing his allies (and enemies) to see by its means. Switching from spirit light to normal (and back again) is a free action.

TELEPATHIC LINK: The master has a telepathic link with the spirit armor out to a distance of up to 1 mile. The master and the spirit armor can communicate telepathically. Note that the low Intelligence of a low-level master's spirit armor limits what the item is able to communicate or understand, and even intelligent spirit armor sees the world differently from humans, so misunderstandings are always possible.

Because of this telepathic link between spirit armor and master, the master has the same connection to an item or place that the spirit armor does. For instance, if her spirit armor has seen a room, the master may teleport to that room as if she has seen it too.

PALADIN SPECIAL MOUNTS AND FAMILIARS

EVOKE POWER: The master of spirit armor can call upon its power to aid her in times of need. When she does so, the spirit armor manifests any and all powers the character has chosen for it (see Spirit Armor Power, Greater Spirit Armor Power, and Supreme Spirit Armor Power below). The summoned powers last for a number of rounds equal to 3 + the character's Charisma modifier. A master may prematurely end the spirit armor's manifested powers.

A master can only summon the spirit armor's powers once per encounter. In addition, she has a limited number of times she can call upon the spirit familiar's abilities before needing to complete a rest. At 3rd level she can summon the spirit armor's powers once per day. At 5th level and every four levels thereafter, she can summon the powers one additional time (to a maximum of 5 by 20th level). Evoking the spirit armor's power is a bonus action. After completing a long or short rest, the paladin regains all spent uses of this ability.

SPIRIT ARMOR POWER: Spirit armor has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). As indicated on Tables 8-16, 8-17, and 8-18, the master chooses one power from Table 8-19 below. These powers stack with one another and all are manifested at once each time the master evokes them.

GREATER SPIRIT ARMOR POWER: Spirit armor has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). As indicated on Tables 8-17 and 8-18, the master chooses one power from Table 8-20 below (or from Table 8-19 if she prefers). These powers stack with one another, and with all Spirit Armor powers previously chosen from Table 8-19, and all are manifested at once each time the master evokes them.

SUPREME SPIRIT ARMOR POWER: Spirit armor has special powers that it can only manifest briefly a certain number of times each day at its master's command (see Evoke Power above). As indicated on Table 8-18, the master chooses one power from Table 8-21 below (or from Tables 8-19 or 8-20 if she prefers). These powers stack with one another, and with all Spirit Armor powers previously chosen from Tables 8-19 and 8-20, and all are manifested at once each time the master evokes them.

WARRIOR KNOWLEDGE: The spirit within the armor was once a great warrior, and has seen and done things that its master likely has not. The paladin may draw upon the experience of the spirit to grant him advantage on any Intelligence or Wisdom checks made that have anything to do with monsters, combat, or tactics. For example, the armor may allow the paladin to identify a creature she has never seen before ("That's an umber hulk – watch out, it can confuse you with its gaze!"), place an unfamiliar sword fighting style ("He's in the crouching scorpion stance – that is only taught to very elite warriors in the kingdom of Elasya."), or assist her in the defense of a stronghold ("The southern drawbridge is your weakest point.").

SPIRITUAL CONNECTION: The paladin is able to draw upon the fighting prowess and skills that the warrior spirit possessed in life. This allows her to gain the free use of one special fighter feature from

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any martial archetype that would be available to a fighter of the paladin’s level. The paladin gains all abilities of the chosen feature while wearing the spirit armor. Once chosen, the feat or special ability may not be changed. When the paladin chooses additional abilities later, they need not be from the same martial archetype.

WEIGHTLESS: The weight of the spirit armor is, miraculously, eliminated entirely. It feels to the paladin as if she wears no armor at all or the shield she carries is as easy to move around as her own hand. A suit of armor with this ability is considered to be light, meaning the paladin has no reduction in movement. A spirit shield with this ability grants the paladin a +1 insight bonus to AC.

IMPERVIOUS: The paladin may, as a reaction, speak a special command to the spirit within the armor. This causes the total AC of the armor to increase by half (round down) for one full round. For example, a suit of spirit plate mail with a +3 enhancement ability would normally provide an AC of 21. When worn by a paladin who invokes this ability is invoked, it provides an AC of 31! After using this ability, the paladin must finish a long rest before it can be used again.

SPELLCRUSHER SPIRIT: The spirit within the armor automatically attempts to disrupt any hostile spells of which its master is aware. Whenever an enemy spellcaster of which the paladin is aware attempts to cast a spell, the spirit throws its energy into the oncoming spell, attempting to disturb the casting. The paladin may make an immediate attempt to dispel the spell, just as if she had readied an action to do so. In addition, the paladin does not need to use *dispel magic* or the same spell that is being cast in order to counter the spell, though she does need to spend an uncast spell that is of the same level or higher as the one she is attempting to dispel.

For example, a drow priestess attempts to cast a *prayer* while in combat with Benomen and his companions. The spirit within Benomen’s armor immediately attempts to dispel the spell, though Benomen must use one of his 3rd-level or higher spells in order to make the attempt (since *prayer* is a 3rd-level spell). All the normal dispel rules apply. Note that if Benomen did not have any 3rd-level or higher spells available, or if he was unwilling to sacrifice one, the priestess’s spell could not be dispelled. This dispel attempt counts as a free reactionary action.

SPIRIT ARMOR POWERS

Spirit armor starts with one power, which can be summoned for use once each day (see ‘Evoke Power’ above). For every four levels beyond 1st that the spirit armor’s master has, it has an additional power and the powers may be evoked an additional time each day. All powers manifest at the same time when they are evoked. The master may choose one power from the following tables each time the spirit armor is granted a new power (Tables 8-16, 8-17, and 8-18 indicate which of the following tables are available at the time of selection). For details concerning these powers, see the “Armor and Shields Descriptions” in *Fifth Edition Monsters Tome*.

TABLE 3-27: SPIRIT ARMOR POWERS

+1 Enhancement Bonus
Cold Resistance/Fire Resistance
Bashing**
Blinding**

*Unlike with standard magic armor, spirit armor may be enhanced by stacking enhancement bonuses without paying any exponential penalty. Thus, if a 5th level master chose a +1 enhancement bonus for both the spirit armor’s two powers, it would simply count as +2 armor. Spirit armor may have a maximum of a +5 enhancement bonus.

**Shields only.

TABLE 3-28: GREATER SPIRIT ARMOR POWERS

+2 enhancement*
Animated**
Elven (as Elven Chain)
Spell resistance

*Unlike with standard magic armor, greater spirit armor may be enhanced by stacking enhancement bonuses without paying any exponential penalty. Thus, if a 5th level master chose a +1 enhancement bonus for the spirit armor’s first power and a +2 enhancement for its second power, it would simply count as +3 armor. Spirit armor may have a maximum of a +5 enhancement bonus.

**Shields only.

TABLE 3-29: SUPREME SPIRIT ARMOR POWERS

+3 enhancement*
Etherealness
Spell resistance

*Unlike with standard magic armor, supreme spirit armor may be enhanced by stacking enhancement bonuses without paying any exponential penalty. Thus, if a 9th level master chose a +1 enhancement bonus for the spirit armor’s first power, spell resistance for its second power, and a +3 enhancement for its third power, it would simply count as +4 spell resistance armor. Spirit armor may have a maximum of a +5 enhancement bonus.

AURA SPIRITS

The spirits that inhabit the very body of a paladin are the souls of truly legendary heroes, who may be revered in myth and legend and remembered in songs and epics. Such a spirit courses through the very skin of the paladin, and the power it contains emanates from the paladin’s body, affecting all those close by. Often, the paladin’s own personality is slightly reshaped to reflect the views of this new being who inhabits her flesh. But in essence, the spirit becomes a part of the paladin and the two cannot be separated by any means short of the paladin’s death or divine influence. Even should the paladin die, the spirit and its powers will return to her if she is brought back to life.

Aura spirits are always supreme familiars.

Aura spirits function quite a bit differently from normal familiars.

They follow their own progression, but, as they are a part of the paladin herself, they do not gain in AC or Intelligence as normal familiars do. Nor do they gain Wisdom or Charisma scores as spirit weapons and armor do. Since they dwell within the paladin's very body, they cannot be harmed, slain, or affected by any means short of a *wish* or *miracle* spell. There are several types of aura spirit, and the paladin must select which one she desires when she completes the ritual that summons it. Each spirit follows its own individual progression, though this progression is simple and does not require a table to monitor. A character may never have more than one aura spirit familiar.

The types of aura spirit and their effects follow. Unless otherwise indicated, the aura generated by the spirit extends 10 feet from the paladin in all directions. Beneficial auras always also affect the paladin herself. Many auras can only be used a certain number of rounds per day. These rounds do not need to be continuous, and activating and deactivating an aura is a free action. Unless otherwise noted, all effects are supernatural.

TYPES OF AURA SPIRITS

COURAGE: The radius of the paladin's aura of courage increases by 10ft.

DREAD: Enemies within the radius of the aura suffer from the frightened condition. This aura can be activated for a total of 10 rounds, after which the paladin must finish a long rest before it can be used again. For every 3 paladin levels that the master has, the aura can be activated for one additional round between rests.

ELEMENTAL FURY: The weapons of all allies within the radius of the aura gain one elemental descriptor, which is chosen by the paladin when she activates this aura (i.e. the weapons become *acid*, *cold*, *fire*, *lightning* or *thunder* weapons). Weapons within range deal an extra die of damage of the indicated type (thus, fire weapons deal an extra die of damage, which is fire damage). This aura has no effect on weapons which already bear that description. For instance, a +1 *flaming longsword* gains no additional benefit from this aura if *fire* is chosen, though if *cold* was chosen for the aura the weapon would become, temporarily, a +1 *flaming frost longsword*. This aura can be activated a total of 5 rounds, after which the paladin must complete a short rest before it can be used again.

ELEMENTAL PROTECTION: Allies within the radius of the aura gain *Energy Resistance* against one energy type (*acid*, *cold*, *fire*, *lightning* or *thunder*), which is selected by the paladin when she activates this aura. The aura can be activated for a total of 5 rounds, after which she must complete a short rest before it can be used again. For every 3 levels of paladin that the master has, the total duration increases by 1 additional round.

HEALING: The pool of healing power in the paladin's Lay on Hands ability is doubled. In addition, she can choose to apply this healing to all allies within range of her aura, though in this case, she must expend 2 points from her pool for every point healed to her allies.

PALADIN SPECIAL MOUNTS AND FAMILIARS

IMPERVIOUS: Allies within the radius of the aura gain a +1 deflection bonus to AC. This aura can be activated for a total of 5 rounds per day. For every paladin level that the master has, she may choose to add +1 to the deflection bonus provided by the aura or extend its total duration by 2 additional rounds per day (note that the deflection bonus may not be increased to better than +5).

INSPIRATION: Allies within the radius of the aura receive advantage on all skill checks. This aura may be activated for a total of 5 rounds, after which the paladin must finish a long rest before it can be used again. For every 3 paladin levels that the master has, she increase the duration by 1 round.

PENANCE: Enemies within the radius of the aura are subjected to holy attacks by the angry spirit, suffering 1d6 points of radiant damage per round, on the paladin's turn.

This aura can be activated a total of 3 rounds, after which the paladin must finish a long rest before it can be used again. For every 3 paladin levels that the master has, she may choose to add +1 to the damage caused by the aura (i.e. 1d6+1, 1d6+2, etc.), or extend its total duration by 1 additional round per day.

RETRIBUTION: Every time an enemy within the radius of the aura deals damage to an ally within the aura, regardless of the source (attack, spell, spell-like ability, etc.) the enemy suffers an equivalent amount of radiant damage in retribution. If the attack inflicts a condition upon your ally, the enemy who inflicted the condition suffers the same. This ability lasts for 3 rounds, after which the paladin must finish a long rest before it can be used again. For every 3 paladin levels the master has, the duration increases by 1 round.

SLAUGHTER: Allies within the radius of the aura gain advantage on all attacks (including spell attacks) and allied spell casters increase their spell save DC by 5. This aura can be activated a total of 3 rounds, after which the paladin must finish a short rest before it can be used again. For every paladin level that the master has, the duration increases by 1 round.

SPELL RESISTANCE: Allies within the radius of the aura gain Spell Resistance. This aura can be activated a total of 5 rounds, after which the paladin must finish a long rest before it can be used again. For every 3 paladin levels that the master has, the total duration increases by 1 round.

WARRIOR: Allies within 10 feet of the paladin see their weapons affected as though by a *Magic Weapon* spell at 2nd level. This ability lasts for 3 rounds, after which the Paladin must finish a long rest before it can be used again. For every 3 paladin levels the master has, the duration increases by 1 round, or she can choose to increase the effective spell slot expenditure by one (thus, she would need to increase the spell slots by two to get the fourth level effect, and by four to gain the sixth level effect), with an according increase in enhancement bonus. Unlike the spell, this ability can further enhance already magical weapons.



CHAPTER 9: THE RANGER'S FAMILIAR

THE RANGER'S FAMILIAR

The days had slipped away from Ordriin. The sense of time had been lost to him. Every morning when he rose, the forest looked down on him. In each dewdrop jewel – in the fingerprinted veins embossed on every leaf – he saw the endless cycles of existence, stretching back across the countless eons to when the gods had first exhaled and told the dawn to come.

In such a timeless state, Ordriin stood up from his bower of grass and stretched, breathing deeply of the forest's spice. Though he was the King's man, patrolling this timber for the safety of the woodcutters, he knew in his heart that he was free. King or no King, laws or no laws, Ordriin came and went as he pleased, following the turn of the brook as it tumbled through the trees and chasing after hares with sometimes reckless caprice.

But this morning...what was that desire? That thought which lurked in the back of his mind?

He'd been feeling it for days now, this quiet impetus in his soul. But now it leapt to his lips and found voice:

"I am alone."

And his heart was filled with longing...

RANGER FAMILIARS

Few character classes have such an affinity with animals as does the ranger. Indeed, many rangers spend more time with animal compatriots than they do among humans and elves. Something in the animal spirit calls out to the ranger, as if the two souls had known each other in another lifetime and are now fulfilling some pact that neither of them entirely remembers. Rangers are drawn to the wilderness for many reasons. But all of them at times yearn for solitude, and this is the foremost reason for their itinerant behavior. Whether they prowl the jungle paths or scour the desert sands, rangers have in common two things: a respect for the wilderness and an undefined link with its inhabitants.

Rangers go about the business of summoning a familiar with particular care. To the ranger, the familiar is more than simply an ally. The familiar is a trusted friend, no less an important part of the ranger's life than his or her adventuring companions. Indeed, at times, the familiar is the ranger's best friend, accompanying him even during those times when he strikes off to find solitude in the wilderness he holds so dear. Almost all rangers are at least a little bit feral. Sometimes only the thinnest of civilized veneers covers their untamed spirits. Rangers feel a deep and abiding connection with the animal kingdom, very aware that humans and demihumans are animals themselves. Because of this knowledge and the wisdom that comes with it, rangers form incredibly intimate and complex relationships with their familiars. The familiar is really an extension of the ranger's soul.

One important fact to keep in mind is that a ranger's connection with his familiar is through the land itself. Nature is the bridge over which the familiar crosses en route to entering the ranger's

service. The wild areas themselves—sweeping deserts, rain-slashed jungles, fetid swamps—all serve as a conduit for the mystical energy that draws a familiar to the ranger. Both ranger and familiar are tied in some way to the land; the earth is their common ground. When it comes time to summon a familiar, the terrain type of the ranger's personal stomping ground takes on particular relevance.

All rangers favor one type of wilderness over all others. The first step in summoning a familiar is to settle upon the ranger's primary terrain, the one category of wild lands that the ranger most often roams. To some rangers this will be an easy task, as they've spent most of their careers serving as trailblazers in a certain uncharted forest, or perhaps the campaign is set in a cold northern wasteland, so that an arctic terrain type is the only logical choice. Other rangers will find the selection process more difficult, as their careers have taken them around the globe, and they're just as comfortable in the marshy fens as they are in the baking desert. The Castle Keeper and player together should settle on a terrain type, based upon the character's history and personal tastes. The type of terrain chosen directly affects the kind of familiar the ranger can summon. The individual terrain types will be discussed later in this chapter, and they are as follows: arctic, aquatic, desert, forest, hill, jungle, mountain, plains, and swamp.

The second area to consider is simply why the ranger seeks a familiar in the first place. Other character classes have their own reasons for wanting a familiar, usually to provide reinforcements in battle, to boost their magical resources, or to act as a forward observer or guide.

Rangers, on the other hand, see the familiar as a kindred spirit. Stories abound of rangers and their familiars forging so inextricable a bond that the death of one eventually spells doom for the other. They are conjoined at the spiritual level. Certain rangers seek out a familiar as a means to complete themselves. Though this may seem a highly esoteric and inexplicable motive to others, these rangers are in tune with their spiritual side and believe that a familiar will permit them fully to express themselves as individuals. Still, there are other rangers who desire a familiar simply to give them an edge in combat, or to use as a secret weapon to use against their enemies.

The ranger's familiar is always an animal. While other character classes have familiars such as shadows or beings from another plane of existence, the ranger's link with nature ensures that all of his familiars are drawn from normal animals such as mammals and reptiles. Furthermore, the animal itself is always a reflection of the ranger's primary terrain, the embodiment of that environment's danger, wonder, and beauty.

SUMMONING RITUAL

Ordriin sat on the thick matting of leaves, the limbs of the special white oaks forming a comforting bower around him. He felt safe here. He felt nestled. After hours of introspection, he finally felt prepared to send his mind away in search of that other part of him, the part he sensed but couldn't name.

CHAPTER 9

His thoughts swirled within the Hallowed Grove. His prayer went up. The nature goddess took hold of his prayer and guided it, the Grove the channel for Her will, the focus for Her energy. After awhile, a sound resounded through the forest, a sound that only a certain tiny spirit could hear.

Miles away, a certain raccoon lifted his head from the clump of moss he'd been investigating. In the darkness, his mask nearly hid all of his furry face. Only his eyes were to be seen, flashing and inquisitive and undeniably intelligent. The raccoon listened to that song, oh how it listened, and inside it felt a stirring like it had never known.

Leaving the moss behind, the raccoon set off into the night, in search of its destiny.

After the player has decided on his character's primary terrain, the ranger must locate an appropriate area and construct a Sacred Site, as described below. Once this has been done, the actual ceremony may be performed. The gold pieces required by the ritual are spent on consecration supplies (incense, powders, and other material components). The Castle Keeper and player should name these components specifically. By tailoring the exact supplies required to the ranger, the chosen terrain, and the campaign, a greater sense of purpose and meaning can be given. For example, one ranger's supplies might consist of a medicine bundle containing sacred gourds, animal teeth, and tobacco, while another's might appear in the form of silver divining sticks or powdered quartz.

At the Castle Keeper's discretion, the ranger may also need to seek out an instructor, wise man, or shaman to teach them the summoning ritual required. (Otherwise, the ranger can intuitively discover the means of reaching out to his familiar.) Finding an instructor usually takes 2d6 days, or half that time if the ranger is searching in his primary terrain. Most instructors ask for something in return, perhaps the completion of a minor quest or a small amount of gold (usually no more than 20 gp). The instructor usually imparts to the ranger additional wisdom concerning wildlife in general and familiars in particular. Locating and learning from an instructor can even be an adventure unto itself (depending upon the whims of the Castle Keeper).

Once the ritual has been performed, the familiar arrives to do the ranger's bidding.

AVAILABLE FAMILIARS

As one of two classes that are intricately and innately tied to the natural world, the list of standard, greater and supreme familiars available to rangers is the same as the lists for druids. See the lists for Familiars by Terrain in Chapter 5: druids, for suggestions of appropriate ranger familiars. However, CKs may want to keep in mind that due to their innate connection to nature, both druids and rangers should have a broad and complete range of choices when it comes to their familiar. In the end, so long as the power level is appropriate to the standard, greater or supreme respectively, the CK should allow the ranger or druid PC to run with it!

SACRED SITES

Ordin sat on the ground before the campfire, watching the faces of the others through the flames.

"In my sands," spoke a woman in a flowing white robe, "we know only the sun and what it does to the mind and body. We live crudely, but still we thrive. Our oases see to that."

"And in the mountains," said a man who looked more like a bear than the human he was, "we have caves so deep and black that you feel like you're in the heart of the world."

"No," whispered a black-skinned warrior in a loin cloth. "The world's heart is the jungle, my friends. The jungle, with its endless trees, its predators, and its hidden jewels. There is no place like it anywhere else in the world."

"Ahh, but the ocean is where all life begins," countered another.

"Then you should favor the swamps, like me," said an elf with matted black hair. "For the swamp is much like the jungle and much like the sea. It is both, and so it is greatest."

A burly shepherd scoffed. "If that's the measure of greatness, then the hills are the true cornucopia. In my hills we have streams and we have trees. We have caves and we have patches of sand like any desert."

"But do you have freedom?" challenged a man wearing buckskins. "Can you see from one horizon to the next? Can you run and run across the openness, unhindered by either mountain or man? That is how it is in my homeland."

Ordin surprised them all by laughing. They all turned and looked at him, their faces grave in the shadows thrown by the fire.

"And I suppose you believe the forests are greatest of all?" said the mountain man.

"The only thing I believe," Ordin said judiciously, "is that this is one argument that I'll happily avoid." With that, he lay down on his bedroll. When he stared up at the sky, he was glad to see the heavens were obscured by his blessed trees...

The Sacred Site is at the heart of the ranger's journey for a familiar. As the centerpiece of the summoning process, the Sacred Site is more than a just a place where a familiar is called; it is a haven for the ranger, a place where he can find succor when all other places fail him. Sacred Sites are private niches carved from the wilderness, where a ranger goes to seek solitude and contemplation. Even after the familiar has arrived, the Site may be used throughout the ranger's career whenever he needs a place where he can feel safe and close to the elements of nature.

Examples of Sacred Sites abound in history and myth. Stonehenge on the Salisbury Plain in England is a perfect example, as is the Cave of Merlin from Arthurian legend. The ranger must make one of these, and then he must consecrate it. He must, in other words, build a place of legend.

Each type of primary terrain has its own brand of Sacred Site, nine of them in all. These should be considered as defaults, only. If the Castle Keeper or player has an idea for a different type of Sacred Site, there's no reason it can't be used instead.

TABLE 9-1: SACRED SITES BY TERRAIN

Terrain	Sacred Site
Aquatic	Hidden Inlet
Arctic	Icy Enclave
Desert	Blessed Oasis
Forest	Hallowed Grove
Jungle	Entwined Hut
Mountain	Sheltered Cairn
Plain	Standing Stones
Swamp	Lasting Hummock
Underground	Furtive Cave

AQUATIC RANGERS: HIDDEN INLET

One of the rarest types of ranger is the one whose spirit is joined to the water. Some aquatic rangers favor the rivers, while others are at home on ponds and lakes, and still others enjoy the open salt water of the world's oceans. There are thus three "subtypes" of aquatic rangers- river, lake, and sea. Each type deals with an entirely different array of creatures and dangers. But they have in common their love of water, which they see as the fountainhead of all life. Water is necessary if life is to thrive. Aquatic rangers seek to keep the waters of the world clean from man's pollution and free of monstrous invasion.

River rangers often travel on kayaks and small rafts. Lake rangers use barges. Sea rangers are often found aboard galleons, acting as navigators for extended ocean voyages. The rivers, lakes, and seas all present their own slate of inhabitants and weather conditions. River rangers might be experts on the biology of the salmon, but they likely know nothing about the eating habits of sharks. Lake rangers can make poultices from freshwater algae, but unlike the sea ranger, they probably don't know how to desalinate water to render it potable. By selecting one of these three subtypes, a player further defines his ranger character. Is the ranger a bargeman? The pilot of an ocean-faring ship? Or perhaps a river guide skilled in scooting over the white rapids in a narrow canoe?

In order to summon a familiar, the aquatic ranger, regardless of subtype, must designate a narrow stretch of shoreline as his Hidden Inlet. Hidden Inlets are as varied as the subtypes themselves. A lake ranger might locate a half-submerged limestone cave. A sea ranger might claim a small, secluded lagoon. The river ranger's Hidden Inlet might be a muddy bank where the crawdads are particularly numerous. As with all Sacred Sites, the Hidden Inlet must somehow be physically distinct from the area around it. A lagoon might be marked by a tree line at the edge of the sand, or a river based ranger could use speak with animals to encourage beavers to build dams around his chosen bank. To find and delineate a proper area, the ranger must succeed in a Survival check (Challenge Level 8). It usually takes only 1d3+1 days to accomplish this. Most of that time is spent in the actual searching for a suitable location. Once found, there is little the ranger must do, other than engage in a time of intense meditation, chanting, and prayer that takes one full uninterrupted day.

ARCTIC RANGER: ICY ENCLAVE

Fortunately for adventurers who set out across the frozen badlands, there are resident rangers to lend a helping hand when the cold threatens to put a permanent end to an ill-fated expedition. Arctic rangers must deal with a host of difficulties that would be completely alien to rangers from latitudes father from the poles, including protracted periods of light and darkness, moving ice floes, snowburn, frostbite, and oxygen deprivation. Considering these problems, the thought of building a Sacred Site often dissuades many from even trying. Unlike other environments, that of the arctic world is almost always aggressive. Even on those days when the wind doesn't blow and the ice doesn't fall away beneath the feet, the extremely low temperatures can kill a living creature within hours. Every day is a new test of survival. Any Sacred Site erected within these polar regions must be able to withstand the punishment of nature in its most perilous and unpredictable state.

While materials for construction aren't as rare as they are in the barren desert, the arctic offers little in way of supplies other than ice and rock-hard plants. Perhaps hardy pine trees might grow within walking distance, and there is usually a surplus of whalebone and walrus hide. So there are materials to be found, as long as the ranger succeeds in a Survival check (Challenge Level 8). A successful check indicates that the ranger has located sufficient building goods, or at the very least has correctly cut out and chiseled an appropriate number of ice blocks to serve as bricks for a snow dome or igloo. Many rangers choose to fashion their Icy Enclaves from the ribs of mastodon, covered in hairy pelts or tanned leather-sometimes from even more exotic creatures, such as remorhazes or white dragons. Whatever type of enclave the ranger ultimately erects, it must be an area that is obviously distinct from the land around it. In other words, because the Icy Enclave represents a focal point for magic, there must exist something that makes it stand out from the mundane world around it. This "fence" could be many things, such as a ring of polished rocks, a circle of dried walrus blood, or a line of polished bones.

Once the Icy Enclave has been constructed, whether it appears as a yurt of hides or an igloo, the ranger must actually perform the rituals involved with the Summon Familiar advantage (see the 'New Abilities' section of Chapter 1 for details). This usually takes the form of a meditation specific to the ranger's personal philosophy. The ritual takes one full day, during which time the ranger cannot be interrupted, otherwise he must buy more supplies and spend another 24 hours conducting the ritual.

DESERT RANGERS: BLESSED OASIS

If it weren't for the presence of rangers in the world's barren places, the occasional traveler to those regions would likely find himself overrun with monstrous terrors and beaten down by the very environment he sought to cross. Rangers do what they can to patrol the desert places, keeping the monster population in check and ensuring that explorers are able to find an infrequent water source, a protective bit of shade, or at the very least, a

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shallow cave in which to rest their heads. Few areas are more inhospitable than the desert. The rangers who call the desert their home are devoted students of self-preservation. More than any other breed of outdoorsman, the desert ranger is a master of survival. Where others see only an unending sea of sand, the ranger sees his home, and his techniques for overcoming the harshness of the desert's nature are legendary.

Even so, finding a familiar in such extreme conditions can be difficult at best. The ranger who wishes to summon a familiar in the trackless desert wastes must often go to extremes, as the very landscape makes it quite difficult to construct even the most rudimentary of Sacred Sites. While the forest ranger enjoys unlimited timber and the mountain ranger an infinite supply of stone, the desert ranger has no medium for construction other than sand or barren earth. Establishing a Sacred Site in the midst of such an arid, featureless region would normally require materials to be moved over vast distances under rigorous climatic conditions. And even after the hallowed area was built, it would only be a matter of time before the savage winds and the oceanic sand overwhelmed it, leaving behind no trace that it had ever existed. All Sacred Sites in the desert, then, stand the best chance of lasting if they are living, growing oases, complete with sturdy trees, adaptable vegetation, and a permanent water supply.

Creating an oasis out of a desert dune, however, is a nearly impossible task. The most fundamental aspect of an oasis is the water source. Wells or pools that tap a substantial aquifer are the best, as there will be no danger of the water going dry within the next few years. In order for the foliage to flourish and the oasis to hold back the consuming sand, the water's fountainhead must flow continuously, if not powerfully. In order to find such an aquifer or other subterranean source, the ranger must make a Survival check (DC 20) and spend 1d4 days scouring the desert, drilling holes, dowsing, and praying for guidance. Failing the check means that no suitable supply can be found in that particular area, and the ranger must move at least 20 miles away and try again. The CK can modify the DC according to the particulars of his or her campaign world; if the ranger is searching an area notoriously parched, then the DC should of course be higher.

Once an appropriate location is discovered, the ranger must dig a well. Magic helps greatly in this effort, but it is actually after the well has been completed that the most demanding work begins. The ranger must use every bit of his herbalist skill to plant bushes, shrubs, trees, weeds, mosses, flowers, and fruit-bearing plants, waiting at least one season to see if the roots take hold. Such effort requires a skill check, usually relying on Survival checks or similar talents. Once again, much depends on chance and nature, and the process is slow-going, unless of course the ranger has access to certain spells to help accelerate the process. If the ranger nurtures the area for an entire season (at least three months) and makes his attribute check, then the oasis is considered viable, spanning an area between 20 and 100 feet in diameter and fully capable of supporting limited animal life. At this time the ranger may consecrate the area as a Blessed Oasis and perform the Summon Familiar Ability (see the 'New Abilities' section of Chapter 1 for details).

FOREST RANGER: HALLOWED GROVE

Forests are full of secret places. Few terrain types offer as many strange and unexpected venues as the rambling timberlands, regardless of whether they are snow-laden alpine forests or sun-bathed deciduous realms-or anything in between. The forests in most fantasy worlds are ancient. They are nations unto themselves and their inhabitants live by codes inscrutable to those from beyond the tree line. Forests offer succor to outlaws and freedom for those who seek to escape the confines of the city. Wizards build towers here, dragons slumber here, and humanoid armies lurk here, massing for the day when they can invade a neighboring province. In other words, every type of adventure can be found here. Entire elven states sprawl in the oldest of forests, and the rangers who patrol such leafy domains must be masters of many languages and innumerable skills.

Seeing the diversity inherent in such a locale, it comes as no surprise that forest rangers have a variety of options for establishing a Sacred Site. The most common type of Sacred Site found in a forest is that of a Hallowed Grove, a sanctified area usually bordered by natural landmarks such as a certain kind of flower or tree, or even a winding stream or shallow valley in the crook of a hill. Whatever form it takes, the grove must have some kind of physical boundary. For example, the grove might be encircled by mulberry trees or a series of exposed limestone ridges. There must be some area of demarcation that "separates" the grove from the forest that surrounds it. Even something as simple as a clearing in the forest is sufficient to signify where the mundane forest ends and the sanctified area begins.

One popular type of Hallowed Grove is formed by toadstool or mushroom rings. Rangers who are proficient gardeners often cultivate such areas, or make pacts with local elves or fey creatures to work the soil and form just such circles. When the area is complete, the ranger must take up a position in the center of the Grove and perform the Summon Familiar advantage (see the 'New Abilities' section of Chapter 1 for details), spending 24 hours in contemplation, sending out his thoughts to whatever animal is intended by fate to find him. As always, the ranger's concentration should not be broken at this time, lest he finds himself spending more money and more time performing the ritual over again.

JUNGLE RANGER: ENTWINED HUT

Thick and sometimes impenetrable, the jungle represents one of the most demanding geographies in the world. The trees and foliage can be so dense as to prevent all passage. The rains can come in torrents, erasing landmarks. Often the sky cannot be seen for the branches. The jungle is like a vast green cave, but it is also like a sea, so solidly packed with trees, bushes, and vines that moving through it can be almost like swimming.

Jungles are also very dangerous. While in the open plains one can usually see danger well before it arrives, the predator

in the jungles approaches without warning, lurking in the high boughs or slithering on the ground, unnoticed until it strikes. Jungles encompass every type of wilderness peril imaginable, including quicksand, poisonous flora, monsters, pitfalls, flash floods, disease, and more. Jungle rangers must constantly be on their guard. But more than that, they must also come to terms with the trees themselves, because finding one's way in a maze so thick and infinite is sometimes all but impossible. Jungle rangers serve as guides where no guide has any business being. They learn how to brew antidotes for insect toxins, how to spot a deadfall, and most importantly, how to determine north when doing so is tantamount to survival. In a world where the sky often can't be seen, the careful art of navigation is essential.

In all of the chaos of the jungle, it is imperative that the ranger has a safe spot, somewhere he can rest without threat of being eaten by one of the ubiquitous jungle carnivores. To this end, the ranger often constructs a structure known as an Entwined Hut. Built of vines, broad leaves, and bamboo staves, the Entwined Hut is a small enclosed space with a roof and walls. Often built on stilts or in high tree branches, the Entwined Hut serves as both a lookout point and a hideaway. Rope ladders can also be pulled up, the small door sealed, so that the Entwined Hut becomes a small fortress against animal attacks as well as a shelter against the rain. A properly built Entwined Hut is deftly camouflaged with the ranger's Conceal ability. Building an Entwined Hut takes 1d6 days and a successful Survival check (DC 20).

After the Entwined Hut has been erected, the ranger may use the Summon Familiar advantage (see the 'New Abilities' section of Chapter 1 for details) to call upon his animal aide-de-camp, spending the requisite one day in meditation.

MOUNTAIN RANGERS: SHELTERED CAIRN

Rangers of the high altitudes occupy a unique niche in the ongoing effort to keep humans and other friendly sentients safe from those creatures that might beleaguer them. Mountain ranges are notoriously difficult landscapes to traverse. Not only is it a challenge simply to cross from one point to another, with gravity a constant enemy, there are also all manner of monsters laired deep in granite vaults. Mountain rangers must be many things – climbers, trackers, spelunkers, survivalists, geologists, and skilled warriors. They practice combat while hanging from ropes and balanced on narrow ledges. They condition their bodies to function fully in places where the oxygen is thin. They are also natural meteorologists, always on the lookout for the next storm that might slash the mountainside and force them to seek sudden shelter. The mountain ranger inhabits a vertical world ripe with dangers, from freak avalanches to stone giants, from yawning crevices to the dwelling places of slumbering dragons.

Needless to say, it's often difficult to make anything of permanence in such conditions. The Sheltered Cairn represents the ranger's sense of peace in an ever-changing world, the one

immutable thing in his life, to which he can retreat whenever he needs to realign his bearings and take inventory of his soul. More directly, the Sheltered Cairn is the holy zone where he summons his familiar.

The Sheltered Cairn usually appears as an altar made of stones. The stones range in size from sling stones to small boulders. They are stacked atop one another with utmost care, placed together in such a way that their weight holds them secure. They must be set up in an area relatively protected from the wind and free of the occasional earth tremor. To locate a suitable spot, the ranger must make a successful Survival check (DC 20). This enables him to find a nook between peaks with a fairly level surface. He then spends 1d4+1 days locating the proper stones and bearing them to his chosen spot. Anyone with the proficiency in stonemason's tools can cut this time in half. Because the rocks are often heavy and the work grueling, many rangers use sleds and carts to help bear the load. But as with all Sacred Sites, the ranger must do the work alone. The Cairn usually stands at least four feet tall, forming a type of altar, but it can take on any shape the ranger desires. However, the place where the Cairn is erected must be physically distinct in some way from the region around it. Perhaps the ranger marks the ground with small colored rocks, or chisels out a circular groove in the ground around the Cairn. Regardless, there must be a definite line that separates the mundane peaks around it from the sanctity of the Sheltered Cairn.

Once the stones are set up, the ranger prays over them and puts the Summon Familiar advantage into practice (see the 'New Abilities' section of Chapter 1 for details), spending one full day seeking inspiration, offering up thanks to the gods of nature, and seeking with his mind the animal that will soon come to be his friend.

PLAIN RANGERS: STANDING STONES

The most common Sacred Site for rangers of the sweeping grasslands is the rings of tall megaliths known as stone circles. Each stone circle consists of four or more mighty standing stones, huge obelisks or columns arranged in a roughly circular shape. The columns range from two to ten feet tall and weigh anywhere from a few hundred to several thousand pounds apiece. Often two standing stones will support a third slab called a *dolmen*; this stone acts as a lintel and forms a rectangular opening or gateway. Many stone circles are quite large, being up to a hundred feet in diameter, with many concentric rings of columns.

The rings are not placed at random. Rangers and druids construct standing stones with great care, positioning them to correspond with certain locations of heavenly bodies in order to chart the passing of the seasons, the motion of the stars, and the specifics of such holy days as solstices and equinoxes. Megaliths are arranged according to exact mathematical calculations so as to work together like a combination sundial and sextant. For those knowledgeable in astronomy, the stone circles can be used

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for all matter of celestial reckoning. Sages of various disciplines make extensive use of such places, often using what they discover there to write entire books on subjects as diverse as geometry, astrology, and meteorology. The circles can be organized so as to serve as time-keeping devices of nearly flawless performance, their gigantic blocks somehow able to keep track of even the smallest fraction of a second.

But for those of a spiritual inclination, standing stones represent much more than simple tools of science. Rangers and those of similar bent see these areas as conduits through which the realm of the unseen can meet that of the material realm. Standing stones are rallying points for fairies, altars for wilderness priests, and sanctuaries for those who seek the solitude of the wilderness. Many woodland deities use standing stones to channel energy to their followers. Wilderness gods inhabit such stones more readily than they do the walls of a church in the midst of a city. And something about the mysterious architecture of a stone circle impresses upon visitors an air of divine authority.

Seeing these things, it is not surprising that rangers on the plains seek to erect standing stones as structures in their otherwise flat environment. Unlike the forest ranger, the plains ranger has no trees to surround him, no leafy canopy to serve as the ceiling of his “cathedral.” Thus, he fashions for himself a church of towering stone monoliths, capping them with massive rafters of stone. In effect, he builds for himself a refuge that is many things at once – a tabernacle, a resting place, a compass, a calendar, and a clock.

By their nature, stone circles are quite challenging to build. With stones weighing as much as many tons, the physical demands of construction usually require the efforts of dozens of workmen. The obelisks are usually of sandstone. The nature of the plains environment often necessitates the moving of the pillars over great distances, so that the builders must first secure sufficient wagons, sleds, and draft animals, not to mention hundreds of feet of rope, along with pulleys and levers of various kinds. Putting together a celestial observatory of this magnitude is the effort of many rangers, druids, and members of nearby communities. Not only must the rock be quarried and then dragged across miles of grassland, the pillars must be positioned with nearly perfect precision. Even the slightest deviation results in false readings, improper weather forecasts, or any number of mathematical errors. So not only must the stonecutters and masons be experts, so too must the engineers who see to the final placement of the megaliths. Needless to say, establishing a stone circle is a daunting enterprise. However, a ranger may simplify the process with magic by using any device capable of such spells as *telekinesis*.

Due to magnitude of building a stone circle, the task is often beyond the resources of the typical ranger. In this case, the ranger has two options. First, he can seek out a megalith that has already been built but that is currently abandoned. In some places of the world, such sites are not uncommon.

Once located, the ranger need only go about consecrating the site to serve as his Sacred Site. Secondly, the ranger can construct his stone circle to a much smaller scale, erecting it using stones that are no more than one or two feet tall. While still an arduous task due to the great weight of even these small stones, such a miniature stone circle is much more manageable (requiring 1d3+1 weeks and a successful Survival check at DC 15).

Stone circles grant synergy bonuses to those using them while practicing certain skills. Anyone with proficiency in Arcana, Nature, Survival or Navigator’s Tools gains Advantage on checks when consulting the “readings” from the stars and planets as they move above the carefully placed pillars. This bonus only applies to those stone circles that are true megaliths-sites constructed using the resources of whole orders or peoples.

Once the circle is erected, or a suitable replacement is located, the ranger may begin the summoning ritual, making use of Summon Familiar (see the ‘New Abilities’ section of Chapter 1 for details) and spending one full day aligning his thoughts with those of the greater universe.

SWAMP RANGER: LASTING HUMMOCK

Any type of construction in the wetlands is a difficult endeavor. The ground is unstable, the water levels unpredictable, and the indigenous creatures numerous. Rangers who patrol the swamps have come to learn that the one sure thing about the terrain is that there’s no sure thing. What yesterday was a pool of shallow water is today a hill of dry land, while tomorrow it may be submerged under feet of mud. Quicksand traps the unwary. Soggy ground solidifies overnight, only to dissolve a few days later, leaving behind no trace that it ever existed. While the rangers of the plains can always see where their next footstep is about to land, the swamp ranger has no idea what lurks below the stagnant brown water. He might very well be treading into a tangle of poisonous snakes or off the edge of an unseen pit. The principle concern when building a Sacred Site in the swamp is the uncooperative nature of the topography. Not only must the ranger contend with monsters such as shambling mounds and giant alligators, but the very earth often seeks to undermine him, thwarting his best efforts to establish a permanent place of meditation in which he can summon a familiar.

Rangers must select swamp locations with great care. This requires a Survival check (DC 15). A successful check means that the ranger has discovered a stable patch of ground. This area is invariably an elevated landmass, one which the ranger is relatively certain stands no chance of one day being overrun with water. Such places in the swamp are not uncommon, usually appearing as large rounded hills, commonly known as hummocks. Such hills are tangled with vines and very often serve as fertile soil for extensive mosses and fungal growths, not to mention weeds, wildflowers, and sometimes dangerous plant life. Certain sentient forms of vegetation prefer to inhabit hummocks, appearing benign until a meal approaches, at which time the carnivorous plant reveals its true nature. A failed check means that no such

suitable location exists in the immediate region, and the ranger must move at least ten miles away before checking again.

Assuming the ranger finds a suitably safe location, he may go about transforming the dry hill into a Lasting Hummock. He does this by laying a foundation of willow branches, reeds, or small stones, carefully marking the area off from the surrounding swamp. Sometimes the ranger fashions a complete shelter around the Hummock, with a roof to protect against the rain and often thin drapery walls to keep out the constant insects. The Lasting Hummock becomes a permanent shelter in the swamp.

When this is finished, the ranger may perform the Summon Familiar advantage (see the 'New Abilities' section of Chapter 1 for details), spending a full day in the necessary rites, chanting, beating drums, singing, or whatever else is appropriate for his personal philosophy.

UNDERGROUND RANGER: FURTIVE CAVE

When it comes to establishing a Sacred Site, underground rangers have it somewhat easier than their brethren above the earth. Their realms are replete with caverns of various sizes. It should come as no surprise, then, that a ranger living beneath the earth can easily find a cave of suitable size in which to make his Sacred Site. A Survival check (DC 15) is all it takes to locate a fitting cavern, which can be anywhere from a narrow crack in a cliff face to a giant grotto several hundred feet below the surface. Rangers choose their caves based on their personal preferences, so that someone adept at rock-climbing who feels at home in the high, open areas, often seeks out a cave on a sheer cliff wall. On the other hand, rangers who prefer spelunking and cave exploration often go to great lengths to travel the most inaccessible crawlspaces toward the perfect, hidden chamber. Either way, these caverns can be made into Furtive Caves. Some are lofty perches amongst the eagles, while others are moss-covered sinkholes where nothing lives but toadstools and blind fish.

Once the Survival check has been made and the proper area found, the ranger may go about the process of sanctifying the cave and thus transforming it from a mundane place into holy ground, otherwise known as a Furtive Cave. Like all Sacred Sites, the Furtive Cave must be physically distinct from the region around it. This is often done by planting mushrooms around the cavern entrance, or marking it with bird feathers, phosphorescent fungi, colored stones, or other types of symbols, the exact nature of which depending upon the cavern's location. As soon as the area is clearly defined, the ranger assumes a period of intense meditation, during which time he attunes himself to the cavern's particular acoustics. He gains a feel for the chamber. He learns its shape. He memorizes the strata in the walls and the sediment on the floor. This process of familiarization lasts 1d4 days. During this time, the ranger must subsist on minimal food and water and can perform no other activity beyond contemplation and observation. If he is interrupted in the midst of this ritual, he must start over again.

Assuming that he finally completes the meditation ritual, the ranger may proceed with the actual Summon Familiar advantage (see the 'New Abilities' section of Chapter 1 for details), spending one day in meditation.

RANGER ARCHETYPE: THE BEASTMASTER

Beastmasters are more at home with the beasts of the wild than they are with human beings. Some may have actually been raised by apes or wolves in the wild. Others just find they have a preternatural connection with the beasts that roam the natural world. They tend to be feral in temperament and savage in their attitude. At their best they are brusque and slow to trust humans and demi-humans, but when you gain the trust of a beastmaster, you have a friend for life. Their loyalty is beyond question and unflinching.

The core of the beastmaster is their link to the animal kingdom in two ways: an animal companion and a familiar.

BEAST LINKS

When you take this path at 3rd level, you gain an animal companion and a standard familiar. These are two different animals and each fulfills a different purpose. See Chapter 1 for details on Animal Companions vs. Familiars. You need not take the animal companion nor summon familiar advantages to gain these companions.

PACK TACTICS

Beginning at 7th level, you, your animal companion and your familiar are so in sync that you function as a pack. So long as the three of you are within 10 feet of one another, one of you gains advantage on attacks, and another's enemy has disadvantage attacking him, her or it. You decide who has advantage and who benefits from their enemy having disadvantage. You can change this designation as a reaction, but only once per round, and at no time may one of you benefit from both advantage and disadvantage in a given round.

TRANSFER FAMILIAR ABILITIES

Beginning at 11th level, you may transfer any or all of the abilities you gain from your familiar to your animal companion. Making this change is a bonus action, and the transfer lasts for 1 minute. After you use this ability you must finish a short rest before you can transfer abilities to your animal companion again.

WILD SHAPE

At 15th level, you gain the ability of Wild Shape, exactly as a druid of the same level, but you may only shift into an animal of the same type as your familiar or animal companion. Thus, if your familiar is an owl and your animal companion a dog, you may shift only into a bird or canine of up to CR 1. In all other ways, this ability functions exactly as the Druid ability of the same name.

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RANGER FAMILIAR ABILITIES

Jubaxi sniffed the black insides of the hollow log. Half a mile away, Ordryn smelled the sharp blood odor of death.

Ordryn closed his eyes. Mentally he said, "Don't be afraid, Ju."
"But the darkness is deeper than it should be," Jubaxi returned.
"And this stench is unnatural."

"I know. That is no mere dead rabbit in there. Be careful."

Jubaxi was careful and then some. He thrust his nose into the void, and then shuffled his furry body into the log after it. "Dark in here. And something's wrong."

"Yes, I sense it as well. You'd better get out of there."

Jubaxi backed hurriedly from the log. At the same instant, the metal jaws of a trap inside the log snapped shut with a sharp, chilling sound.

"Are you all right?" Ordryn quickly asked, feeling his friend's alarm.

"I am. But it's good that we anticipated that event, isn't it?"

"Aye. Otherwise you'd be a raccoon without a nose, and then neither one of us would be able to smell anything," Ordryn laughed gently, and Jubaxi snickered along with him.

"You laugh," the raccoon said, "but it wasn't your nose down here in the log..."

TABLE 9-2: STANDARD RANGER FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	6	Conceal, Combat Marauder, Move Silently, Survival, Traps, Track
5 th	+2	7	
7 th	+3	8	Speak with master, Favored Enemy
9 th	+4	9	Speak with animals of its kind
11 th	+5	10	-
13 th	+6	11	Speak with any animal
15 th	+7	12	
17 th	+8	13	-
19 th	+9	14	-
20 th	+10	15	-

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

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

Favored Enemy: A ranger's familiar shares the favored enemies of the ranger and gains the same benefits against those enemies.

Track: All ranger familiars gain the ability to track (as per the feat), regardless of their previous ability to track (if any).

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

TABLE 9-3: GREATER RANGER FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	7	Conceal, Combat Marauder, Move Silently, Survival, Traps, Track
5 th	+2	8	
7 th	+3	9	Speak with master, greaterc familiar ability, Favored Enemy
9 th	+4	10	Speak with animals of its kind
11 th	+5	11	Greater familiar ability
13 th	+6	12	Speak with any animal
15 th	+7	13	
17 th	+8	14	-
19 th	+9	15	Greater familiar ability
20 th	+10	16	-

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

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

Favored Enemy: A ranger's familiar shares the favored enemies of the ranger and gains the same benefits against those enemies.

Track: All ranger familiars gain the ability to track (as per the feat), regardless of their previous ability to track (if any).

Greater Familiar Ability: Select one greater familiar ability from Table 9-5 below.

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

TABLE 9-4: SUPREME RANGER FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	9	Conceal, Combat Marauder, Move Silently, Survival, Traps, Track
5 th	+2	10	
7 th	+3	11	Speak with master, greater familiar ability, Favored Enemy
9 th	+4	12	Speak with animals of its kind
11 th	+5	13	Greater familiar ability
13 th	+6	14	Speak with any animal, supreme familiar ability
15 th	+7	15	Trackless step
17 th	+8	16	-

19 th	+9	17	Greater familiar ability
20 th	+10	18	Supreme familiar ability

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

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

Favored Enemy: A ranger's familiar shares the favored enemies of the ranger and gains the same benefits against those enemies.

Track: All ranger familiars gain the ability to track (as per the feat), regardless of their previous ability to track (if any).

Greater Familiar Ability: Select one greater familiar ability from Table 9-5 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from Tables 9-5 or 9-6 below.

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

TABLE 9-5: RANGER GREATER FAMILIAR ABILITIES

Animal Trance
Antiplant Shell
Blessed Companion
Blink
Enhance Attribute
Commune with Nature
Countercharm
Courageous Roar
Deafening Call
Defensive Roll
Encompassing Vision
Endure Elements
Familiar Rage
Freedom of Movement
Guided Strike
Great Leap

Haste
Natural Armor, Greater
Nondetection
Opportunist
Resist Energy
Spell Resistance, Greater
Uncanny Dodge, Improved
Wholeness of Body
Woodland Stride

For more information on these special abilities, see Chapter 1.

TABLE 9-6: RANGER SUPREME FAMILIAR ABILITIES

Antimagic Field
Blasphemous Call
Companion's Veil
Damage Reduction
Divine Health
Familiar Growth
Familiar Rage, Greater
Find the Path
Holy Call
Natural Armor, Supreme
Spell Resistance, Supreme
Supreme Leap

For more information on these special abilities, see Chapter 1.

BEAST RIDER ARCHETYPE

Some rangers become masters of beasts of burden, even learning to ride unusual creatures that would stun, shock, and awe others. These men and women can be seen riding regular horses with a preternatural connection to their steed, or can even be seen astride such creatures as griffons, chimeras and dragons!

This Archetype functions in all ways identically to the Barbarian Horseman Path, and is available to Rangers as an Archetype. See Chapter 2 for details.



CHAPTER 10: THE ROGUE'S FAMILIAR

THE ROGUE'S FAMILIAR



wish I could see beyond those walls!"

That simple statement had been occupying Tarik's mind for much of the evening. Hidden in shadow, the young thief had been casing the orc stronghold for hours. Using all his young skills, Tarik had followed a band of orcs through the Darkhold since sundown. The orcs were loud and careless, confident in their safety from any law in the area. They had pillaged yet another caravan traveling along the Old Post Road that afternoon, and their celebration had been loud enough to cover any misstep of Tarik's as he had moved swiftly through the forest, stalking them like a cat.

After about a half a day's travel they had reached a small clearing, in which stood a small fortress with tall walls of oak. That was where he was now. The clearing was well lit, preventing him from sneaking up to the wall unnoticed, and was deep enough to prevent him from seeing over the walls from even the highest of the nearby trees. How many orcs were about? Were there any prisoners held here? Was the orc chieftain even here?

"If only I had the wings of a bird! I would fly over those walls and then I would know what to do!" he whispered to himself. He pursed his lips. "I think I need help..."

ROGUE FAMILIARS

From the dawn of their profession, rogues have emulated creatures both natural and supernatural in the pursuit of their craft – the term cat burglar was not coined by chance, after all, and scouts without the eyes of an eagle are seldom worth their pay. It is little wonder, then, that many rogues have turned to using the creatures themselves in plying their trade. Imagine the benefits of spying out a fortified tower's defenses from the sky through the eyes of a hawk, or using a monkey to create the perfect diversion on a busy street corner. By combining the natural strengths of familiars and their own cunning minds, a rogue can rise to any occasion and bring her art and skill to an entirely new level.

Roguish familiars are unique in their use, though not necessarily their type. A fighter may have a snake as a familiar, but only the rogue's snake slithers into the royal court and listens to the traitorous words of the northern dukes.

THE QUICKSILVER RITES

The Quicksilver Rites are a complex, delicate, and expensive endeavor. But they are also a rogue's key to creating the bond between familiar and master. The origins of the Quicksilver Rites have been lost to the annals of history, but their secrets have been carefully kept by a variety of thieves' guilds and spy rings.

In order to perform the Quicksilver Rites, a rogue must first construct a totem. The totem represents the animal or creature that the rogue has chosen to summon as her familiar. The totem can be made of stone, metal, wood, cloth, or any other substance – but it must be crafted by the rogue's own hand. This requires an appropriate Intelligence check with a Challenge

Level depending on the size, complexity, and material of the totem being made).

Once the totem has been completed, appropriate runes and sigils must be carved or marked upon it. This requires 2d4 hours and an additional intelligence check (DC 15) for a standard familiar, DC 20 for a greater familiar, or DC 25 for a supreme familiar) and completes the ritual required by the Summon Familiar Special Ability (see the 'New Abilities' section of Chapter 1 for details). The required runes and sigils vary from one creature to the next and are the essential mystery of the Quicksilver Rites.

Once the runes and sigils have been completed, specially prepared quicksilver must be poured upon them. (In addition to the costs of the totem itself, the quicksilver and the alchemical components used in its preparation represents the cost of the ritual for the rogue.) If the ritual has been completed successfully, the quicksilver instantly hardens – taking the form of the totemic symbols and sealing the bond between rogue and familiar. Within 1d4 hours, the rogue's familiar arrives.

Destruction or loss of the totem breaks the bond between the rogue and her new familiar. If this happens, the rogue suffers all the normal penalties associated with the destruction or death of a familiar (see Chapter 1 for details).

TABLE 10-1: STANDARD ROGUE FAMILIARS

Baboon*
Bat*
Cat*
Chameleon**
Dog (Use stats for Mastiff)*
Fox
Hawk*
Hedgehog
Hummingbird
Lizard*
Lizard, venomous**
Mongoose (Use stats for weasel)*
Monkey
Octopus*
Owl*
Poisonous snake*
Porpoise/Dolphin
Raccoon
Rat*
Raven*
Squid*
Squirrel
Toad*
Weasel*

For more information on the special abilities that these familiars grant their masters, see Chapter 1.

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TABLE 10-2: GREATER ROGUE FAMILIARS

Azer*
Blink dog*
Chameleon, giant**
Crocodile*
Darkmantle*
Gargoyle*
Giant bat*
Giant poisonous snake*
Giant rat*
Giant weasel*
Goblin*
Eagle*
Kobold*
Lizardfolk*
Mephitis (any)*
Orc*
Quasit*
Snake, constrictor*
Tiger*
Wolf*
Wolverine**
Worg*

TABLE 10-3: SUPREME ROGUE FAMILIARS

Bugbear*
Dire wolf*
Displacer beast*
Dragon, very young (any)**
Elemental (air)*
Elemental (water)*
Ethereal filcher*
Gargoyle*
Giant constrictor snake*
Giant eagle*
Giant Hyena*
Giant owl*
Giant wolverine**
Gnoll*
Imp*
Phase spider*

* These creatures can be found in the 5th Edition Monster tome.
** See ‘Non-standard Familiars’ sidebar for details.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Tables 1-5 and 1-6 in Chapter 1 for more details.

NON-STANDARD FAMILIARS

CHAMELEON: use stats for lizard, but add Skill: Stealth +4 and Chameleons gain the Spider Climb special ability of the giant lizard and the following special ability: *Camouflage*: the chameleon gains advantage on all Stealth checks due to their ability to blend into their surroundings.

CHAMELEON, GIANT: Use stats for giant lizard with the Spider Climb variant and add the Skill: Stealth +4 and the following special ability: *Camouflage*: the chameleon gains advantage on all Stealth checks due to their ability to blend into their surroundings.

DRAGON, VERY YOUNG: Very Young Dragons are a step between Wyrmling and Young Dragons. After choosing your dragon type, set all statistics exactly at the midpoint between the wyrmling and young levels.

LIZARD, VENEMOUS: Use stats for lizard, but on a successful bite the lizard inflicts 1d4 poison damage and the victim is poisoned for 1d4 hours. If the victim makes a successful DC 10 Constitution save, the poison damage is halved and the poisoned condition is negated.

WOLVERINE: Use stats for badger, but bite deals 1d4 piercing damage and add additional attack: **Claws**. *Melee weapon attack*. +5 to hit, reach, 5ft., one target. *Hit*: 1d4 slashing damage. Also add **Multiattack**: The wolverine attacks with both its claws and teeth every round.

ROGUE FAMILIAR ABILITIES

A rogue’s familiar is different from other classes’ familiars in that it is the creature’s abilities, not its type or species that determines its usefulness as a familiar. Creatures that use speed, grace, flight, or guile are natural choices for rogues to choose as familiars.

TABLE 10-4: STANDARD ROGUE FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Empathic link, Listen, Hide, Move Silent
3 rd -4 th	+2	7	Standard familiar ability, Back Attack
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind, Sneak Attack
9 th -10 th	+5	10	-
11 th -12 th	+6	11	-
13 th -14 th	+7	12	Standard familiar ability
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

Natural Armor Adj.: The number noted here is an improvement to the familiar’s existing natural armor bonus. It represents the preternatural toughness of the rogue’s familiar.

Int: The familiar's Intelligence score (if higher than the familiar's natural Intelligence).

Sneak Attack: A rogue's familiar can sneak attack as per its master, gaining the same bonus dice to a successful sneak as its master would for her level.

Standard Familiar Ability: Select one standard familiar ability from Table 10-7 below.

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

TABLE 10-5: GREATER ROGUE FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	7	Empathic link, Listen, Hide, Move Silent
3 rd -4 th	+2	8	Standard familiar Ability, Back Attack
5 th -6 th	+3	9	Speak with master, greater familiar ability
7 th -8 th	+4	10	Speak with animals of its kind, Sneak Attack
9 th -10 th	+5	11	Greater familiar ability
11 th -12 th	+6	12	
13 th -14 th	+7	13	Standard familiar ability
15 th -16 th	+8	14	-
17 th -18 th	+9	15	Greater familiar ability
19 th -20 th	+10	16	-

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

Int: The familiar's Intelligence score (if higher than the familiar's natural Intelligence).

Sneak Attack: A rogue's familiar can sneak attack as per its master, gaining the same bonus dice to a successful sneak as its master would for her level.

Standard Familiar Ability: Select one standard familiar ability from Table 10-7 below.

Greater Familiar Ability: Select one greater or standard familiar ability from Tables 10-7 or 10-8 below.

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

TABLE 10-6: SUPREME ROGUE FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	9	Empathic link, Listen, Hide, Move Silent
3 rd -4 th	+2	10	Standard Familiar Ability
5 th -6 th	+3	11	Speak with master, Greater Familiar Ability

7 th -8 th	+4	12	Speak with animals of its Kind, Back Attack
9 th -10 th	+5	13	Greater Familiar Ability
11 th -12 th	+6	14	Supreme Familiar Ability
13 th -14 th	+7	15	Standard Familiar Ability
15 th -16 th	+8	16	-
17 th -18 th	+9	17	Greater Familiar Ability
19 th -20 th	+10	18	Supreme familiar ability

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

Int: The familiar's Intelligence score (if higher than the familiar's natural Intelligence).

Sneak Attack: A rogue's familiar can sneak attack as per its master, gaining the same bonus dice to a successful sneak as its master would for her level.

Standard Familiar Ability: Select one standard familiar ability from Table 10-7 below.

Greater Familiar Ability: Select one greater or standard familiar ability from Tables 10-7 or 10-8 below.

Supreme Familiar Ability: Select one supreme, greater, or standard familiar ability from Tables 10-7, 10-8, or 10-9 below.

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

TABLE 10-7: ROGUE STANDARD FAMILIAR ABILITIES

Blur
Chameleon
Control Light
Control Shadow
Darkvision
Detect Poison
Detect Secret Doors
Distracting
Familiar's Eye
Familiar's Flame
Fast Movement
Feats*
Inkling
Know Direction
Low-Light Vision
Talons
Trackless Step

For more information on these special abilities, see Chapter 1.

*The rogue can also select, with the CK's permission and as deemed appropriate for a rogue or the familiar in question, any Feat as a special ability for her familiar.

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TABLE 10-8: ROGUE GREATER FAMILIAR ABILITIES

<i>Augury</i>
Blessed Companion
<i>Blink</i>
<i>Enhance Attribute</i>
<i>Darkness</i>
<i>Daylight</i>
Dazing Touch
Death's Harbinger
<i>Death Ward</i>
Defensive Roll
<i>Detect Thoughts</i>
<i>Discern Lies</i>
Encompassing Vision
<i>Find Traps</i>
Freedom of Movement
Guided Strike
Great Leap
<i>Haste</i>
Opportunist
<i>Silence</i>
Speech

Spider Climb

For more information on these special abilities, see Chapter 1.

TABLE 10-9: ROGUE SUPREME FAMILIAR ABILITIES

Charm
Companion's Veil
<i>Confusion</i>
Dimension Slip
Ethereal State
Familiar Growth
<i>Find the Path</i>
Supreme Leap
<i>Tongues</i>

For more information on these special abilities, see Chapter 1.

SHADOW FAMILIARS

Instead of using the Quicksilver Rites to summon a traditional familiar, some rogues turn to the Shadow Pact. Using the secrets of the Shadow Pact, a rogue can imbue her own shadow with life – transforming it into a loyal minion capable of serving in a variety of unique ways.

ROGUEISH ARCHETYPE: THE SHADOW PACT

The ritual of the Shadow Pact requires thirteen specially prepared ceremonial candles and a variety of rare alchemical substances. The candles are placed in a ritualistic pattern around the character performing the ritual and specific alchemical substances are added to them in a particular order – shifting the strength and hue of the light cast by each candle.

If this is done correctly, the character performing the ritual is surrounded by a very precise penumbra formed from her own shadows. The character then drinks a prepared alchemical potion.

Preparing the potion consumes half the resources required for the summoning ritual. Once a potion has been successfully prepared, performing the ritual requires eight hours of concentration and meditation. During the ritual, the potion acts as a catalyst – over the course of the next eight hours (during which time the character performing the ritual must not move), each candle burns itself out, but the shadow it casts remain. When the last candle burns out, the Shadow Pact is complete, and the character's disparate shadows merge to become a shadow familiar.

As long as her shadow familiar survives, the character does not cast a natural shadow. As a result, a character can only possess a single shadow familiar at any given time. A character with a standard shadow familiar, however, can choose to “upgrade” her familiar if she takes the Summon Greater Familiar or Summon Supreme Familiar Abilities. This requires the character to perform the Shadow Pact again, this time for the more powerful version of her familiar. However, this also opens up whatever familiar “slot” the shadow familiar was previously occupying – allowing the character to summon a new familiar of that type. (For example, a rogue who upgrades a standard shadow familiar to a greater shadow familiar would now be able to summon a new standard familiar.)

SHADOW FAMILIARS AND ROGUES

Unlike other kinds of familiars, *only* a rogue with the Shadow Pact Archetype can gain a Shadow familiar.

SHADOW FAMILIAR

At 3rd level, when the Rogue chooses this archetype, she completes the ritual described above and gains a shadow familiar. For more information, see “Shadow Familiar Properties,” below.

SHADOW STEALTH

At 9th level, you have advantage on all Dexterity (Stealth) checks so long as you are in darkness or dim light.

GREATER SHADOW FAMILIAR

Beginning at 13th level, your shadow familiar becomes a Greater Shadow Familiar.

SUPREME SHADOW FAMILIAR

Beginning at 17th level, your shadow familiar becomes a Supreme Shadow familiar.

SHADOW FAMILIAR PROPERTIES

Even though the Shadow Pact grants independence to the rogue's shadow, a shadow familiar remains an extension of the rogue – its appearance and personality are a dark mirror of its master's own.

A shadow familiar should not be mistaken for the undead creature known as a shadow. Unlike a shadow, a shadow familiar remains, essentially, a shadow. Like any other shadow it is limited to traveling along the ground or upon walls, and its ability to take physical action is extremely limited. As a result, shadow familiars are most often employed for their ability to spy and slip into difficult places.

Shadow familiars have the following traits:

HIT DICE AND HIT POINTS: A standard shadow familiar has one-fourth the Master's hit dice and hit points (minimum of 1 HD). A greater shadow familiar has half the Master's hit dice and hit points (minimum of 2 HD). A Supreme shadow familiar has hit points and hit dice equivalent to the Master.

INITIATIVE: The shadow familiar always acts in concert with its master.

ARMOR CLASS: 10 plus its Dexterity bonus and Deflection bonuses.

SPACE/REACH: Same as master's. A shadow familiar does not actually occupy any physical space, however, and other creatures can pass freely through any space it occupies.

SHADOW TRAITS

Shadow familiars have the following special attacks and abilities:

SPECIAL ATTACKS:

SHADOW ATTACK: When its master reaches 10th level, a shadow familiar can attack the shadows of other creatures. This attack comes from the shadow familiar as a separate entity and does not count against the master's actions, bonus actions or reactions for the round. When making the attack, the shadow familiar must strike at the creature's shadow where it joins the creature (effectively the shadow familiar must be able to reach the target creature's space). The attack is made at the shadow familiar's master's attack bonus using a shadow version of whatever weapon the master is currently carrying. If the master's weapon is magical, those magical effects are not transferred to the shadow familiar's shadow weapon. However, the shadow familiar's attack ignores the material armor – even magic armor – worn by its target, unless it is made of force or has the ghost touch ability. If the attack is successful the damage is dealt to the target's shadow and the target suffers the same damage as a result.

SHADOW STRANGLE: When its master reaches 15th level, a shadow familiar can smother a helpless opponent by lying across its face. The shadow familiar must enter the target's space and can take no other action while performing the shadow strangle. As long as it remains, the target cannot breathe. Use the rules for drowning in the *Players Handbook* to determine how long the target creature can survive without breathing.

A shadow familiar otherwise has no attack.

SPECIAL QUALITIES:

DAMAGE RESISTANCES: Shadow familiars have resistance to acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons, and are immune to necrotic and poison damage. They are, however, vulnerable to radiant and psychic damage.

DARKVISION: The familiar has darkvision out to 60 ft.

SHADOW FORM: A shadow familiar is made of the stuff of shadows. This gives it a number of special abilities. These include:

AMORPHOUS AND WEIGHTLESS: The shadow can move through a space as narrow as 1 inch wide without squeezing. It must, however, always remain anchored to its master. In addition, a shadow familiar can move in any direction (including up or down) at will, but its movement is limited to surfaces (such as the floor, the ceiling, a table-top, etc.). Shadow familiars make no noise.

STEALTH: A shadow has the stealth skill with a +4 modifier (+6 in dim light). It can take the Hide action as a bonus action while in dim light or darkness.

INCORPOREAL: A shadow familiar cannot make any physical attack or take any action which would require a physical presence (such as picking up an object). It can pass through and operate in water as easily as it does in air. It cannot fall or suffer falling damage and it cannot be tripped or grappled by corporeal creatures. A shadow familiar has no weight and does not set off traps that are triggered by weight. It does not leave footprints and has no scent.

SHADOW INVISIBILITY: A shadow familiar in a shadow or an area of darkness is effectively invisible until it moves into another area.

SHADOW BOND: Although it has become separated, a shadow familiar's existence is still dependent upon its master. If the master dies, the shadow familiar also dies.

SHADOW JUMP: When its master reaches 6th level, a shadow familiar gains the ability to temporarily separate from its master and travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow (not counting the shadow familiar itself). A standard shadow familiar can jump up to a total of 20 feet and remain separated from its master for up to 5 rounds, after which its master must finish a long rest before it can jump again. A greater shadow familiar can jump up to a total of 40 feet and can remain separated from its master for 10 rounds. A supreme shadow familiar can jump a total of 80 feet and remain separated from its master for 20 rounds. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A standard shadow familiar that makes a jump of 32 feet cannot make another jump that day, as this counts as 40 feet.) At the end of its duration away from its master, the shadow familiar instantly teleports back to its master's side. While it is separated, the master does not cast a shadow.

CHAPTER 10

SUNLIGHT WEAKNESS: While in sunlight or brightly illuminated areas, the shadow has disadvantage on attack rolls, ability checks and saving throws.

SPECIAL ABILITIES: Same as the master’s.

CLASS ABILITIES: Same as the master’s.

PROFICIENCY BONUS: Same as the master’s

ABILITY SCORES: A shadow familiar does not possess a Strength or Constitution score. Its Intelligence score is shown on the tables below. All other ability scores are the same as the master’s.

TABLE 10-10: STANDARD SHADOW FAMILIAR

MASTER CLASS LEVEL	DEFLECTION ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Empathic link, danger sense, shadow traits, Stealth, Sneak Attack
3 rd -4 th	+2		Standard familiar ability
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	-
9 th -10 th	+5	10	-
11 th -12 th	+6	11	-

Deflection Armor Adj.: The number noted here is a bonus to the familiar’s deflection armor bonus. It represents the shadowy insubstantialness of the rogue’s shadow familiar.

Int: The shadow familiar’s Intelligence score. Shadow familiars are as smart as people, though not necessarily as smart as smart people.

Shadow Traits: See the ‘Shadow Familiar Properties’ section above for details.

Standard Familiar Ability: Select one standard familiar ability from Table 10-13 below.

Other Special Abilities: For more information see Chapter 1.

TABLE 10-11: GREATER SHADOW FAMILIAR

MASTER CLASS LEVEL	DEFLECTION ARMOR ADJ.	INT	SPECIAL
13 th	+5	11	Greater Familiar Ability
14 th	+6	12	Standard Familiar Ability
15 th	+7	13	Greater Familiar Ability
16 th	+8	14	Standard Familiar Ability

Deflection Armor Adj.: The number noted here is a bonus to the familiar’s deflection armor bonus. It represents the shadowy insubstantialness of the rogue’s shadow familiar.

Int: The shadow familiar’s Intelligence score. Shadow familiars are as smart as people, though not necessarily as smart as smart people.

Shadow Traits: See the ‘Shadow Familiar Properties’ section above for details.

Standard Familiar Ability: Select one standard familiar ability from Table 10-13 below.

Greater Familiar Ability: Select one greater or standard familiar ability from Tables 10-13 or 10-14 below.

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

TABLE 10-12: SUPREME SHADOW FAMILIAR

MASTER CLASS LEVEL	DEFLECTION ARMOR ADJ.	INT	SPECIAL
17 th	+7	15	Supreme familiar ability
18 th	+8	16	Standard familiar ability
19 th	+9	17	Greater familiar ability
20 th	+10	18	Supreme familiar ability

Deflection Armor Adj.: The number noted here is a bonus to the familiar’s deflection armor bonus. It represents the shadowy insubstantialness of the rogue’s shadow familiar.

Int: The shadow familiar’s Intelligence score. Shadow familiars are as smart as people, though not necessarily as smart as smart people.

Shadow Traits: See the ‘Shadow Familiar Properties’ section above.

Standard Familiar Ability: Select one standard familiar ability from Table 10-13 below.

Greater Familiar Ability: Select one greater or standard familiar ability from Tables 10-13 or 10-14 below.

Supreme Familiar Ability: Select one supreme, greater, or standard familiar ability from Tables 10-13, 10-14, or 10-15 below.

Other Special Abilities: For more information see Chapter 1.

TABLE 10-13: ROGUE SHADOW FAMILIAR ABILITIES

Blur
Control Shadow
Darkvision
Detect Magic
Detect Poison
Detect Secret Doors
Distracting
Familiar’s Eye
Fast Movement
Inkling
Know Direction

For more information on these special abilities, see Chapter 1.

TABLE 10-14: ROGUE GREATER SHADOW FAMILIAR ABILITIES

Augury
Darkness
Detect Thoughts
Discern Lies
Encompassing Vision
Fearful
Find Traps
Freedom of Movement
Mirror Image
Nonetection
Recall
Speech

TABLE 10-15: ROGUE SUPREME SHADOW FAMILIAR ABILITIES

Cloak of Darkness

Companion's Veil

Confusion

Find the Path

Mind Store

Tongues

For more information on these special abilities, see Chapter 1.

ROGUEISH ARCHETYPE: DEATH'S REAPER

Portacio went over his mental checklist for the fifteenth time as he ran his fingers over his gear. Boot-knife, belt knife, sabre across his back, vials of poison, silk cord, diamond dusted steel garrote woven into the lining of his non-descript cloak. All things as they were placed. Razor edged piece of steel hidden in the heel of his boot. Alibi set, witnesses paid off, information gathered, and the reaper... summoned. There cloaked in Portacio's own shadow was the coldly palpable manifestation of a true and final demise.

Portacio of was convinced of course of his own skills. He was after all a fully trained and blooded member of the Knives of Shambere, and a servant of the mistress of shadow herself. As a favor that denoted his station, the lady of darkness had granted him a boon, for this was no ordinary murder case. This was a case of cases, and in it, Portacio would be calling on Old Man Death himself to insure that the job gets "all the way done" and that his mark wouldn't be coming back, ever. No clerics, no divine intervention, no raise the dead this time, because when the old Grim Reaper gets brought in on a job—that's it.

Time crawled slowly by as Portacio went over the plan in his mind. At length, the mark arrived. The fat, perfumed merchant in his silks flanked by his thick necked, naked shouldered bodyguards was impossible to miss as they strolled confidently down the narrow side street which led from Makido's residence to the main market. Makido looked much as he had the last time Portacio murdered him.

Portacio scowled at the thought of how he had sank a blade between his ribs and twisted the life from his body. Makido with his oiled hair, and that big fat smirk on his arrogant fat face. Makido, whose personal wizard had set up a contingency upon the perverse merchantman's death that he would be immediately brought before the priests of Taxus and raised from the dead, based on a pre-existing legal contract. With proper donations paid in advance, the rituals were performed and Makido lived again... much to Portacio's despair and his employers displeasure. This time the pesky wizard wouldn't be a problem. This time Portacio had covered all the angles.

Just as the trio passed his position, Portacio took action. First, Portacio quaffed a vial of antidote, and a second potion which turned Portacio to a pure shadow was then imbibed. He withdrew a third vial from his belt and hurled it between the feet of his target. A noxious gas rose from the ground and the muscular

thugs immediately dropped to their knees, their tongues blackly lolling from their jaws. In a blur, Portacio was upon his target, grasping the choking merchant by the thick oiled curls of his dyed black hair. He turned Makido to face him as he sank his saber into the merchant's heart and dropped him to the flagstones of the narrow street.

"Come sweet death," Portacio called to the darkness which resided within his shadow. "Come claim this detestable piece of filth, and take him on to his eternal slumber."

Makido writhed upon the flags as the blood pumped from his wound, and bubbled frothily upon his lips. The light fading from his eyes he saw the reaper rise before his feet. Darkened in its cloak, the chill filled his aching limbs as the scythe rose. He opened his mouth in a horrified attempt to utter his last dying scream and the scythe fell.

Death's reapers intrinsically deal in the art of death and death dealing in all its macabre forms. Death's reapers, more than any other class profession understand the complications which divine magic have placed upon their benighted career path. As the death's reaper grows in power, they know that the quality of their targets also increases, meaning that their VIP targets have the opportunity to purchase powerful healing magic, enchantments and charms against death, and of course the rituals of raise dead, reincarnation, and resurrection that thwart the death's reaper at every turn. Thus, in this ever growing enchanted arms race, the death's reaper looks to supernatural means to circumvent the inevitable resurrection of his target and guarantee to his contractors that his mark stays dead!

As many death's reapers are themselves trained by cults dedicated to ultimate and true death and thus worship of death gods, and veneration of the angel of death are not uncommon among practitioners of the death's reapers' trade. Many are the hit-men who can attest to the presence of the reaper when true death is visited upon a target. Contract killers speak in hushed voices amongst one another of the spirit that they feel enter the chamber of their mark just as the life whispers from their victims' lips. They talk of the culling of the spirit, when the soul leaves the body and know better than most of the entity which whispers past their chin to claim that intangible prize from the dying eyes of their contracted mark. Death's reapers know this spirit as the reaper, and some among their deadly orders have learned the trick of trapping one of these nebulous beings, that they may be bound to a death's reaper's blade and summoned to insure the completion of an assignment.

THE REAPER FAMILIAR

When you choose this archetype at level 3, you gain a Reaper familiar. The process for calling and binding this familiar, and the abilities it gains and grants, are listed below.

BONUS PROFICIENCIES

Also, at 3rd level when you choose this archetype, you gain proficiency with the poisoner's kit and the disguise kit.

CHAPTER 10

DEADLY ASSAULT

Beginning at level 9, you always add an additional 1d6 damage to a successful sneak attack.

BRUTAL ATTACK

Beginning at level 13, whenever you make a successful attack on an opponent against whom you have advantage, you can choose to deal maximum damage for your weapon. Additional damage, such as that from sneak attack, is not maximized; only the damage from your weapon code. You must declare the use of this ability before the results of your attack roll are revealed. Should you score a critical hit, you deal double your maximum damage for your weapon. After you use this ability, you must finish a short rest before using it again.

IMPROVED BLINDSENSE

Starting at 17th level, if you do not already have darkvision, you gain darkvision 60ft. If you already have darkvision, its range is extended to 120ft. In addition, you are immune to the blinded condition and can operate normally even in magical darkness so long as you have either a sense of hearing, smell or touch. You also gain advantage on Perception checks tied to hearing and smell.

SUMMONING THE REAPER

To summon a reaper, the rogue completes a ritual that requires them to perform an assassination of a marked target, and upon completion, capture the reaper called to collect the target's soul within a ring of powdered silver worth 1000 gp. The assassin must then defeat the reaper in single combat within the ring. Upon success, the assassin binds the reaper to his shadow *and* a phylactery made from one of the assassin's weapons, whose value is at least 2000 gp. If the assassin fails to defeat the reaper, he is of course slain, and cannot be raised or resurrected by any means.

THE COST OF A REAPER FAMILIAR

Once the reaper is bound, it will serve as a loyal companion and familiar, though it demands that its master permit it to feast on at least one soul per week. This cost increases to an additional soul at levels 9, 13 and 17. Should the master fail to allow the reaper to meet its quota of souls, it will engage in a test of wills against the master. This test of wills is the reaper's charisma against the master's wisdom. If the reaper wins, it will issue an ultimatum: the master can let it go free (in which case the master suffers penalties as though the reaper was killed, as described below), or the master must engage the reaper in combat to the death, his soul being penance for those the reaper has failed to collect.

So long as the reaper remains loyal, it will battle alongside its master, attacking unfailingly and viciously against any foe the master faces even unto the death. If the reaper is destroyed the assassin suffers an immediate and permanent loss of 2d6 points of Constitution, though the assassin may attempt to summon another reaper at a future time, paying the extended costs associated with ensnaring a new reaper.

A reaper that escapes its master's control, be it from being released or through defeating its master in a challenge, retains all of its enhanced abilities and familiar abilities, making it a far more formidable foe than a normal reaper. It is possible for a master to attempt to re-summon and bind the same reaper at a later date, though defeating it as part of the summoning ritual will naturally be more difficult once it has gained powers. Otherwise, a new reaper that is summoned will always begin at base power (treat the new reaper as though the rogue's class level was 3 and progress from there).

Statistics for a standard Reaper can be found in Appendix B, new creatures.

REAPER PROGRESSION

As the death's reaper gains power and infamy in their chosen line of work so too does the reaper bound to their service gain advancement in hit dice and deadliness. The following chart lists the Hit Dice advancement of the Reaper based on the level advancement of the death's reaper character. The list of special Familiar Abilities available to a bound reaper is the same as those available to the Shadow Familiar, above.

TABLE 10-16: REAPER PROGRESSION

ROGUE CLASS LEVEL	HD	INT, WIS, CHA	SPECIAL
3rd	-	12	Empathic link, dangersense, shadow traits, Stealth, Sneak Attack
5 th	+1d8	12	-
7 th	+1d8	13	-
9 th	+1d8	13	Standard Familiar Ability
11 th	+1d8	14	-
13 th	+1d8	14	-
15 th	+1d8	15	Greater Familiar Ability
17 th	+1d8	15	-
19 th	+1d8	16	-
20 th	+1d8	16	Supreme Familiar Ability

CHAPTER 11: THE SORCERER'S FAMILIAR

THE SORCERER'S FAMILIAR

The dream came again, that formless void that surrounded Matthias on all sides, beckoning him, calling him in. When it first came he was terrified, floating free in that gray mist, uncertain where he was and what all of the vague forms and shapes were surrounding him. They were full of intelligence, some benign and some positively exuding malice.

The dreams came again the next month, and then the next week. Now they were coming nightly, and he was beginning to understand, now, that they were asking to be bound to him, to serve him and the chaotic magic he commanded. Just as his powers came naturally to him, the apparent byproduct of an ancestor in ages past engaging in congress with an otherworldly being, the spirits were connected to him through the same natural, chaotic and intuitive conduit.

Tonight when the dream came, Matthias was ready for it. He had prepared the ritual implements that his intuition had guided him to gather and place. He slept in the center of the circle, the sage and candles burning about him, magical implements at each of the four compass points: demon ichor at the north, the hide of an owlbear at the south. At his left hand, the claws of a gryphon and his right, a spike from a manticore's tail. The components had been difficult to come by, and cost him not a small amount in gold and blood, but it had been worth it. Tonight, he would have a new advisor, companion and servant.

He could already feel it coming. But what form would it take? A raven? A wolf? Perhaps something darker and more powerful—an imp or even a goblin? There was only one way to find out—complete the ritual and bind his new servant to his will.

Matthias stretched out his feelings and called...and something answered.

THE METHETHERIAL

The Sorcerer has a distinctive outlook on magic in general and on familiars in particular, as they possess the ability to warp reality, combining the physical and metaphysical into their own imaginative creations. Because of this, it is no surprise that Sorcerers are able to delve deeper into the mysteries of familiars – spirits born of magical energy itself – than anyone else. Over the eons they've encountered a myriad number of such beings and have learned the proper means of dealing with them. Many times these beings have agreed to serve the Sorcerer as familiars. The place where these parleys take place is known as the Methetherial.

Beyond the bounds of the material world there exists a transcendental realm known as the Methetherial, home to the formless spirits that ultimately become known as familiars. Ask any three Sorcerers about the true nature of Methetherial and you'll likely receive three very different

answers. Some say that the Methetherial is a small pocket plane adrift in the Astral Plane. Others claim that the Methetherial is like the Ethereal Plane itself, co-existent with the material world, a place of mists that acts as a border between dimensions. Still others argue that the Methetherial is imaginary, nothing more than a dream land constructed by each individual in his own mind. Wherever its actual location, the Methetherial serves as the dwelling place for certain types of spirits. These spirits have no shape, but live only as thoughts—some benign, some indifferent, and some evil. It is said that all the thoughts of mortals reside in the Methetherial until acted upon in the physical world, at which time they are summoned into the thinker's mind and put to use. If this is true, then the Methetherial might be best called the Demiplane of Ideas.

Put plainly, the exact nature of the Methetherial is the purview of the individual Castle Keeper. In some campaign worlds, the Methetherial might be part of an existing Outer Plane, such as Elysium, while in another it might be an independent demiplane floating upon the Astral Sea. Still others may see the Plane of Idea as an inexplicable netherworld that somehow is made real only when a Sorcerer attempts to enter it. Regardless of its nature, however, Sorcerers have learned to use their pact as a conduit to tap into this plane, converse with its occupants, and summon the spirits which reside there to serve as familiars. Like the thoughts they represent, spirits in familiar form can be good, neutral, or malevolent, depending upon the Sorcerer's will.

The landscape of the Methetherial is without physical features of any kind, being little more than a vacuum, spun through with the occasional particle cloud and random bits of matter and energy. No entity is known to rule the plane. Neither is there any geography, gravity, or weather. The Methetherial would seem a monotonous place if not for its denizens, known variously as "Methetherial elementals," "Unthought-of Ideas," or simply "spirits." A band of shifting color encircles the Methetherial, forming a barrier through which these native inhabitants cannot pass without aid. But when coaxed from their homeland into the Sorcerer's material plane, they become familiars.

Before a Sorcerer makes a spirit into a familiar, however, he has to locate it. And the Methetherial can only be entered through the legendary Ritual of Summoning.

Because of this, it is no surprise that Sorcerers are able to delve deeper into the mysteries of familiars – spirits born of magical energy itself – than anyone else. *Mercurial familiars*, though sometimes hard to control, are the most mobile of all familiars, with unsurpassed skills of movement and observation. They are also the free spirits of chaos that are called upon by Sorcerers seeking a familiar companion. Mercurial familiars have no physical form, but exist as incorporeal spirits that do the Sorcerer's bidding.



SUMMONING THE FAMILIAR

As stated above, all sorcerers summon their familiars from the Methetereal, the plane of ideas, a place that they access intuitively, drawing upon their inner reserves of strength and power. The call to gain a familiar usually begins when the sorcerer accidentally accesses this realm, in a dream or vision. Like many of their exploits, the first access is often random, but once the connection is made, it grows stronger, calling the sorcerer in more deeply and more often, until she realizes what is happening—a spirit is reaching out and begging to be bound.

At this point the sorcerer will begin intuitively putting together a ritual. This requires a Wisdom-based ability check at DC 15 for a Standard Familiar, DC 20 for a Greater Familiar and DC 25 for a Supreme Familiar. The Sorcerer may add her proficiency bonus to this check. The ritual also carries with it a cost in components; what exactly these components are varies from sorcerer to sorcerer, and are left to the CK's discretion. However, the cost for a Standard Familiar should be anywhere from 250gp to 500gp, while a Greater familiar runs 500 to 1,000gp and a Supreme familiar from 1,000 to 2,000.

TYPES OF FAMILIAR

The sorcerer's familiar can take almost any form, as it is at its core, a spirit from the realm of ideas made flesh. However, once it takes a form, it is locked in that form and cannot change. That is, a sorcerer will not have a goblin for a familiar one day and a raven the next. In general, a Standard Familiar can be any creature with a Challenge of less than 1. Greater familiars can be of a Challenge 1 to 4 (but always below the sorcerer's own level) and Supreme familiars up to Challenge 8 (but again, always below the sorcerer's level). The CK and player should work together to determine the form the familiar takes, so that it will be both appropriate and balanced for the game at hand.

STANDARD FAMILIARS gain the ability to communicate with their master telepathically and to share spells. When summoned and every four levels thereafter, they gain an additional Standard Familiar ability.

GREATER FAMILIARS may choose Standard or Greater abilities when they gain a new enhancement.

SUPREME FAMILIARS have access to the full range of Standard, Greater and Supreme abilities.

For more information on standard, greater and supreme familiars, see Chapter 1.

SUMMONING THE FAMILIAR

Like wizards, sorcerers can gain a familiar by taking the appropriate Advantage at the proper levels, or they can sacrifice spell slots to gain one. At third level, a sorcerer

can sacrifice (permanently) a first level spell slot to gain a Standard Familiar. At eighth level or any level thereafter, the sorcerer can sacrifice a second level spell slot to gain a Greater Familiar (or elevate their existing familiar to Greater status), and at twelfth or any level thereafter, the sorcerer can sacrifice a third level spell slot to gain a Superior Familiar (or elevate their existing).

It is possible to bypass gaining a Standard Familiar and still gain a Greater Familiar at eighth level, but this still requires sacrificing both a first and third level spell slot. Likewise, skipping standard and Greater familiars and simply gaining a Supreme is possible by sacrificing a first, second and third level slot.

WIZARDS AND SORCERERS

Since wizards and sorcerers both call upon arcane magics, their familiars look the same, even if they are not made of the same essential “stuff.” Therefore, Sorcerers can also take advantage of the options for Wizard familiars in Chapter 13.

MERCURIAL FAMILIARS

The mercurial familiar is as fleeting as a wisp of smoke. Indeed, the very nature of the mercurial familiar is one of caprice; it flies on a whim, it flits and fades, it is nothing if not ephemeral. To them, the idea of containment is anathema. They are intelligent spirits that exist only to satisfy their own unpredictable desires. It has been said that mercurial familiars, sometimes referred to simply as “mercurials,” are little more than ideas given the spark of life. They are quick-witted and able to converse telepathically with their summoner, though their erratic natures make them poor conversationalists. They often display several conflicting emotions at once. Their chief concerns are motion and experience; they seek only to fly and to observe.

When summoned, mercurials appear before the Sorcerer as insubstantial ghosts, usually assuming a vague and misty shape of an animal or object with which the Sorcerer is well acquainted. A sorcerer might summon this type of familiar and find himself facing the hazy image of a humanoid with glowing orange eyes, or a mountain lion sculpted from smoke, or an eagle with wings of vapor. The psychic connection between summoner and summoned ensures that the familiar always appears in a form befitting the Sorcerer's disposition. Mercurials are often summoned by chaotic Sorcerers.

MERCURIAL FAMILIAR PROPERTIES

Sorcerers can summon mercurials as standard familiars, greater mercurials as greater familiars, or supreme mercurials as supreme familiars (see Appendix B for details and statistics for these creatures). Due to their unique nature, however, mercurial familiars do not have access to all of the special abilities most familiars have access to. Even when using the Empower Familiar feats (see the ‘New Feats’ section of Chapter 1), mercurial familiars are limited to the special abilities listed on the tables below.

CHAPTER 11

TABLE 11-1: STANDARD SORCERER FAMILIAR (MERCURIAL)

MASTER CLASS LEVEL	DEFLECTION ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Alertness, empathic link, sensory familiar
3 rd -4 th	+4	7	-
5 th -6 th	+3	8	<i>Blur</i>
7 th -8 th	+4	9	-
9 th -10 th	+5	10	<i>Detect magic</i>
11 th -12 th	+6	11	-
13 th -14 th	+7	12	Improved sensory familiar
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

Deflection Adj.: This number noted here is a bonus to the familiar's existing deflection armor bonus (mercurials initially have none). It represents a preternatural increasing power of the familiar.

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

Sensory Familiar: The familiar's master benefits from the Sensory Familiar feat, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar feat, but only for their mercurial familiars.

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

TABLE 11-2: GREATER SORCERER FAMILIAR (MERCURIAL)

MASTER CLASS LEVEL	DEFLECTION ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Alertness, empathic link, sensory familiar
3 rd -4 th	+2	7	-
5 th -6 th	+3	8	<i>Blur</i> , greater familiar ability
7 th -8 th	+4	9	-
9 th -10 th	+5	10	<i>Detect magic</i>
11 th -12 th	+6	11	Greater familiar ability
13 th -14 th	+7	12	Improved sensory familiar
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Greater familiar ability
19 th -20 th	+10	15	-

Deflection Adj.: This number noted here is a bonus to the familiar's existing deflection armor bonus (mercurials initially have none). It represents a preternatural increasing power of the familiar.

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

Sensory Familiar: The familiar's master benefits from the Sensory Familiar feat, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar feat, but only for their mercurial familiars.

Greater Familiar Ability: Select one greater familiar ability from Table 11-4 below.

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

TABLE 11-3: SUPREME SORCERER FAMILIAR (MERCURIAL)

MASTER CLASS LEVEL	DEFLECTION ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Alertness, empathic link, sensory familiar
3 rd -4 th	+2	7	-
5 th -6 th	+3	8	<i>Blur</i> , greater familiar ability
7 th -8 th	+4	9	-
9 th -10 th	+5	10	<i>Detect magic</i>
11 th -12 th	+6	11	Greater familiar ability, supreme familiar ability
13 th -14 th	+7	12	Improved sensory familiar
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Greater familiar ability
19 th -20 th	+10	15	Supreme familiar ability

Deflection Adj.: This number noted here is a bonus to the familiar's existing deflection armor bonus (mercurials initially have none). It represents a preternatural increasing power of the familiar.

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

Sensory Familiar: The familiar's master benefits from the Sensory Familiar feat, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar feat, but only for their mercurial familiars.

Greater Familiar Ability: Select one greater familiar ability from Table 11-4 below.

Supreme Familiar Ability: Select one supreme or greater familiar abilities from Tables 11-4 or 11-5 below.

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

TABLE 11-4: SORCERER GREATER FAMILIAR SPECIAL ABILITIES (MERCURIAL)

Augury
Blessed Companion
Blink
Cat's Grace
Commune with Nature
Contagion
Darkness
Daylight
Dazing Touch
Death's Harbinger
Death Ward
Defensive Roll
Detect Scrying
Detect Thoughts
Discern Lies
Dispel Magic
Encompassing Vision
Fearful
Find Traps
Freedom of Movement
Guided Strike
Haste
Mirror Image
Mystic Disguise
Nondetection
Opportunist
Recall
Resist Energy
Shocking Touch
Silence
Sleeping Touch
Speak with Dead
Speech
Time Hop
Uncanny Dodge, Improved
Wholeness of Body

For more information on these special abilities, see Chapter 1.

TABLE 11-5: SORCERER SUPREME FAMILIAR SPECIAL ABILITIES (MERCURIAL)

Antimagic Field
Astral Projection
Banisher
Charm
Cloak of Chaos
Companion's Veil
Confusion
Damage Reduction
Destruction's Touch
Dimension Slip
Divine Health
Ethereal State
Familiar Growth
Find the Path
Fly
Raise Dead
Time Regression
Tongues
Zone of Truth

For more information on these special abilities, see Chapter 1.

MERCURIAL WHIMSY


Mercurial familiars are notoriously spirited. They are inherently free-willed, and most of them would love nothing more than to slip from the bond with their summoner and fly about the world unhindered. All mercurials, regardless of alignment, seek to become emancipated spirits. Generally speaking, a mercurial attempts to gain freedom at least once every 1d4 months, unless its master has gone to extremes to placate the familiar. This quest for liberation is known as a mercurial contest, and they can take place whenever the Castle Keeper desires—usually at the most critical times in the master's life.

If for some reason a sorcerer has summoned a mercurial familiar of an alignment contrary to his own, a contest occurs once every 2d6 days. A contest of wills involves an opposed Charisma check, pitting the sorcerer's Charisma attribute against that of the mercurial familiar. If the bard wins, the mercurial remains bound. If the mercurial is victorious, it immediately becomes an emancipated spirit (see the 'Emancipated Spirits' section below for details).



CHAPTER 12: THE WARLOCK'S FAMILIAR

THE WARLOCK'S FAMILIAR

 Igolixo whispered, "Are you ready, my son?"

The young apprentice bit his lip and nodded.

Smiling a secret smile, Igolixo stepped into the carefully drawn chalk circle and settled himself to the floor. After a few moments of meditation, his breath passing in and out, in and out, he felt the world fade away around him.

All he knew was darkness and stillness and peace. The words of magic came without effort, the arcane syllables rolling off his tongue, unlocking doors that existed only in his mind. Moments later, he stood alone in a vast plain of stars. He waited patiently, and soon his apprentice appeared, the lad's wispy ethereal form looking just as nervous as his physical one.

"Are you well, my son?" Igolixo asked.

"Yes, master."

"And can you see the familiar spirit? Can you visualize its essence?"

"Yes." The boy shut his eyes and concentrated with obvious effort.

The smile lingering, Igolixo took the boy's ethereal form by the hand and led him to the dwelling place of the spirits, hoping that the denizens of that volatile realm wouldn't be too harsh on a frightened apprentice warlock out on his coming-of-age quest to claim a familiar.

"The first times were always the most difficult," Igolixo thought, remembering his own...

WARLOCK FAMILIARS

SPIRITS OF THE PACT

Igolixo led the boy to the threshold. Beyond the pale curtain lay the domain of the spirits. The old Warlock hadn't been here for a very long time, not since he summoned Grunter all those long dusty years ago, but he didn't think the place had changed since then. The Abyss was still just as unpredictable, just as dangerous as it ever was.

"What do I do next, Master?" the boy asked.

"What do you think? How do your instincts guide you? Remember, my son, that a Warlock's intuition is his most important, most vital belonging. It is our compass, our power source, our heart. Open yourself up to the desires of our Patron. Follow where it points."

"Uh, I suppose it's telling me to cross over."

"Indeed."

"But, Master, the spires, the darkened structures, the heat and freezing cold all at once, they look . . . perilous."

"And so they are. We hover on the border of a land that some say doesn't exist, and which others would just as soon did not. And perhaps they're right, for no plane-hopper has ever chanced upon this place and returned unharmed or un-changed. We traffick with the darkest of beings as the source of our powers, and it is a

delicate balancing act, not to damn our own souls in the process. Only those with business with the familiar spirits may come here and, if they're lucky, be permitted to leave. Those structures are the domain of the dark ones who inhabit this plane, ready to repulse or even devour us if we lose our way."

"I won't lose my way, Master." He gathered a great sigh into his skinny chest and stepped across the threshold to the Abyss.

Silently applauding the boy's courage, Igolixo followed.

The warlock's familiar is, in plainest terms, a spirit summoned to inhabit an earthly body. But where do these spirits come from? Where do they reside before they are summoned? And how does a warlock go about contacting one and binding it to service?

Though the answers to these questions vary from one Warlock to the next, there are a few traits common to all Warlocks, and a few things the apprentice should know before inviting the familiar to serve him.

Like the Sorcerer, the Warlock has a distinctive outlook on magic in general and on familiars in particular, as they possess the ability to warp reality, an ability that is directly gained from a pact with an otherworldly entity. Over the eons they've encountered a myriad number of such beings and have learned the proper means of dealing with them. Many times these beings have agreed to serve the Warlock as familiars. The place where these parleys take place is often the very home of the Warlock's own patron.

Beyond the bounds of the material world there exists any number of transcendental realms which are home to the formless spirits that ultimately become known as familiars. Ask any three Warlocks about the true nature of their pact and patron, and you'll likely receive three very different answers.

SUMMONING RITUAL: THE ENNEAGRAM

Hours before he escorted his apprentice to the Abyss, Igolixo had to render a magic circle on the floor of his private chamber. Ringed with consecrated candles, the circle would focus the Warlock's mental energy and permit his consciousness to seek out the Plane of Chaos and Evil. With painstaking attention, Igolixo drew the lines, the angles, the sweeping curves.

Later, his apprentice asked, "What is this, Master?"

"It is called an enneagram, my son."

"A what?"

"Enneagram. A very special type of ritual shape. See the nine points along its perimeter? Those sigils there represent the five distinct types of familiars and the four elements which comprise the building blocks of the cosmos. But we'll get to that later. Right now, the most important thing is that you concentrate. And do try to avoid stepping on the chalk lines. My old hands aren't as steady as they used to be, and it would take me forever to redraw the circle. Besides, I wouldn't want to have to turn you into a rodent for your incompetence. Now, if you'd please take a seat here, we shall begin. . . .

CHAPTER 12

Like most other classes, Warlocks are required to take the Summon Familiar Special Ability (see the ‘New Abilities’ section of Chapter 1 for details) to bind the enhanced familiars in this book to their service, take the Pact of the Chain at third level and sacrifice an Invocation, or should explore the other options for gaining a familiar (see below).

To commence the Ritual of Summoning, the Warlock needs an enneagram – a nine-pointed star formed of nine lines. Within the star, these nine lines form a triangle and a hexagon contained within a circle. This is the central diagram of the Ritual of Summoning, and it must be rendered in a medium of mixed chalk and silver dust costing no less than 100 gp. (Summoning a greater familiar requires a mixture of chalk and gold, increasing this cost to 1,000 gp. Summoning a supreme familiar requires a mixture of chalk and mithril, increasing this cost still further to 5,000 gp.)

Warlocks usually reserve a place in their libraries or laboratories for their summoning rituals, though technically no one area is more “attuned” to their pact and patron than any other. Thus, some Warlocks inscribe their enneagrams on the floor of limestone caverns, while others prefer churches, rings of standing stones, or even the cellars of their favorite taverns.

Though the process of drawing the conjuration circle is not a lengthy or strenuous one, the actual summoning process can be quite arduous. The Warlock should expect to spend at least 24 hours in the act, which involves a series of meditations, mental exercises, and – most importantly – the uttering of certain arcane phrases. These phrases are taught to most Warlocks during their time as apprentices, but many Warlocks have been known to discover the Ritual of Summoning spontaneously. Essentially, the summoning of a familiar is no different than the casting of any other spell. Concentration is necessary; the Warlock cannot be injured or under the influence of any poison or mind-influencing spell such as *suggestion*. After a period of one day, during which the Warlock alternates between spellcasting and restful meditation, he unlocks a gateway to the otherwise inaccessible realm where his patron resides.

While traveling the other planes, the Warlock leaves his tangible body behind, a mental projection of himself passing beyond the bounds of reality and into the misty mindscape of the outer realms. Any traveler to this plane is met immediately by a formless being known only as the Keeper on the Cusp. This entity is many things to many different people. Some Warlocks refer to the Keeper on the Cusp as a spirit guide, while others assume it is a lesser deity charged with overseeing the Balance of all forces.

Either way, the Keeper on the Cusp asks after the Warlock’s reason for coming. The Warlock has two choices:

First, they can respond, “I seek the familiar thou would grant me.” If they do so, the Keeper on the Cusp brings forth a familiar to bind (see below). The Castle Keeper selects the specific type of familiar which the Keeper on the Cusp brings forth for the Warlock. The Warlock can choose not to bind the familiar the Keeper on the Cusp chooses for him – but doing so prevents the Warlock from attempting to summon another familiar for a year and a day.

Alternatively, the Warlock can respond by claiming a specific familiar. If they do so, the Keeper on the Cusp metes out a challenge which is based on the type of familiar the Warlock seeks to claim. There are five types of familiar spirits – animistic, automaton, fetish, mercurial, and wyrm (these are described in more detail below). The challenge given by the Keeper on the Cusp depends on the type of spirit being summoned:

TABLE 12-1: SUMMONING CHALLENGE

FAMILIAR TYPE	ABILITY CHECK
Animistic	Wisdom
Automaton	Strength
Fetish	Constitution
Wyrms	Intelligence
Diabolic	Charisma

The DC for this check is 15 for standard familiars, 20 for greater familiars, and 25 for supreme familiars. If the check succeeds, the Warlock has passed the test – the Keeper on the Cusp steps aside and permits the Warlock’s mental projection to fly to the nearest spirit of that type and bind it (see ‘Binding Familiars’ below).

If the check fails, however, the Warlock is unable to appease any of the spirits at this time. He must return to his physical body and attempt the Ritual of Summoning another day, with the additional time and monetary expenses. There is also a chance that the familiar spirit will escape and become an emancipated spirit (see the ‘Emancipated Spirits’ section below for details).

BINDING FAMILIARS

By binding a spirit, the Warlock effectively settles into an unspoken arrangement with it. In exchange for the spirit’s service as a familiar, the Warlock agrees to treat it with respect, if not a small amount of deference. The exception to this is non-sentient spirits, such as those suitable for automaton familiars. They require no such truce, as they serve eternally without question.

Once bound, most familiars remain that way unless something happens to unbind them. An unbound spirit is known as an emancipated spirit (see the ‘Emancipated Spirits’ section below for details). A fetish spirit becomes emancipated if its vessel is destroyed. A mercurial spirit becomes emancipated if it wins a contest of wills. A wyrm spirit becomes emancipated if its summoner dies. Refer to the information later in this chapter regarding each individual familiar type for more information.

Normally a warlock only binds spirits of an alignment that matches his own. In other words, good Warlocks don’t have much need of evil familiars. Neither does a wicked Warlock want a noble-hearted, self-righteous familiar hanging around to nettle him about his actions. However, if for some reason a warlock wants to bind a spirit of an opposing alignment (known as an *unwilling spirit*), then he must make a second Charisma check (see Table 12-1 for details), this one at Challenge Level 20. Failure means that he isn’t powerful enough to bind an unwilling spirit of any kind; he must wait until he advances at least one more experience level before making another attempt.

If a warlock intends to bind an animistic, automaton, or fetish spirit, he must have within the enneagram a suitable host body, vessel, or object, as needed. Without the proper kind of receptacle, these three types of spirits cannot be made manifest, and the summoning fails. Again, refer to the information below for more details.

THE ALBATROSS

If a warlock in the fails his ability check when attempting to bind an animistic familiar, something terrible occurs. Instead of simply coming away empty-handed, a special type of spirit attaches itself to his mental self and accompanies him on the return trip to his physical body. From this point on, the Warlock is cursed – the spirit of the albatross – harbinger of ill-destiny – has clung to his soul and now exists only to lead him to disaster.

Unlike other animistics, the albatross requires no animal body to inhabit. It is nothing more than a shadow that only the Warlock can see, always circling somewhere nearby, following in his footsteps, as if a large-winged bird were flying just overhead.

The curse of the albatross manifests itself as per the *bestow curse* spell, except that the effects are less severe and must be chosen from those listed here. The Castle Keeper selects one of the following curses:

- 2 effective decrease to an ability score (minimum 1).
- 1 enhancement penalty on attack rolls, saves, ability checks, and skill checks.

Despite the lesser effects of this curse, due to its cause, the *remove curse* spell cannot aid the doomed Warlock. Only a successful *dismissal* can banish the albatross back to the Methetherial. (Note: the spirit's Will save bonus is the same as the original creature had while it was alive.)

Alternatively, a cursed Warlock may choose to return to the other realms to seek guidance from the Keeper of the Cusp, who commands that he perform a powerful ritual resulting in a personal sacrifice in the amount of one point of permanent Constitution loss for every three levels the character possesses. By sacrificing this portion of his personal power and skill, the Warlock can assuage the enraged spirit.

TYPES OF FAMILIARS

Igolixo and his apprentice floated through the Abyssal mists.

"Master, there seem to be so many of them!"

"Indeed there are, my son. Countless are the energies that pour through the Plane of Idea. But if you look closely, you'll see some similarities between them. In fact, there are five distinct types of spirits that dwell here."

"Five. All right. So I can summon all of them?"

Igolixo laughed. "Well, not exactly. First of all, you can only attempt to summon one type of spirit, at least until you're a bit more experienced. For instance, if you decide that a fetish familiar is your cup of tea, then you can only summon a fetish familiar, and not an automaton familiar. Each Warlock makes his choice depending on several factors, most important of which is simply

his own personal taste. See that spirit there? It can be bound into a fetish to serve your needs. Over there, that amorphous shape? It can be bound to your service in the form of a homonculus."

"Ah, yes, I see it now, Master. But how do I know which type best suits me?"

"Well, to make such a decision, you'll first need a bit of background knowledge on each of the five types. . . ."

As discussed above, once summoned, a spirit must be bound in a physical vessel, either of living tissue or an inanimate object. There are five distinct types of familiars, each with its own set of guidelines with regard to form, special abilities, and augmentations.

Animistic familiars are spirits that dwell in the bodies of living animals in the traditional sense of the "magician's familiar." The spirit actually displaces the animal's true spirit and assumes the full range of its senses.

Automaton familiars function as golems, animated objects, or other physical constructs. Fully ambulatory, automatons can follow simple commands and carry out a wide range of tasks. Though unintelligent, they are the most durable of all familiars.

Fetish familiars are spirits that are housed in physical containers, like scrolls, charms, or sword hilts. Though incapable of movement, fetish familiars grant the Warlock several special abilities, and they may be combined with other fetishes to magnify their powers.

Wyrms familiars maintain a mysterious tie with the essence of dragons. Though potentially the most powerful of all familiars, they are notoriously self-serving.

Diabolical Servants are exactly what they sound like—demons from the Abyss and devils from the Nine Hells, tenuously bound to the service of a mortal, but constantly yearning for freedom that can only be granted by the infernal patron...

The five types of spirits are all very different. Their range of powers and their loyalty to the Warlock vary greatly.

WARLOCK FAMILIARS AND PACTS

The very essence of a warlock's ability to call upon magic is his pact with an otherworldly master. Whether it's an alien god from the spaces between spaces, a demonic fiend from the pits of the Abyss, an angel from Elysium, a Fae lord or even a mysterious entity from the Demi-Plane of Ideas, the Warlock's familiar is part and parcel of this agreement to serve and be rewarded. As such, while there are a variety of options for familiars presented herein, the CK and player should work closely together to ensure that whatever familiar the Warlock chooses, and whatever form that familiar takes, it is deeply representative of and entwined with the source of the Warlock's pact magic.

DIABOLICAL SERVANTS

The ideal servant for a Warlock with a demonic patron (The Fiend pact) is a Diabolical Servant (see "New Abilities,"

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Chapter 1) which functions as a representative of their master. If the Warlock chooses to do so, they should be permitted to call such a familiar as though they possessed the Summon Diabolical Servant ability at level one, without meeting the normal prerequisites. However, if they choose to do so, they lose the Dark One's Blessing level one benefit in exchange for the enhanced familiar. In addition, they are not permitted to take a level three Pact ability when they reach third level.

Their level one familiar should be of Challenge 1/4, 1/8, 1/2 or 0.

Another way for a Warlock to gain a demonic familiar is to take the Pact of the Chain at third level and sacrifice one invocation permanently. In this case, they gain any appropriate diabolical servant of up to Challenge 1.

Diabolic servants tend to be a bit different than other familiars- each will be a specific variety of demon or devil, and given its innate abilities, will automatically be able to communicate with its master. This familiar automatically gains the ability to share spells and invocations and has an empathic link with its master, as is standard for other familiars. The CK has stats for the various types of demon and devil in the **Fifth Edition Monsters Tome**.

Beyond this, the familiar gains a new Standard Familiar Ability (see Chapter 1) of the Warlock's choice at third level (or two levels after it is summoned) and every four levels thereafter. Greater demonic servants continue this advancement but may choose either Standard or Greater familiar abilities, and likewise, Supreme demonic servants may choose Standard, Greater, or Supreme abilities.

Should the spirit ever become emancipated by breaking its master's control (which will usually only happen if the master greatly angers his patron), it not only keeps all familiar abilities, but the master suffers penalties as though his familiar had died (see Chapter 1) and the familiar becomes a dedicated enemy of the former master until and unless such time as the patron sees fit to restore the bond.

OTHER PATHS TO FAMILIARS

At the option of the CK, a Warlock may obtain a familiar as part of their Pact without having to take the Summon Familiar or other appropriate Advantage. As with the Diabolic Servant, above, this requires a sacrifice on the part of the Warlock. Since the familiars herein are more powerful than those that can be obtained via the standard spell in the Fifth Edition Player's Handbook, a Warlock who chooses to gain a familiar at level one, loses their level one Pact ability (equivalent to the Dark One's Blessing under the Fiend) and may not choose a level three Pact Boon. If the Warlock chooses a familiar by using the Pact of the Chain, he must sacrifice one Invocation in place of the enhanced power the familiar grants.

ANIMISTIC FAMILIARS

The classic familiar from literature and myth is the spirit that inhabits the body of a living animal, often a cat, dog, or snake.

When the Warlock binds an animistic spirit from the very stuff of nature itself into a familiar, the spirit actually suppresses the creature's essence, in effect replacing it with a new psyche. Though the animal's original spirit remains, it is buried deep under the familiar's consciousness. This process is in no way damaging to the animal's natural soul, which simply assumes a type of temporal suspension for the duration of the animistic's stay in the body. The familiar described in the **Player's Handbook** and other core rules found in Chapter 1 of this book give an accurate description of an animistic familiar.

History is rife with legends of diabolical demon spirits riding in the bodies of small animals at the behest of Warlocks of evil intent. While some of these stories are true, they remain the exception to the rule. Though evil Warlocks do indeed invite equally malevolent spirits into an animal's host body, most Warlocks have no desire to risk making a deal with such entities. Most Methethereal spirits of evil intent work toward their own end, rather than for the good of the Warlock who summoned them.

To bind the animistic spirit, the Warlock must have within his enneagram a suitable host (a dog, toad, rabbit, etc.). When selecting the type of animal vessel for the spirit to inhabit, the player should keep in mind the type of environment most often frequented by his Warlock PC. If the Warlock favors the wilderness, he might choose to bind his familiar spirit into an owl, while a warlock who often interacts with others might choose a more personable familiar, such as a dog. Warlocks hailing from the jungle aren't likely to select a rat, though an urban-dwelling Warlock most certainly would. And, while a cheetah might not bear relevance to one Warlock's homeland, a coyote might fit the bill. Feel free to invent more familiars, depending on the campaign setting.

The Warlock can select any type of familiar from Tables 1-4, 1-5, or 1-6 in Chapter 1 (assuming he has the proper feats) as a host for an animistic spirit. *Note:* All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen – see Chapter 1 for more details.

TABLE 12-2: STANDARD WARLOCK FAMILIAR (ANIMISTIC)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	6	Share spells and invocations*, empathic link
5 th	+2	7	Deliver touch spells
7 th	+3	8	Speak with master
9 th	+4	9	Speak with animals of its kind
11 th	+5	10	-
13 th	+6	11	Spell resistance
15 th	+7	12	Scry on familiar
17 th	+8	13	-
19 th	+9	14	-

20th +10 15 -

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

Int: The familiar's Intelligence score (if higher than the familiar's natural Intelligence).

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

*Warlock familiars can share invocations as well as spells.

TABLE 12-3: GREATER WARLOCK FAMILIAR (ANIMISTIC)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	7	Share spells and invocations*, empathic link
5 th	+2	8	Deliver touch spells
7 th	+3	9	Speak with master, greater familiar ability
9 th	+4	10	Speak with animals of its kind
11 th	+5	11	<i>Blur</i>
13 th	+6	12	Spell resistance, greater familiar ability
15 th	+7	13	Scry on familiar, detect scrying
17 th	+8	14	-
19 th	+9	15	Greater familiar ability
20 th	+10	16	Recall

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

Int: The familiar's Intelligence score (if higher than the familiar's natural Intelligence).

Greater Familiar Ability: Select any one greater or standard familiar ability from Chapter 1.

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

*Warlock familiars can share invocations as well as spells.

TABLE 12-4: SUPREME WARLOCK FAMILIAR (ANIMISTIC)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
3 rd	+1	9	Share spells and invocations*, empathic link
5 th	+2	10	Deliver touch spells
7 th	+3	11	Speak with master, greater familiar ability
9 th	+4	12	Speak with animals of its kind
11 th	+5	13	<i>Blur</i> , greater familiar ability
13 th	+6	14	Spell resistance, supreme familiar ability

15 th	+7	15	Scry, detect scrying, greater familiar ability
17 th	+8	16	Supreme familiar ability
19 th	+9	17	Greater familiar ability
20 th	+10	18	Recall, supreme familiar ability

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

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

Greater Familiar Ability: Select any one greater or standard familiar ability from Chapter 1.

Supreme Familiar Ability: Select any one supreme, greater, or standard familiar ability from Chapter 1.

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

*Warlock familiars can share invocations as well as spells.

AUTOMATON FAMILIARS

Automaton familiars are created from the non-sentient spirits of the Methethereal. Though unintelligent, automatons are highly useful, as their bodies are very resilient. They obey orders without question and have no chance of becoming emancipated spirits (see the 'Emancipated Spirits' section below for details).

After successfully summoning an automaton spirit from the Methethereal, the Warlock binds it into an object designed to serve as the familiar's "body." This object is known as the vessel, and is usually carved to resemble a humanoid or animal. The cost of the vessel is in addition to the normal costs of the summoning ritual. This additional price in materials incrementally increases the base cost of summoning the familiar (100 gp standard, 1,000 gp greater, 5,000 supreme) depending upon the size of the automaton. The cost is increased as follows: Tiny (base cost), Small (base cost x2), Medium (base cost x3), Large (base cost x5), Huge (base cost x8), and Gargantuan (base cost x12). The vessel may be of any size, so that one Warlock might have a small cat carved of mahogany, easily able to blend in with the shadows, while another Warlock might prefer an eight-foot monstrosity with four arms and two heads. Many Warlocks imbue spirits into items such as braziers, coils of rope, and even carpets. This is one way in which animated objects are created. Many animated objects are actually automaton familiars. They serve a variety of purposes in the Warlock's alchemical laboratory and in his library. Automaton familiars make excellent servants, as they have no need for rest. Their indefatigable nature also makes them superior guardians.

Examples of common Automaton Familiars include animated objects, Modrons, Golems, Homunculi, Animated Armor and the like. If the player would like to create a custom familiar, the CK is directed to the guidelines at the beginning of the Fifth Edition Monsters Tome, which includes information on setting

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hit dice, size and the like. A familiar created at level 1 should be below Challenge 1 in ability, while familiars created at levels 2 and 3 and all basic Familiars thereafter can be up to Challenge 1, and familiars created at higher levels (Greater or Supreme) can have a maximum Challenge equal to the Warlock's level -3, to an absolute maximum of Challenge 8.

AUTOMATON FAMILIAR PROPERTIES

Automatons are mechanical objects that possess a humanoid or animistic form. They are made from gears which are designed to perform a specific function by their creators. The typical automaton familiar is fashioned of wood. This is not always the case, however. Many are fashioned of metal. While one Warlock might have a delicately carved marionette puppet as an automaton, another might prefer a lumbering ceramic kiln, or even a hat rack, noose, or saddle blanket!

Warlocks can select Tiny, Small, or Medium automatons as a standard familiar. Warlocks can select a Large automaton as a greater familiar, and a Huge or Gargantuan automaton as a supreme familiar.

Due to their unique nature, automaton familiars do not have access to all of the special abilities most familiars have access to. Even when using the Empower Familiar Abilities (see the 'New Abilities' section of Chapter 1 for details), automaton familiars are limited to the special abilities listed on the tables below.

WORKING WITH AUTOMATONS

An automaton is perfectly obedient and may perform a wide variety of functions, limited only by their body shape, number of appendages, and form of locomotion. Small, sinuous automaton familiars can wiggle through narrow spaces, perhaps retrieving hard-to-reach objects or even acting as industrious housekeepers, keeping the crannies of a laboratory free from dust. Wheeled automatons make superior methods of transportation, while automatons made of hardened materials are often employed as bodyguards.

TABLE 12-5: STANDARD WARLOCK FAMILIAR (AUTOMATON)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	SPECIAL
3 rd	+1	Distracting, share spells, telepathic command
5 th	+2	Deliver touch spells
7 th	+3	Freedom of movement
9 th	+4	<i>Spider climb</i>
11 th	+5	-
13 th	+6	Spell resistance
15 th	+7	Scry on familiar
17 th	+8	-
19 th	+9	-
20 th	+10	-

Natural Armor Adj.: This number noted here is an improvement to the automaton's existing AC rating. It represents a preternatural resilience of the automaton.

Telepathic Command: The automaton familiar's master has complete control over its actions, and may freely command it to take any action (including using its special abilities) via a limited telepathic link. This is a free action and may be employed out to a distance of up to 1 mile. Note that this does not mean that the master and automaton can communicate in any way (the automaton is unintelligent), only that the master may activate or deactivate it, much like a tool.

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

TABLE 12-6: GREATER WARLOCK FAMILIAR (AUTOMATON)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	SPECIAL
3 rd	+1	Distracting, share spells, telepathic command
5 th	+2	Deliver touch spells
7 th	+3	Freedom of movement, greater familiar ability
9 th	+4	<i>Spider climb</i>
11 th	+5	Spell resistance
13 th	+6	Greater spell resistance, greater familiar ability
15 th	+7	Scry on familiar, <i>resist energy</i> (choose one type)
17 th	+8	-
19 th	+9	<i>Resist energy</i> (choose another type), greater familiar ability
20 th	+10	-

Natural Armor Adj.: This number noted here is an improvement to the automaton's existing AC rating. It represents a preternatural resilience of the automaton.

Telepathic Command: The automaton familiar's master has complete control over its actions, and may freely command it to take any action (including using its special abilities) via a limited telepathic link. This is a free action and may be employed out to a distance of up to 1 mile. Note that this does not mean that the master and automaton can communicate in any way (the automaton is unintelligent), only that the master may activate or deactivate it, much like a tool.

Greater Familiar Ability: Select one greater familiar ability from Table 12-8 below.

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

TABLE 12-7: SUPREME WARLOCK FAMILIAR (AUTOMATON)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	SPECIAL
3 rd	+1	Distracting, share spells, telepathic command
5 th	+2	Deliver touch spells

7 th	+3	Freedom of movement, greater familiar ability
9 th	+4	<i>Spider climb</i>
11 th	+5	Greater spell resistance
13 th	+6	Supreme spell resistance, greater familiar ability, supreme familiar ability
15 th	+7	Scry on familiar, <i>resist energy</i> (choose two types)
17 th	+8	-
19 th	+9	<i>Resist energy</i> (choose another type), greater familiar ability
20 th	+10	Supreme familiar ability

Natural Armor Adj.: This number noted here is an improvement to the automaton's existing AC rating. It represents a preternatural resilience of the automaton.

Telepathic Command: The automaton familiar's master has complete control over its actions, and may freely command it to take any action (including using its special abilities) via a limited telepathic link. This is a free action and may be employed out to a distance of up to 1 mile. Note that this does not mean that the master and automaton can communicate in any way (the automaton is unintelligent), only that the master may activate or deactivate it, much like a tool.

Greater Familiar Ability: Select one greater familiar ability from Table 12-8 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from Tables 12-8 or 12-9 below.

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

TABLE 12-8: WARLOCK GREATER FAMILIAR ABILITIES (AUTOMATON)

<i>Blink</i>
<i>Bull's Strength</i>
<i>Cat's Grace</i>
<i>Contagion</i>
<i>Darkness</i>
<i>Daylight</i>
<i>Disenchanter</i>
<i>Dispelling Magic</i>
<i>Encompassing Vision</i>
<i>Fearful</i>
<i>Haste</i>
<i>Mirror Image</i>
<i>Nondetection</i>
<i>Recall</i>
<i>Shocking Touch</i>
<i>Silence</i>
<i>Sleeping Touch</i>
<i>Water Walk</i>
<i>Self Repair (Wholeness of Body)</i>

For more information on these special abilities, see Chapter 1.

TABLE 12-9: WARLOCK SUPREME FAMILIAR ABILITIES (AUTOMATON)

<i>Antimagic Field</i>
<i>Banisher</i>
<i>Cloak of Chaos</i>
<i>Destruction's Touch</i>
<i>Dimension Slip</i>
<i>Familiar Growth</i>
<i>Fly</i>
<i>Mind Store</i>
<i>Supreme Leap</i>
<i>Zone of Truth</i>

For more information on these special abilities, see Chapter 1.

FETISH FAMILIARS

Spirits of any sentience level other than "none" may be bound in fetishes. A fetish is any type of physical receptacle that serves as a container for that spirit. Fetishes can be many things: rings, scarabs, daggers, amulets, necklaces, feathers-virtually any object can serve as a fetish. The type of fetish is limited only by the imagination of the Warlock and the tenets and restrictions of his pact, and each Warlock must find his own type of favorite fetish. Fey Warlocks favor medicine pouches, animal claws, and bird plumes, while Warlocks hailing from an urban environment tend toward monocles, ornate walking sticks, and skeleton keys. Warlocks of a martial bent often bind spirits in weapon fetishes. Other popular items include books and wands, while receptacles such as vials, coffers, and bottles are traditional favorites.

FETISH FAMILIAR PROPERTIES

By nature, fetish familiars are inanimate objects. The Warlock binds the spirit sent by his patron into the specially prepared item, and the spirit is then obliged to abide by the receptacle's natural limitations. This means that the fetish is treated just like the common object of its kind for the purposes of hardness, vulnerability to elements, etc. Any fetish broken or reduced to 0 hit points releases the familiar within. The familiar instantly becomes an emancipated spirit (see the 'Emancipated Spirits' section below for details). A successful *dispel magic* cast on a fetish suppresses the familiar's abilities for one hour (the familiar is treated as a CL equal to its master's Warlock level for this purpose). During this time, the familiar cannot communicate or bestow any other benefits upon the Warlock. A fetish familiar is capable of neither speech (at least initially) nor independent movement. However, if the inhabiting spirit is of at least average Intelligence, it may communicate telepathically with the Warlock. Clever Warlocks have provided their fetish familiars with the capacity for speech by casting *magic mouth* upon the fetish, sometimes in conjunction with *permanency*. In this case, the familiar is able to speak normally. Some Warlocks enjoy having a talking book for a traveling companion.

As the fetish familiar has no sense of its surroundings, it cannot perceive such conditions as darkness or heat. But it compensates for this paucity of perception with limited forms of precognition,

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which it can extend to its master. A fetish familiar has no Strength, Dexterity or Constitution scores. Its Intelligence, Wisdom, and Charisma scores are listed on the tables below, and increase as its master increase in power. In addition, the fetish familiar serves as an arcane enhancer for the Warlock's spellcasting abilities (as described below).

All fetish familiars radiate conjuration magic if examined with *detect magic*. As such, many Warlocks choose to disguise the true nature of their familiars with spells such as *undetectable aura*.

Due to their unique nature, fetish familiars do not have access to all of the special abilities most familiars have access to. Even when using the Empower Familiar feats (see the 'New Feats' section of Chapter 1 for details), fetish familiars are limited to the special abilities listed on the Arcane Enhancer tables below.

TABLE 12-10: STANDARD WARLOCK FAMILIAR (FETISH)

MASTER CLASS LEVEL	ARMOR CLASS ADJ.	INT/ WIS/ CHA	SPECIAL
3 rd	+1	6	Share spells, empathic link, danger sense, recall
5 th	+2	7	Speak with master (telepathy), standard arcane enhancer
7 th	+3	8	Inkling
9 th	+4	9	-
11 th	+5	10	Standard arcane enhancer, <i>detect</i> scrying
13 th	+6	11	Spell resistance (affects master)
15 th	+7	12	Scry on the familiar
17 th	+8	13	Standard arcane enhancer
19 th	+9	14	-
20 th	+10	15	-

Armor Class Adj.: This number noted here is an improvement to the fetish familiar's existing AC rating. It represents a preternatural resilience of the fetish familiar.

Int/Wis/Cha: The fetish familiar's Intelligence, Wisdom and Charisma scores.

Standard Arcane Enhancer: Select one standard arcane enhancer from Table 12-13 below.

Other Special Abilities: For more information see Chapter 1.

TABLE 12-11: GREATER WARLOCK FAMILIAR (FETISH)

MASTER CLASS LEVEL	ARMOR CLASS ADJ.	INT/ WIS/ CHA	Special
3 rd	+1	7	Share spells, empathic link, danger sense, recall, familiar's flame
5 th	+2	8	Speak with master (telepathy), standard arcane enhancer
7 th	+3	9	Inkling, greater arcane enhancer
9 th	+4	10	-

11 th	+5	11	Standard arcane enhancer, <i>detect</i> scrying
13 th	+6	12	Greater arcane enhancer
15 th	+7	13	Scry on familiar, <i>augury</i>
17 th	+8	14	Standard arcane enhancer
19 th	+9	15	Greater arcane enhancer
20 th	+10	16	-

Armor Class Adj.: This number noted here is an improvement to the fetish familiar's existing AC rating. It represents a preternatural resilience of the fetish familiar.

Int/Wis/Cha: The fetish familiar's Intelligence, Wisdom and Charisma scores.

Standard Arcane Enhancer: Select one standard arcane enhancer from Table 12-13 below.

Greater Arcane Enhancer: Select one greater or standard arcane enhancer from Tables 12-13 or 12-14 below.

Other Special Abilities: For more information see Chapter 1.

TABLE 12-12: SUPREME WARLOCK FAMILIAR (FETISH)

MASTER CLASS LEVEL	ARMOR CLASS ADJ.	INT/ WIS/ CHA	SPECIAL
3 rd	+1	9	Share spells, empathic link, danger sense, recall, familiar's flame
5 th	+2	10	Speak with master (telepathy), standard arcane enhancer
7 th	+3	11	Inkling, greater arcane enhancer
9 th	+4	12	-
11 th	+5	13	Standard arcane enhancer, <i>detect</i> scrying
13 th	+6	14	Greater arcane enhancer, supreme arcane enhancer
15 th	+7	15	Scry on familiar, <i>augury</i>
17 th	+8	16	Standard arcane enhancer
19 th	+9	17	Greater arcane enhancer
20 th	+10	18	Time regression (affects master), supreme arcane enhancer

Armor Class Adj.: This number noted here is an improvement to the fetish familiar's existing AC rating. It represents a preternatural resilience of the fetish familiar.

Int/Wis/Cha: The fetish familiar's Intelligence, Wisdom and Charisma scores.

Standard Arcane Enhancer: Select one standard arcane enhancer from Table 12-13 below.

Greater Arcane Enhancer: Select one greater or standard arcane enhancer from Tables 12-13 or 12-14 below.

Supreme Arcane Enhancer: Select one supreme, greater, or standard arcane enhancer from Tables 12-13, 12-14, or 12-15 below.

Other Special Abilities: For more information see Chapter 1.

TABLE 12-17: WARLOCK STANDARD FAMILIAR ARCANES ENHANCERS (FETISH)

Detect Chaos
Detect Evil
Detect Good
Detect Law
Detect Magic
Detect Poison
Detect Secret Doors
Distracting
Endurance
Familiar's Eye (light emerges from fetish or one part of fetish)
Familiar's Flame
Healing Touch
Improved Initiative
<i>Know Direction</i>
For more information on these special abilities, see Chapter 1.
In addition to the abilities listed above, the following feats can also be selected as standard arcane enhancers, essentially granting the feat to the master while he carries the fetish:
Enlarge Spell
Extend Spell
Heighten Spell
Silent Spell
Spell Focus*
Spell Penetration
Still Spell
*This feat may be chosen more than once.

TABLE 12-14: WARLOCK GREATER FAMILIAR ARCANES ENHANCERS (FETISH)

Blessed Companion
<i>Commune with Nature</i>
Contagion (the master must touch opponents with the fetish)
Counterspell
Darkness
Daylight
Dazing Touch (the master must touch opponents with the fetish)
Death's Harbinger (the master must touch opponents with the fetish)
Death Ward
Detect Thoughts
Discern Lies
Disenchanter (the master must touch opponents with the fetish)
Dispel Magic
Fearful
Find Traps
Guided Strike
<i>Mirror Image</i>
<i>Nondetection</i>

<i>Resist Energy</i>
Self-repair (Wholeness of Body)
Shocking Touch (the master must touch opponents with the fetish)
Silence
Sleeping Touch (the master must touch opponents with the fetish)
<i>Speak with Dead</i>
Speech (telepathy)
Time Hop
For more information on these special abilities, see Chapter 1.

TABLE 12-15: WARLOCK SUPREME FAMILIAR ARCANES ENHANCERS (FETISH)

Absorption*
Arcane Channeler*
<i>Antimagic Field</i>
Banisher (the master must touch opponents with the fetish)
Cancellation*
Charm (the master must touch opponents with the fetish)
Cloak of Chaos
Companion's Veil
<i>Confusion</i>
Crystal Ball*
Destruction's Touch (the master must touch opponents with the fetish)
Dimension Slip (affects the master)
Ethereal State (affects the master)
Mind Store
Negation*
<i>Raise Dead</i> (the master must touch opponents with the fetish)
<i>Tongues</i>
<i>Zone of Truth</i>
*See the 'Special Arcane Enhancers' section below for details.
For more information on all other special abilities, see Chapter 1.

SPECIAL ARCANES ENHANCERS

The following arcane enhancers are a special type of familiar ability available only to the supreme fetish familiars.

ABSORPTION: The fetish familiar gains the properties of a *rod of absorption*.

This arcane enhancer can be selected more than once. Each time it is selected, the fetish familiar can absorb an additional fifty levels of spells.

ARCANES CHANNELER: While in contact with the fetish familiar, the Warlock's arcane spell slots per day are doubled for one specific spell level (1st, 2nd, 3rd, or 4th – selected at the time the arcane enhancer is chosen).

This arcane enhancer can be selected more than once. Its effects do not stack. Each time this arcane enhancer is selected, it applies to a different spell level. The effects of this enhancer do not stack with a *ring of wizardry* or similar item.

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CANCELLATION (SU): The touch of the fetish familiar (this requires a touch attack with it by the master) drains an item of all its magical properties. The item gets a DC 20 saving throw to resist the effect. If a creature is holding it at the time, the item can add the holder's Wisdom save bonus to its save. After using this ability, you must complete a long rest before it may be used again.

CRYSTAL BALL (SU): The fetish familiar can be used as a *crystal ball*. A warlock whose fetish familiar possesses this arcane enhancer can further enhance it using standard or greater arcane enhancers. As a standard arcane enhancer, the Warlock can give the fetish familiar the properties of a *crystal ball* with *see invisibility*. As a greater arcane enhancer, the Warlock can give the fetish familiar the properties of a *crystal ball* with *detect thoughts*, telepathy, or *true seeing*. (A supreme fetish familiar can be enhanced in this manner more than once.)

NEGATION (SU): The fetish familiar has the ability to negate the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack against the item's wielder or against the item itself, if it is not currently held). The ray functions as a greater dispel magic spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have an available reaction. The dispel check uses the Warlock's caster level. The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). After using this ability, you must complete a short rest before using it again.

USING ANOTHER'S FETISH

Like all familiars, the spirit bound to a fetish shares a communion with the Warlock that can't be "borrowed" by anyone else. A warlock gains no benefit from possession of another's fetish familiar. However, an arcane spellcaster can use a Warlock's fetish to make use of the new spell *provenance* (see Appendix C).

WYRM FAMILIARS

No spirit in the multiverse is as enigmatic as that known as the wurm. No spirit is as difficult to placate, nor capable of such a wide array of abilities. It is said that, like Warlocks themselves, the wurm spirits bear kinship to the dragons. Indeed, some say that the wurm spirits are the souls of dragons themselves – drawn to the mysterious Mists of the Wurm upon their death. Others would say that they are mere echoes of dragons, or shadows of a dragon's true soul.

Whatever the case may be, there is a shared heritage of sorts between wurm spirits and Warlocks – a heritage that provides the means for a warlock to bind a wurm familiar, but which is also a great risk, for Warlocks who summon these creatures must accept the risks inherent in dealing with dragons and their kin.

Warlocks who take the Wurm Pact later in this chapter are the most likely to gain this kind of familiar, but it is sometimes granted by other patrons, depending on the nature of the pact in question.

WYRM FAMILIAR PROPERTIES

Though an extensive treatise on wurm familiars has yet to be written, most Warlocks agree that wyrms are as varied as their dragon cousins. For each type of dragon – red, blue, gold, copper, et al. – there is a corresponding category of wurm spirit in the Methethereal. Thus, Warlocks might call upon the aid of a green wurm familiar or a silver wurm familiar, depending upon the Warlock's particular ethical bent. Just as each dragon type has its own strengths, idiosyncrasies, and weaknesses, so too do the sundry wurm familiars. Gold wyrms are arrogant yet noble; green wyrms are cunning and duplicitous; red wyrms are violent and quick to anger; and so forth. Wyrms are the most sagacious of all familiars. Their keen intelligence makes them superior allies as well as dangerous traveling companions. All wurm familiars, regardless of alignment, maintain their own agendas, which they may or may not share with the Warlock who summoned them.

A wurm spirit has two forms, the possessive and the corporeal. Unlike other familiars, a wurm spirit may alternate between these two different "bodies." A warlock can take a wurm spirit as a supreme familiar.

POSSESSIVE STATE

In its possessive state, the wurm spirit actually exists within the Warlock's own body. At the Warlock's command, the wurm spirit merges its essence with the Warlock's, so that the two establish a kind of psychological symbiosis in which each benefits from the presence of the other. If the wurm spirit doesn't wish to merge with the Warlock, the Warlock must succeed at an opposed Charisma check with the wurm in order to force the symbiosis. In order to expel the familiar from his body, the Warlock must succeed at an opposed Intelligence check. Failure gives the wurm an opportunity to stick around in order to further its own machinations.

While in symbiosis with the wurm spirit, the Warlock gains rudimentary physical properties of the dragon subtype which they are in symbiosis with. This translates as follows:

+2 natural armor class bonus

Advantage on saving throws related to the energy type of the familiar's dragon species' breath weapon.

ATTACK: 2 Claws (1d4)

BREATH WEAPON: The warlock can unleash a breath weapon of the same subtype as the wurm, dealing 1d6 points of damage to any creature in either a cone, cloud, or line, depending on the subtype of the wurm. For example, a warlock with the black dragon subtype would spit a line of acid.

The breath weapon is either by volume a cloud 5ftx5ftx5ft, a line 20 ft. long, or a cone starting at the mouth and spreading to 10 ft. in diameter. After using this ability the Warlock must complete a long rest before it may be used again.

When in possessive form, the familiar is essentially "along for

the ride,” receiving no benefit from the union other than a soothing emotional experience—rather like a “mental massage.” However, should the Warlock lose control, the wyrm can exert influence on the body. Control is lost in any of three situations: (1) The Warlock tries to release the familiar from possessive form and fails his ability check, (2) The Warlock falls victim to a mind-influencing spell such as charm or suggestion, or (3) The Warlock sleeps. In the case of charm spells and the like, the familiar is able to seize control as soon as the charm takes effect. The wyrm “overrides” the charm and usurps control of the Warlock’s body. In the event that the Warlock falls asleep while the wyrm possesses him, the wyrm takes advantage of the mental lapse and takes command.

A wyrm in charge of a warlock’s body is a dangerous thing. The wyrm pursues its goal with single-minded ardor, with little regard for the wellbeing of its host. The wyrm is an NPC under the control of the Castle Keeper and the CK decides what goals the wyrm has. Typical goals include the acquisition of a certain piece of treasure, the murder of a warlock who abused the wyrm in the past, or the pursuit of a long-forgotten scroll believed to describe a ritual that would permit the wyrm to inhabit the body of a true dragon. As soon as it’s in control, the wyrm embarks on its quest, moving as fast as possible and using every resource at its disposal, including the Warlock’s possessions, mounts, and NPC contacts.

The wyrm spirit speaks with the Warlock’s voice, of course, so it might be difficult for others to realize that something is seriously wrong with their companion. However, a Successful Wisdom check equal to the level of the Warlock allows characters to notice that something isn’t quite right. The wyrm, cunning being that it is, does its best to allay all suspicions – at least until it has the chance to slip away and resume its journey. (Resolving these situations through Bluff and Sense Motive checks is probably the best way to go.) The Warlock remains completely aware of his surroundings during this time (just as the wyrm does when the Warlock’s in control). The body continues to take damage as normal, so that if it is reduced to 0 hit points, both the familiar and the Warlock may be slain as normal. Every 24 hours, the Warlock may attempt an Intelligence check with a DC equal to 10 plus the HD of the creature to see if he can wrest control from the familiar. If he fails, the wyrm maintains control.

All this talk of a wyrm making good on its own agenda is not to imply that all wyrm familiars are backstabbers merely awaiting the chance to take over. If the Warlock and the wyrm share similar goals and alignments, and if their relationship is strong, then odds are that the wyrm will not seek to undermine its summoner, even if given ample opportunity. Only when a conflict of interest arises should a warlock fear falling asleep.

CORPOREAL STATE

The wyrm’s second form is a corporeal one. When not in the possessive state, a wyrm spirit takes the form of a very young dragon (its color dependent upon the color of the wyrm spirit), though it shares all the typical properties of a familiar as described under the ‘Familiar Basics’ in Chapter 1 (half the master’s hit points, same HD as the master’s level, etc.).

A wyrm can maintain a corporeal state for a period of 24 hours, after which it must return to possessive form for a like amount of time while it rebuilds the energy sufficient to create its corporeal form again. While in its physical draconic form, the familiar may attend to any task of which a Small-size dragon is capable. The Warlock is able to communicate mentally with the familiar and issue it any variety of commands, which the wyrm is obliged to obey (the creature’s will toward self-motivation is substantially decreased while it expends energy in its corporeal form). The wyrm is unable to willingly move beyond one mile from the Warlock. With a free action, the Warlock may order the wyrm to change to possessive form, but once in that state, the wyrm must remain for at least 24 hours.

TABLE 12-16: SUPREME WARLOCK FAMILIAR (WYRM)

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	9	Share spells, empathic link
3 rd -4 th	+2	10	Deliver touch spells
5 th -6 th	+3	11	-
7 th -8 th	+4	12	Greater familiar ability
9 th -10 th	+5	13	-
11 th -12 th	+6	14	Supreme spell resistance, supreme familiar ability
13 th -14 th	+7	15	Scry on familiar
15 th -16 th	+8	16	Greater familiar ability
17 th -18 th	+9	17	-
19 th -20 th	+10	18	Supreme familiar ability

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

Int: The familiar’s Intelligence score (this score is higher for a wyrm spirit than for other familiars).

Greater Familiar Ability: Select one standard or greater familiar ability from Chapter 1.

Supreme Familiar Ability: Select one supreme, greater, or standard familiar ability from Chapter 1.

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

BREAKING FREE

Wyrms possess a degree of free will that is unique among familiars, but they long for true freedom nonetheless. If the wyrm familiar is in possessive form when the Warlock dies, the spirit dies as well. However, a familiar in corporeal form is freed if its master dies. Even if the Warlock is later restored to life, the wyrm has permanently gained its freedom.

In corporeal form the wyrm spirit cannot directly attack the Warlock. In possessive form, the wyrm spirit cannot take actions which physically imperil the Warlock. But this doesn’t

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prevent the familiar from taking other actions, and the dangers of a conflict between familiar and summoner become apparent when the wyrm begins to plot the Warlock's destruction...

EMANCIPATED SPIRITS

"Master, look out!"

Igolixo ducked. The rampant spirit soared inches from his head, laughing insanely as it flew from the window and disappeared into the night.

Igolixo fixed his apprentice with a steely gaze. "What, pray tell, just happened?"

"Uh, I'm sorry, Master. I only lost concentration for a second..."

"A second is all it takes." Igolixo crossed his arms over his chest and tapped his foot. "So now what do you propose to do?"

"I don't know. I'm not even sure where that blasted thing went? Why did it leave like that?"

"Your familiar has become emancipated. It's now an entirely new creature altogether, rather like a butterfly being born from a humble worm in a cocoon. I'd watch myself if I were you, my son, lest that thing come back to visit upon you a few unpaid debts."

Igolixo's apprentice gulped and stared with wide eyes at the window. . . .

Sometimes familiars get loose. All beings from the Methethereal of low intelligence or higher are capable of attaining freedom from the Warlocks who summoned them (automatons are the only exception). This can happen in one of several ways:

If a warlock dies, his familiars become emancipated until he is raised. This is identical to the process described in Chapter 1. (The wyrm spirit is an exception to this, see below.)

If the Warlock fails a summoning check there is a 10% chance that the spirit will seize the opportunity to escape its home dimension.

If a warlock's fetish is broken, the fetish spirit becomes emancipated.

A mercurial becomes an emancipated spirit if the Warlock fails a mercurial challenge.

A wyrm can break free and become a permanently emancipated spirit if the Warlock dies while the wyrm is in a corporeal state.

Animistic, mercurial, and wyrm familiars which become emancipated retain their current forms (although mercurial familiars are no longer bound). When fetish spirits and spirits which become emancipated due to a failed summoning check become emancipated, however, something magical occurs. The spirit undergoes a physical transformation, evolving within 1d4 minutes into a new type of being known as a spiritor (see Appendix B for complete statistics and details). At this point it is no longer an animistic, fetish, mercurial, or wyrm spirit, but an entirely new creature, with an entirely new slate of powers.

PACT OF THE WYRM

Some Warlocks gain their power from the very essence of dragons themselves. This Wyrms spirit is a mysterious entity, fickle and its true purpose alien and unknown to all but itself. Like the other pact spirits, it is astoundingly powerful and grants the Warlock powers in exchange for service and sometimes, entry into this world for a brief time. As immortal creatures, Wyrms spirits have plots and schemes that last hundreds and even thousands of years, far beyond the lifespan of any mortal Warlock who serves them. Thus, their demands and actions can seem random and nonsensical at times, because the Warlock does not have the ability to comprehend the eons as the Wyrms does. They tend to be greedy, arrogant and whimsical, granting extra powers or denying powers seemingly at random. When the Warlock needs the Wyrms, however, it is always there to guide and protect its charge. Warlocks who seek special power over dragons are drawn to this being.

ENERGY AFFINITY

At first level when you become a Warlock, choose one color of dragon from the Dragonborn Draconic Ancestry table in the Fifth Edition Player's Handbook. This color becomes the type of dragon with which you have affinity, and which your patron represents. Whenever you use any invocation, spell or other attack based on the same kind of energy as your color of dragon's breath weapon, you deal an extra 1d6 damage.

WYRM FAMILIAR

Your Wyrms patron grants you a Wyrms Familiar, as described above, to act as its emissary, voice and intermediary between you and your patron. You gain this familiar at third level and need not fulfill any prerequisites for the ability. You must still undergo a ritual to summon the familiar (as explained earlier in this chapter), and you do not gain a Pact Boon at third level (this replaces the Pact of the Chain).

ENERGY RESISTANCE

At 6th level, you gain resistance to the same type of energy chosen for your Energy Affinity.

LUCK OF THE DRAGON

At 10th level, choose one saving throw with which you are not proficient. You gain advantage whenever you make saves against that ability.

DRAGON'S BREATH

Starting at 14th level, you gain a more powerful breath weapon of the same type of energy with which you have affinity. This ability replaces that given you by your Wyrms familiar and is identical in all ways to that of a 14th-level Dragonborn, including its area of effect, saving throw DC and the need to rest after using it before using it again. It deals 4d6 damage, which increases to 5d6 when you reach 16th level.

CHAPTER 12: THE WIZARD'S FAMILIAR

THE WIZARD'S FAMILIAR



Aurelio Margarida leaned over the dusty vellum maps and worn leather tomes in the dim light of the tower library. His worktable was a mess of candle stubs, old books, quill pens, sheets of parchment, wells of black ink, and antiquated documents. Aurelio pushed his heavy brass spectacles up and rubbed his weary eyes. He'd have to translate the map into the common tongue before it was of use to anyone. The problem was that the map was written in an ancient script with notations and geographic descriptions in another forgotten language. Just balancing the translation texts was trouble enough without having to write and transcribe the data.

Aurelio stopped his efforts and closed his eyes in concentration. He reached out with his tired mind to summon his familiar. "Come Fantine, I have need of you." High atop the library shelves stirred the tiny fawn-colored lemur who shared the mystical bond with Aurelio. A need to see her master arose within her as she climbed from her perch. Delicate and slow-moving, she scaled the shelves down to Aurelio's waiting arms. The wizard smiled as his empathic companion appeared. She had been a gift from Wok Lei, a spellcaster of the far Orient. Fantine had become a wonderful familiar. Her hands were nimble enough to assist him with many duties, her taste for insects kept the library clear of vermin, and, perhaps best of all, she was active at night when he spent most of his time in research.

Aurelio communicated his requests on a simple and emotional level, and Fantine responded. She held open his books so that he was able to keep his hands free for other chores. Occasionally, he would stop his duties to afford Fantine a brief scratch under her tiny chin.

WIZARD FAMILIARS

For the wizard, the familiar is her tie to the arcane world. Often, the first magic the wizard ever performs, beyond simple cantrips, is the summoning of a familiar. The familiar is a magical creature bound to the wizard through arcane magic. The two share a mental empathic link that can only be cancelled by death or complex arcane formulae.

The wizard's familiar acts as a servant, scout, spy, guardian, and extra set of hands for the wizard. The familiar can deliver messages between the wizard and her companions, or retrieve small objects at the wizard's request. It can serve as an extra pair of eyes for a wizard deep in research, or scout ahead of dungeon delving adventurers. When the wizard sleeps, the familiar watches for danger, silently warning her of intruders or possible threats through their shared empathic link.

In the laboratory, the familiar is an extra set of hands for research, alchemy, or item creation. Even familiars with limited mobility, or a lack of dexterity, can hold open tomes, act as living paperweights, or keep chairs warm on chilly nights.

Other familiars may serve by keeping vermin out of the wizard's residence or by providing entertainment.

But most importantly, a familiar is a companion and a friend. Those who walk the path of the arcane arts often find it to be a lonely one, lacking in the simple comfort and warmth of human companionship. The familiar is there whenever the wizard is in need, and can ease the burdens of life with its mere presence.

WIZARDS AND SORCERERS

Wizards and sorcerers are closely related in their mystical arts. The familiars and rituals in this chapter can, in fact, be used by sorcerers too. Similarly, the familiars and rituals described in the previous chapter, The Sorcerer's Familiar, can be used by a wizard as well as a sorcerer.

GAINING A FAMILIAR

Wizards may take the appropriate advantage to gain a Familiar when they reach the appropriate level, just like any character. Otherwise, a wizard may automatically gain a standard familiar at third level or any level thereafter, but to do so, they must sacrifice (permanently) a first-level spell slot.

At Fourth level or any level thereafter, the wizard may gain a Greater familiar (or elevate their existing familiar to Greater status) by sacrificing a second level spell slot. Finally, at Eighth level (or any level thereafter), the wizard may sacrifice a third level spell slot to gain (or elevate an existing familiar to) a Supreme familiar.

SUMMONING RITUAL

To gain a familiar, the wizard must prepare an ancient arcane formula and ritual. The formula is based upon astrology, location, tradition, and the desired creature. The neophyte wizard's teacher or mentor often oversees the research involved in this endeavor (though is by no means necessary, as even powerful wizards sometimes summon familiars later in their careers).

Charts are drawn up showing the position of the stars and planets as they reflect the spellcaster's birth. The creation of this chart requires an Intelligence Check at DC 20. A wizard of superior expertise can assist neophytes and double check the accuracy of the astrological chart.

After the chart is drawn, the wizard compares it to ancient magical texts. Within such arcane tomes is the outline of a formula. The variables of the chart are compared to the formula and a unique summoning ritual is designed. The ritual's geographic location and the familiar desired also factor heavily into the summoning. To correctly design the actual ritual formula requires a successful Intelligence check (DC 20). Once again, a wizard of greater skill is often available to assist and correct neophytes, reducing the DC by 1 for every point of intelligence bonus the master possesses.



The actual summoning itself takes a full day to complete. The wizard bathes, dons fresh garments, and gets abundant rest to prepare for the ordeal. If the chosen familiar is native to the region, the ritual is often performed outdoors. The habitat of the selected animal acts as the setting. Once the spell begins, the desired animal is drawn to the arcane energies. If the animal is not native to the region, or the ritual is to be performed in a large urban center, a captured animal can be secured and successfully used. Many arcane shops often have a wide selection of creatures suitable for familiars. The animal must be comfortable and remain emotionally favorable toward the wizard. An offering of food can keep the animal friendly and complacent. Animals drawn to the ritual must be capable of coming within 4 feet of the wizard performing the ritual, and caged animals must also be within this distance.

A freshly crafted, unused brazier is filled with fragrant wood and set ablaze. (This brazier is made of brass for the summoning of a standard familiar, silver or gold for the summoning of a greater familiar, and mithril for the summoning of a supreme familiar.) Into this blaze is cast a variety of herbs, spices, fluids, and minerals. The arcane tomes have already determined the exact type and amount of each item. The cost of the brazier and the consumed components represents the material expenditure of the ritual (100 gp for a standard familiar; 1,000 gp for a greater familiar, and 5,000 gp for a supreme familiar).

Once the material components of the ritual have been consumed, the wizard recites aloud the magical verses of binding. This verbal component fuses the entire ritual together and links the animal to the wizard. The natural animal type is altered and is considered a magical beast from this point on. The familiar also gains its enhanced abilities, as described below.

Within a few moments after the summoning ritual is complete, the wizard begins to feel the empathic link with her new familiar. This bond is a very subtle emotional form of communication. The wizard and familiar understand the basic needs for warmth, food, and sleep for each other. The familiar and the wizard do not share physical senses, but do share a common set of concepts and references (the passage of time, recognize locations and creatures, and simple counting). Communication along these lines is very crude until the familiar advances in Intelligence. Often, instinct more than intelligence seems to guide the familiar in following the wizard's requests. The empathic link has a range of about one mile, after which it gradually fades.

WIZARD FAMILIAR ABILITIES

When a creature becomes a familiar, arcane magic ties it to the wizard. The two become linked, and the animal or special creature becomes tied to the wizard on an empathic level. The familiar must obey the commands of the wizard master, but can keep its own agenda.

TABLE 17-1: STANDARD WIZARD FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	6	Share spells, empathic link
3 rd -4 th	+2	7	Deliver touch spells
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Spell resistance
13 th -14 th	+7	12	Scry on familiar
15 th -16 th	+8	13	-
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

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

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

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

TABLE 17-2: GREATER WIZARD FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	7	Share spells, empathic link
3 rd -4 th	+2	8	Deliver touch spells
5 th -6 th	+3	9	Speak with master, greater familiar ability
7 th -8 th	+4	10	Speak with animals of its kind
9 th -10 th	+5	11	Blur
11 th -12 th	+6	12	Spell resistance, greater familiar ability
13 th -14 th	+7	13	Scry on familiar, <i>detect</i> scrying
15 th -16 th	+8	14	-
17 th -18 th	+9	15	Greater familiar ability
19 th -20 th	+10	16	Recall

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

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

Greater Familiar Ability: Select any one greater or standard familiar ability from Chapter 1.

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

TABLE 12-2: SUPREME WIZARD FAMILIAR

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	INT	SPECIAL
1 st -2 nd	+1	9	Share spells, empathic link
3 rd -4 th	+2	10	Deliver touch spells
5 th -6 th	+3	11	Speak with master, greater familiar ability
7 th -8 th	+4	12	Speak with animals of its kind
9 th -10 th	+5	13	<i>Blur</i> , greater familiar ability
11 th -12 th	+6	14	Spell resistance, supreme familiar ability
13 th -14 th	+7	15	Scry on familiar, <i>detect scrying</i> , greater familiar ability
15 th -16 th	+8	16	Supreme familiar ability
17 th -18 th	+9	17	Greater familiar ability
19 th -20 th	+10	18	Recall, supreme familiar ability

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

Int: The familiar's Intelligence score (if higher than the familiar's natural Intelligence).

Greater Familiar Ability: Select any one greater or standard familiar ability from Chapter 1.

Supreme Familiar Ability: Select any one supreme, greater, or standard familiar ability from Chapter 1.

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

GUARDIAN FAMILIARS

When taking the Summon Greater Familiar and Summon Supreme Familiar feats, instead of summoning a new familiar, a wizard has the option of transforming their existing familiar into a guardian familiar.

TRANSFORMING THE FAMILIAR

Only familiars originally of the Animal or Vermin types can be transformed into guardian familiars.

A standard familiar can be transformed into a greater guardian familiar by a wizard with the Summon Greater Familiar Ability (who does not already have a greater familiar as a result of the feat). The transformation is accomplished by performing a day-long ritual which consumes 500 gp.

A greater familiar (including a greater guardian familiar) can be transformed into a supreme guardian familiar by a wizard with the Summon Supreme Familiar Ability (who also does not already have a supreme familiar as a result of the feat). This transformation requires a day-long ritual which consumes 2,500 gp.

Once the familiar has been transformed, the familiar 'slot' it previously held is freed and the wizard can summon a new familiar of that type. For example, if a wizard takes the Summon Greater Familiar Ability and transforms her standard familiar into a greater guardian familiar, she would then be able to summon a new standard familiar.

GUARDIAN FAMILIAR PROPERTIES

A guardian familiar possesses the ability to transform itself at will, as a standard action, into a more powerful version of its natural form. (And can similarly revert back to its natural form.) This transformation can be made up to one time per day for every 3 wizard levels that the master has and lasts for 1 minute per wizard level that the master possesses. A guardian familiar that reverts to 'normal' form before the full allotted time cannot transform back to its more powerful form without using up another daily use of this power.

The stats for a greater guardian familiar's more powerful form involve increasing the size and hit dice of the familiar in the same way that they are increased with an *Animal Growth* spell. A greater guardian familiar advances its special abilities according to Table 13-2: Greater Wizard Familiar, and is treated as a greater familiar in all respects. Similarly, the stats for a supreme guardian familiar's more powerful form are determined by applying the dire creature template to the familiar's natural form (note that the dire creature template can be added to a familiar that is already, as its base creature, a dire animal). If the familiar was already a greater guardian familiar, apply the template a second time to determine the stats of its more powerful form. A supreme guardian familiar advances its special abilities according to Table 13-3: Supreme Wizard Familiar, and is treated as a supreme familiar in all respects.

In their natural forms, guardian familiars have the physical stats of those forms. However, they are still treated as greater familiars and supreme familiars for all other purposes.

Although the dire creature template ordinarily changes a creature's type to Animal, a guardian familiar remains a Magical Beast.

DIABOLICAL SERVANTS

For years, Josul, Mistress of the First House of Knell, had searched and studied. In late winter, her endeavors paid off in the form of information she extracted from a text of ancient arcana and forbidden lore. She had learned the secret name of a man condemned to death and banished to the nether worlds.

Josul poured the remaining ingredients into the small iron cauldron. Bits of fur, fingernail clippings, rare herbs, and the dust from an ancient unmarked grave bubbled in the heated chalice of unholy water. Josul spoke the words, keeping her breathing shallow and making certain that the rhythm was perfect. As the last syllable was uttered, she traced the final rune on the edge of her ashen circle.

Amid the circle a puff of green smoke appeared and then slowly took shape into the form of a tiny humanoid creature with spiked horns, reptilian wings, and long slender fingers that ended in black wicked talons. "I name thee Golachab, hung at the crossroad and banished to the Abyss as a child-slayer. I Josul, Mistress of the First House of Knell, Wizard of the Ninth Circle, command thee!"

The tiny demon looked up at Josul and revealed its ugly, needle-like teeth. Its skin looked like melted wax, and yet its eyes still smoldered with its once human soul. "So you have named me, and so I shall serve, mistress. Command me and I shall do thy bidding", it croaked in a voice deeper than its small body should have allowed.

"I shall call you 'Vinegar Tom,' for none shall know your true name save myself." Josul proclaimed. "You shall take the shape of bat or goat upon my command. Obey me well, and I shall reward you. Disobey, and I will light holy candles in your true name at the local temple." The tiny demon wagged its head and bowed before Josul in supplication.

Josul smiled and pointed to the ritual items around the dusty chamber. "Clean up this mess, Vinegar Tom. Place the items in the brass-bound chest and the waste in the fireplace, then join me in my study." She turned her back and walked away, pleasantly flushed with her own success. A quasit would aid her greatly as she attempted to gain even greater power.

As Josul turned away, the tiny demon smirked with glee. Another fool's soul would soon feed his true master amid the ruins of the Abyss...

Power hungry spellcasters have the ability to bind power to their cause. And those who would turn towards the darker paths of knowledge can often find no greater source of power than that of the demonic or the devilish. Working their arcane rituals, these foul masters of the arcane force the powers of the nether planes to their whims. Or so they believe.

Unlike other familiars, a diabolical servant is not to be trusted, for it serves against its will and may have an agenda of its own. Diabolical



CHAPTER 12

servants cannot disobey their masters, but they can twist their words or commands. And, when not commanded to the contrary, they are capable of taking actions of their own designs.

To bind a diabolic servant to herself, an arcane spellcaster must take the Summon Diabolic Servant Advantage (see the 'New Abilities' section of Chapter 1, and the description of Diabolic Servants in Chapter 12: Warlocks, for details).

TRUE NAMES AND FALSE NAMES

In binding a diabolic servant, a spellcaster learns its true name. From that name the spellcaster gains her dominion over the diabolic servant. As a result, in the act of binding the demon or devil to her will, a spellcaster must give the evil creature a false name. This act forces the diabolic servant to forget its own true name. For that point forward, it knows only the false name which has been given to it, and those who attempt to discover the true name of a demonic servant through magical means, will, instead, discover only its false name.

The spellcaster must act with care, for if the diabolic servant were to hear or otherwise discover its true name again, it would be freed from its servitude.

HOMUNCULI

Not every wizard wants a familiar. Some don't have the time to care for a living companion. Others enjoy a more custom designed servant. A few wizards want a second partner, but don't want a second familiar or animal companion. The homunculus offers all of this and more.

The homunculus is a creature created of magic and alchemy. These tiny constructs can fulfill duties similar to those of a familiar, but without suffering many of the familiar's weaknesses and liabilities. Although typical homunculi are physically weak, they make excellent servants, scouts, spies, or guardians, and their vaguely humanoid shape allows them to act as an extra pair of hands for their master.

Homunculi do not age or need to eat or sleep. They do not tire or complain. A few homunculi can mimic human emotion, but they do not "feel." They are loyal servants who complete whatever tasks their master demands.

A homunculus cannot speak, but the process of creating one telepathically links the creator to it. This telepathic link has a range of 1,500 feet. The homunculus can (and will) tell its master everything that it experiences as long as it remains within this range. In addition, a homunculus never willingly leaves this range, and – if forcibly removed – will do everything in its power to regain contact with its master. Lastly, an attack that destroys a homunculus deals 2d10 points of damage to its master.

If its creator dies, a homunculi dies too, and its body swiftly melts away into nothingness.

A character can have as many homunculi as she wishes.

CREATING A HOMUNCULUS

Each ritual to create a homunculus is unique to the wizard constructing the creature. These rituals all bear certain points in common, however:

Each ritual has a cost in gold pieces. Part of this cost is for the familiar's body, while the rest is consumed by the magical regents necessary for the ritual.

The body of the homunculus must be created. This usually requires an Intelligence check (DC 20).

Certain homunculi can only be created by spellcasters of a minimum level (though the level required for a typical homunculus is 4th).

The ritual required to create a homunculus always takes 1 day per 1,000 gp of market price (the typical homunculus costs 1,050 gp to build, meaning it takes just over 1 day to construct). The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.

If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A creator not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If they miss a day, the process fails, and the ritual must be started anew. Any gold pieces spent on the failed ritual are lost. The previously crafted body can be reused, as can the laboratory.

A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds 2,000 gp to the cost to create.

The following spells are required to complete the ritual: *arcane eye*, *mirror image*, and *mending*. Additional spells may be required depending upon the type of homunculus being created (see the individual entries in Appendix B for details).

Wizards need not be restricted to the basic homunculus outlined in the *Fifth Edition Monsters Tome*. It may be possible to modify the creation to add any number of special features to the final product; the exact nature of these is left to the discretion of the CK and player. An exhaustive list of these homunculi is neither necessary nor germane; it would result in a dozen stat blocks with very minor variations among them. Should you wish to modify the existing homunculus, guidelines for modifying creatures are present in the Fifth Edition monster book, and the CK should closely monitor such creation to ensure that the resulting creation does not unbalance the game or tip the scales in the favor of the wizard's player.

HOMUNCULI FAMILIARS

A homunculus may be taken as an improved or greater familiar, in which case it is treated as normal for such a creature (type changes to magical beast, increases in power per the standard or greater familiar lists of the appropriate class, etc.). See Chapter 1 for more details on improved and/or greater familiars.

APPENDIX A: FAMILIARS AND COMPANIONS

ANIMAL, GIANT

SIZE: +2 levels if tiny or small; +1 level if larger

ARMOR CLASS: +0

HIT POINTS: Double hit dice, die type by new size, add new con bonus per hit die

SPEED: +10ft.

STR	DEX	CON	INT	WIS	CHA
+4		+2			

CHALLENGE: For a creature whose challenge is less than 1, Challenge becomes 1. For a creature whose Challenge is greater than 1, add +1 to Challenge."

ACTIONS

ATTACKS. ATTACK TYPE: Calculate Bonuses to hit by new Proficiency bonus and strength bonus, Increase Reach by 5ft if new size > Medium *Hit:* Increase Damage x 2 (1d6 becomes 4d6 plus new Str bonus, for example). Ranged Attacks double range increment.

DESCRIPTION: Apply this template to any animal to create a "giant" version of that creature.

ANIMAL, MONSTROUS

SIZE: +1 level (after applying Giant template)

ARMOR CLASS: +2

HIT POINTS: Increase hit dice by half again, die type by new size, add new Con bonus per hit die.

SPEED: +5 feet

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2			

CHALLENGE: Add +1 to Challenge after modifying for the Giant Template.

ACTIONS

Calculate Bonuses to hit by new Proficiency bonus and strength bonus, Increase Reach by 5ft *Hit:* Increase Damage die type by 1 (max d12). Ranged Attacks Add 20ft to range increment.

DESCRIPTION: To create a Monstrous animal, first apply the Giant Animal Template, above. Then apply the Monstrous template on top of that. All increases save Challenge are from the Giant version of the creature.

ANTELOPE

MEDIUM BEAST, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 4 (1d8)

SPEED: 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	11 (+0)	2 (-4)	15 (+2)	5 (-3)

SENSES: Passive Perception 12

LANGUAGES: –

CHALLENGE: 1/4 (10 XP)

CHARGE: When there is no other means of escaping danger, an antelope will put down its head and charge a foe; on a successful attack this charge deals full maximum damage (8 points) to its opponent who must make a Dexterity save or be knocked prone. The antelope continues to move double its movement through its target and beyond in a straight line path.

MULTIATTACK: When in melee combat (but not as part of a charge maneuver) they may make both a hoof and gore attack.

ACTIONS

GORE. Melee Weapon Attack: +5 to hit, reach 5ft, one target. *Hit:* 4 (1d8) piercing damage.

HOOVES. Melee Weapon Attack: +2 to hit, reach 5ft, one target. *Hit:* 3 (1d6) bludgeoning damage.

DESCRIPTION: The name "antelope" can apply to a large number of hoofed, horned animals, including pronghorns, gazelles, the straight-horned duikers, the spiral-horned bushbucks, hartebeests and/or other plain antelopes, marsh antelopes, desert antelopes, pygmy antelopes, and many others.

BIRD, SMALL

SMALL BEAST, UNALIGNED

ARMOR CLASS: 11

HIT POINTS: 3 (1d6)

SPEED: 15 ft. fly 30 ft. (if flighted)

STR	DEX	CON	INT	WIS	CHA
1 (-6)	12 (+1)	10 (0)	2 (-4)	12 (+1)	6 (-2)

SENSES: Passive Perception 11

LANGUAGES: –

CHALLENGE: 0 (10 XP)

ACTIONS

BITE. Melee weapon attack: +2 to hit, reach 5 ft., 1 target. *Hit:* 1 point piercing damage.

DESCRIPTION: This stat block refers to any small, non-predatory bird such as a turkey, peacock, etc. Some birds may have other abilities or improved actions, at the CK's discretion. A turkey, for example, might gain a claw or buffeting attack from the force of their wings or the spurs on the back of their legs. Some may have a flight speed, others may be flightless.

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BIRD, TINY

TINY BEAST, UNALIGNED

ARMOR CLASS: 13

HIT POINTS: 1 (1d4-1)

SPEED: 10 ft. fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-6)	15 (+3)	7 (-2)	2 (-4)	12 (+1)	6 (-2)

SKILLS: Perception +3

SENSES: Passive Perception 13

LANGUAGES: –

CHALLENGE: 0 (10 XP)

ACTIONS

BEAK. Melee Weapon Attack: +4 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage

DESCRIPTION: This stat block applies to any tiny bird, from a dove to a sparrow, a robin, cardinal, blue jay, canary or any other bird the CK wishes to mimic. Some birds may have special abilities such as mimicry (see Ravens in the *Fifth Edition Monsters Tome*), song or other abilities, at the CK's discretion. Hummingbirds, for example, can hover and fly sideways and backwards, and might gain a bonus to AC or advantage on dexterity-based saving throws as a result.

BULL

LARGE BEAST, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 10 (2d8+2)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	6 (-2)

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 1/2 (50 XP)

STAMPEDE: A frightened herd of cattle flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of medium size or smaller that gets in their way, dealing 6 points of damage for every five cattle in the herd (Dexterity save DC 17 half).

TRAMPLE: When a bull attempts to overrun an opponent. If the bull knocks the target down, it may immediately make two hoof attacks against him or her, gaining the standard +4 bonus to attack rolls against prone targets.

RAGE: When injured, a bull must make a Constitution Save whose DC is equal to 10 plus the damage it took. If it fails, the bull flies into a rage. The bull gains phenomenal strength and durability, but becomes reckless and less able to defend itself. The bull temporarily gains +3 to hit and damage, +10 temporary hit points, and a +2 morale bonus to Wisdom Saves, but suffers a –2 penalty to AC.

ACTIONS

GORE. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. *Hit:* 7 (2d4+3) piercing damage.

HOOVES. Melee weapon attack: +7 to hit, reach 5 ft., one prone target. *Hit:* 8 (1d6+4) bashing.

SLAM. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bashing damage.

DESCRIPTION: Bulls are adult, male cattle. The most exciting bulls are probably those which form the centerpiece of bullfighting, but almost any bull poses a potentially deadly challenge if driven into a rage.

CRANE

SMALL BEAST, UNALIGNED

ARMOR CLASS: 13

HIT POINTS: 3 (1d6)

SPEED: 20ft., 50ft. (fly)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (0)	2 (-4)	10 (0)	6 (-2)

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 0 (10 xp)

CALL: When distressed or in danger, cranes can issue a loud call that sounds somewhat like a trumpet and can be heard by all within a mile and all with a Passive Perception of 10 or greater for 1d6 miles. The sound can be deafening to those in the immediate vicinity; all those within 10 yards of the bird when it issues its call must make a DC 10 Constitution save or be deafened for 1d4 rounds.

ACTIONS

BITE. Melee Weapon Attack: +2 to hit, Reach 5ft., 1 Target. *Hit:* 1 point crushing damage.

DESCRIPTION: A large, wading waterfowl, the crane is a stately bird which perches upon long legs. They are known for their loud, trumpeting call – which can be heard for miles in any direction.

DOLPHIN/PORPOISE

MEDIUM BEAST, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 13 (2d8+4)

SPEED: 80ft (swim)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	9 (-1)	10 (0)	10 (0)

CONDITION IMMUNITIES: Blinded

SKILLS: Perception +3

SENSES: Passive Perception 13

LANGUAGES: –

CHALLENGE: 1/2 (100 XP)

CHARGE: On the first round of combat or any time it can move up to 10 feet before attacking, the dolphin can make both a Ram and a Bite attack against the same target.

SCHOOL TACTICS: The dolphin has advantage on an attack roll against a creature if at least one of the dolphin's allies is within 5 feet of the creature and the ally isn't incapacitated.

SONAR: The dolphin can navigate by emitting sound waves and is able find their way even in the darkest conditions. As a result, the dolphin is immune to the blinded condition and gains its proficiency bonus to Perception. Spells or conditions that negate sound also foul this ability.

WATER DEPENDENT: While they are mammals and require air to breathe, dolphins cannot survive out of water. Within 1d4 hours of "beaching," the dolphin will overheat, dry out and die.

ACTIONS

RAM. Melee Weapon Attack: +4 to hit, Reach 5 ft., One Target. *Hit:* 4 (1d8) bludgeoning.

BITE. Melee weapon attack: +4 to hit, Reach 5ft. One Target. *Hit:* 3 (1d6)

DESCRIPTION: Friendly, playful marine mammals, dolphins and porpoises are highly intelligent, some say easily on the low end of the human spectrum. Most dolphins can learn to comprehend human, humanoid or demihuman languages. In the wild, the chances of encountering one who does is small. Species of dolphins and porpoises can be found in almost any body of salt water. The major differences between dolphins and porpoises is that dolphins generally have dorsal fins with a greater curve and a larger nose and mouth. Both species, on average, grow from 5 to 8 feet in length.

ELECTRIC EEL

MEDIUM BEAST, UNALIGNED

ARMOR CLASS: 14

HIT POINTS: 4 (1d8)

SPEED: Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	2 (-4)	10 (0)	6 (-2)

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 1/8 (25 XP)

ELECTRICAL DISCHARGE: The electric eel can issue a discharge of bioelectric energy which affects all within a ten-foot radius, unless they make a DC 15 Constitution saving throw. The damage for this discharge is 7 (2d6); a successful save reduces the damage by half.

ACTIONS

BITE. Melee weapon attack: +2 to hit, 5 ft reach, 1 target. *Hit:* 2 (1d4) piercing damage.

DESCRIPTION: The electric eel resembles a snake averaging about 6.5 feet long and weighing around 40-50 lbs. Its body is grayish-brown and lightens near the head. Small yellow splotches can be

seen near the mouth. The electric eel is slimy to the touch and has no scales (the electric eel is not a true eel, but a fish).

FOX

SMALL ANIMAL, UNALIGNED

ARMOR CLASS: 12

HIT POINTS: 3 (1d6)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (0)	4 (-3)	14 (+2)	7 (-2)

SKILLS: Perception +3, Stealth +4, Survival +2

SENSES: Darkvision 30 ft, Passive Perception 15

LANGUAGES: –

CHALLENGE: 0 (10 XP)

KEEN SENSES: Foxes have advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

BITE. Melee Weapon Attack: +2 to hit, reach 5 ft., 1 target. *Hit:* 1 piercing damage

DESCRIPTION: Foxes are renowned as clever animals, able to avoid the hunter's hounds which seek them for their valuable furs. They are most active at night, but they can also be seen by day. Their tails are always tipped white, while their legs, feet, and tips of the ear are always black. The rest of their coat, however, is varied in color: Most commonly red, silver and platinum foxes are also known.

GIRAFFE

HUGE ANIMAL, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 25 (3d12)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	15 (+2)	2 (-4)	10 (0)	7 (-2)

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 1/4 (50 XP)

ACTIONS

KICK. Melee weapon attack: +5 to hit, reach 5 ft., 1 target. *Hit:* 9 (2d6+2) bludgeoning damage

DESCRIPTION: A ruminant animal, the giraffe lives in the open savanna. The tallest of natural animals, giraffes eat primarily acacia and mimosa leaves from the treetops at heights which other animals cannot easily reach. Their long legs allow them to outrun most of their predators, and their strong kicks have been known to kill lions.

APPENDICES

HEDGEHOG

TINY ANIMAL, UNALIGNED

ARMOR CLASS: 10

HIT POINTS: 2 (1d4)

SPEED: 15 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	10 (0)	2 (-4)	10 (0)	7 (-2)

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 0 (10 XP)

DEFENSIVE BALL: When threatened, as a bonus action the hedgehog can roll up into a defensive ball. This adds +2 to its AC and grants advantage on all Constitution-based saving throws. In addition, any unarmed attacks, or attacks with natural weapons such as claw or bite attacks, against a hedgehog in a defensive ball result in the attacker suffering 1 point of piercing damage from the animal's spines.

ACTIONS

BITE. Melee weapon attack: +0 to hit, reach 5 ft., 1 targets.
Hit: 1 point of piercing damage.

DESCRIPTION: The hedgehog is a small, burrowing animal with a thick coat of long spines. The hedgehog is strictly nocturnal, spending the day in its underground burrow. In fact, the name “hedgehog” refers to the hedgehog’s tendency to burrow and settle under hedgerows.

HERD ANIMAL, LARGE

LARGE BEAST, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 40 (5d10 + 15)

SPEED: 20 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (0)	6 (-2)

SENSES: Passive perception 10

LANGUAGES: –

CHALLENGE: 1/2 (50 hp)

STAMPEDE: A frightened herd of oxen flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 6 (1d12) points of damage for every five oxen in the herd (Dexterity save DC 17 half).

TRAMPLE: When a musk ox moves at least 20 feet before ramming opponent, the target must make a Strength save (DC 15) to avoid being knocked prone. If the ox knocks the target down, it may immediately make an extra hoof attack against him or her, gaining the standard +4 bonus to attack rolls against prone targets.

ACTIONS

RAM. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bashing damage.

HOOF. Melee weapon attack: +7 to hit, reach 5 ft., one prone target. *Hit:* 8 (1d6+4) bashing.

DESCRIPTION: These stats can be used to model any large herd animal or beast of burden such as a musk ox, yak, bison or the like.

HIPPOPOTAMUS

LARGE BEAST, UNALIGNED

ARMOR CLASS: 16

HIT POINTS: 40 (5d10+10)

SPEED: 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	2 (-4)	10 (0)	6 (-2)

SENSES: Passive perception 10

LANGUAGES: –

CHALLENGE: 2

TRAMPLING CHARGE: If the hippopotamus moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the hippo can make one additional slam attack against it as a bonus action.

ACTIONS

BITE. Melee weapon attack: +5 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) crushing damage.

SLAM. Melee weapon attack: +5 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) bashing damage.

DESCRIPTION: Hippopotami live along the muddy banks of slow-moving rivers. They are short-legged and broad bodied, with a tough gray or brown hide. Their large bodies are extremely buoyant, and they spend most of their time either swimming or submerged while feeding upon aquatic plants.

KANGAROO

MEDIUM BEAST, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 26 (4d8+8)

SPEED: 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	4 (-3)	10	6 (-2)

SKILLS: Athletics +4

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 1

LEAP: The kangaroo can leap from a standing position to a distance of 30 feet long and six feet high.

BOXING: A kangaroo who makes a successful grappling attack against an opponent can, as a bonus action, make an additional kick attack with advantage.

ACTIONS

KICK. Melee Weapon Attack: +5 to hit, reach 5 ft., 1 target.
Hit: 10 (2d8+2) slashing damage (clawed feet).

DESCRIPTION: Kangaroos are a type of bipedal marsupial who raise their children (called joeys) in a pouch. They are docile and shy herbivores and have powerful hind legs, large feet ending in clawed toes, a small head with large ears and a heavy, balancing tail. Their primary means of motivation is hopping, and they are known for their grappling, “boxing” behavior in combat.

KOALA

SMALL BEAST, UNALIGNED

ARMOR CLASS: 12

HIT POINTS: 3 (1d6)

SPEED: 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (0)	3 (-4)	10 (0)	6 (-2)

SKILLS: Athletics +4, Perception +4

SENSES: Darkvision 60 ft., Passive Perception 14

LANGUAGES: –

CHALLENGE: 0 (10 XP)

KEEN SCENT: Koalas have advantage on any Perception check that relies on scent.

ACTIONS

CLAW. Melee weapon attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 point of slashing damage.

DESCRIPTION: A small marsupial, the koala is marked by a protuberant black nose and large, furry ears. Their thick gray fur – tufted with white – lends them a soft appearance, but five sharply clawed toes to each foot allow them to grasp and climb. Koalas are nocturnal and slow-moving, feeding on leaves and shoots of a particular species of eucalyptus.

LEOPARD

MEDIUM BEAST, UNALIGNED

ARMOR CLASS: 15

HIT POINTS: 30 (5d8+10)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

SKILLS: Athletics +5, Perception +3, Stealth +8

SENSES: darkvision 60 ft., passive perception 14

LANGUAGES: –

CHALLENGE: 1 (200 XP)

POUNCE: If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

KEEN SMELL: The leopard has advantage on Wisdom checks that rely on smell.

ACTIONS

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

CLAW: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

DESCRIPTION: Leopards are a great cat, weighting between 90 and 130 lbs. They are native to savannas and grasslands climates, where their typical prey is grazing mammals such as deer and antelope, though they are not above hauling off other small creatures if they can get away with it.

SNOW LEOPARDS AND CHEETAHS

Snow leopards and cheetahs share the same statistics in-game as leopards, but snow leopards are white in color with black spots, and their native habitat is mountainous regions where they are adept at climbing rocks and icy terrain. Cheetahs are of a similar size as leopards and have a similar spotted pattern, but are known for their incredible bursts of speed of up to 75 mph, making them the fastest land animal in existence. Cheetahs are also daytime hunters as opposed to nocturnal creatures. They have a base speed of 60 ft. and gain the following special ability:

BURST OF SPEED: On each of its turns, a cheetah can take the Dash action as a bonus action. If it takes this action as its first action in combat, it gains advantage on initiative. It is also not subject to opportunity attacks for leaving a threatened space.

MONKEY

TINY BEAST, UNALIGNED

ARMOR CLASS: 14

HIT POINTS: 2 (1d4)

SPEED: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (0)	2 (-4)	12 (+1)	6 (-2)

SKILLS: Athletics +10, Acrobatics +10, Stealth +5, Perception +5, Sleight of Hand +5

SENSES: darkvision 60 ft., passive perception 16

LANGUAGES: –

CHALLENGE: 0 (10 XP)

AGILITY: Monkeys gain advantage on all Athletics and Acrobatics checks.

ACTIONS

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BITE. Melee weapon attack: +4 to hit, reach 5 ft., one target.
Hit: 1 point of piercing damage.

DESCRIPTION: The statistics presented here can be used to represent any arboreal monkey that is no bigger than a housecat, such as a colobus, capuchin, spider or squirrel monkey.

OSTRICH OR EMU

LARGE BEAST, UNALIGNED

ARMOR CLASS: 12
HIT POINTS: 22 (3d8+9)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+3)	2 (-4)	10 (+0)	6 (-2)

SENSES: Passive Perception 10
LANGUAGES: –
CHALLENGE: 1/8 (25 XP)

ACTIONS

KICK. Melee weapon attack: +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8+2) slashing damage (clawed feet).

BITE. Melee weapon attack: +4 to hit, reach 5 ft., one target.
Hit: 1 point piercing damage.

DESCRIPTION: Ostriches and Emus are large, flightless birds with long necks and legs, large bodies and small heads. They live on savannahs and similar environs. They are fast runners and tend to avoid conflict.

PANDA

LARGE BEAST, UNALIGNED

ARMOR CLASS: 15
HIT POINTS: 33 (5d8+15)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	10 (0)	15 (+3)	2 (-4)	10 (0)	7 (-2)

SENSES: Passive Perception 10
LANGUAGES: –
CHALLENGE: 1/2 (50 XP)

MULTIATTACK: Pandas attack with both a claw and a bite attack every round.

SCENT: Pandas have advantage on Wisdom checks related to their sense of smell.

ACTIONS

CLAW. Melee weapon attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

BITE. Melee weapon attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+4) piercing damage.

DESCRIPTION: Pandas make their home in high, mountain-top bamboo forests. Their diet consists almost entirely of bamboo

shoots. Although sometimes referred to as a “panda bear,” they are a very distinct creature. Their bodies are chiefly white, while their limbs (and shoulders) are black in color. Their eyes and ears are also black.

PANDA, RED

SMALL BEAST, UNALIGNED

ARMOR CLASS: 13
HIT POINTS: 5 (1d8)
SPEED: 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+3)	10 (0)	2 (-4)	10	8 (-2)

SKILLS: Athletics +5
SENSES: Darkvision 60 ft.
LANGUAGES: –
CHALLENGE: 1/8 (25 XP)

CLIMB: Red pandas gain advantage on any Athletics checks related to climbing or moving through trees and foliage.

SCENT: Red pandas have advantage on any Wisdom check related to their sense of smell.

ACTIONS

CLAWS. Melee weapon attack: +2 to hit, reach 5ft., one target. *Hit:* 3 (1d6) slashing damage.

DESCRIPTION: The lesser, or red, panda is a small, tree-climbing mammal – in appearance resembling a cross between a small bear and a raccoon, with thick, rusty colored fur. The muzzle, eye patches, and fronts of the large, pointed ears are white – as are several broad cheek patches. The face is also marked by long, white whiskers and an almost cat-like face. Their tails are long and bushy, with ginger rings. Their claws are sharp and partly retractable.

PIG

SMALL BEAST, UNALIGNED

ARMOR CLASS: 12
HIT POINTS: 4 (1d6)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	4 (-3)	10 (0)	6 (-2)

SENSES: Passive Perception 10
LANGUAGES: –
CHALLENGE: 0 (10 XP)

ACTIONS

SLAM. Melee weapon attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning Damage.

DESCRIPTION: These statistics can be used for domesticated pigs. For wild swine, use the statistics for boars found in the *Fifth Edition Monsters Tome*.

RACCOON

TINY BEAST, UNALIGNED

ARMOR CLASS: 13

HIT POINTS: 2 (1d4)

SPEED: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	15 (+2)	5 (-3)	14 (+2)	7 (-2)

SKILLS: Perception +5, Survival +4, Stealth +5

SENSES: Darkvision 60 ft., Passive Perception 15

LANGUAGES: –

CHALLENGE: 0 (10 XP)

HEARTY: Raccoons gain advantage on all saving throws related to Constitution.**SCENT:** Raccoons gain advantage on all Wisdom checks related to their sense of smell.**ACTIONS****CLAW.** Melee weapon attack: +5 to hit, reach 5 ft., one target.
Hit: 1 point slashing damage.**BITE.** Melee weapon attack: +5 to hit, reach 5 ft., one target.
Hit: 1 point piercing damage.**DESCRIPTION:** The only natural animal other than the great apes to possess an opposable thumb, raccoons demonstrate an instinctual cunning and mischievousness. They are primarily nocturnal creatures, and their gray and black coats blend naturally into shadows. Raccoons are highly adaptable, and thrive in urban settings (where they typically feed on garbage and other refuse).**SHEEP**

MEDIUM BEAST, UNALIGNED

ARMOR CLASS: 10

HIT POINTS: 4 (1d8)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	11 (0)	2 (-4)	10 (0)	5 (-3)

SENSES: Passive perception 10

LANGUAGES: –

CHALLENGE: 0 (10 XP)

SURE-FOOTED: A sheep has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.**ACTIONS****HOOF.** Melee weapon attack: +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4+1) bludgeoning damage.**BITE.** Melee weapon attack: +3 to hit, reach 5 ft., one target.
Hit: 1 point of crushing damage.**DESCRIPTION:** These statistics are for ewes and domesticated sheep. For wild rams, use the statistics for goats in the *Fifth**Edition Monsters Tome* (Those statistics may also be appropriate for certain species of wild ewes.)**SKUNK**

TINY BEAST, UNALIGNED

ARMOR CLASS: 10

HIT POINTS: 2 (1d4)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (0)	2 (-4)	12 (+1)	4 (-3)

SKILLS: Perception +3

SENSES: Darkvision 60 ft.

LANGUAGES: –

CHALLENGE: 0 (10 XP)

MUSK: Once per encounter, a threatened skunk can release a stinking musk in a 5-foot cloud. Creatures within range are entitled to a Dexterity save (DC 13) to avoid being struck. An affected creature must succeed at a Constitution save (DC 20) or become poisoned for 1d6 hours and blinded for 1d4 minutes.

The odor is so strong that it doubles all chances for wandering monster encounters and imposes disadvantage on Hide checks if attempted while wearing clothing contaminated with the skunk's musk.

The stench is highly potent, and short of magical means of cleaning or certain remedies such as washing thoroughly (soaking for days) in tomato juice, milk or vinegar, all sprayed cloth and material continues to reek for 1d6 months. Flesh, leather goods, metal goods (weapons, armor, and the like) must be washed in a concentrated mixture of vinegar, milk or tomato juice for a period of 1d3 days to remove the stench. Otherwise, the stench clings to them for at least 1 week, imposing the same penalties as noted.

ACTIONS**BITE.** Melee weapon attack: +3 to hit, reach 5 ft., one target.
Hit: 1 point of piercing damage.**DESCRIPTION:** The stats here describe the common, non-aggressive skunk – a black animal with a white stripe down its back famed for squirting musk at potential predators in hopes of forcing the predator to flee. If this fails, the skunk looks for the quickest possible route of escape. If cornered, a skunk bites its opponents.**SQUIRREL**

TINY BEAST, UNALIGNED

ARMOR CLASS: 10

HIT POINTS: 1 (1d4-1)

SPEED: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	9 (-1)	2 (-4)	10 (0)	4 (-3)

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SKILLS: Acrobatics +5, Perception +5, Stealth +4

SENSES: Darkvision 30 ft., passive perception 15

LANGUAGES: –

CHALLENGE: 0 (10 XP)

DEXTEROUS: Squirrels have advantage on all dexterity saves.

SCENT: Squirrels have advantage on all wisdom checks related to their sense of smell.

ACTIONS

BITE. Melee weapon attack: +3 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

DESCRIPTION: A species of rodent found in almost any clime or terrain. These statistics can be used for gray squirrels, ground squirrels, chipmunks, woodchucks, prairie dogs, and marmots (among others).

FLYING SQUIRRELS

Flying squirrels use the same statistics as regular squirrels, but have a glide speed of 30 ft. in addition to ground and climbing. Using their wing flaps, flying squirrels can glide at a ratio of 2 feet horizontally for every 1 foot vertically. In other words, a flying squirrel which starts out 50 feet above the ground can glide to a distance 100 feet before touching ground. While gliding, a flying squirrel cannot take any other action.

TAPIR

LARGE BEAST, UNALIGNED

ARMOR CLASS: 17

HIT POINTS: 22 (4d8+1)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (0)	7 (-2)

SENSES: Passive Perception 10

LANGUAGES: –

CHALLENGE: 1/4 (50 XP)

SCENT: The tapir gains advantage on all wisdom checks related to its sense of smell.

ACTIONS

HOOVES. Melee weapon attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage.

DESCRIPTION: Docile, nocturnal creatures, tapirs are large, hooved mammals with elongated, flexible snouts. They bear a resemblance to aardvarks, but are most closely related to rhinos and horses. The body of the tapir is rounded and covered in short, bristly fur. They live in dense forests near rivers or lakes – taking to water when threatened.

TURTLE

TINY BEAST, UNALIGNED

ARMOR CLASS: 17

HIT POINTS: 2 (1d4)

SPEED: 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	4 (-3)	10 (0)	2 (-4)	10 (0)	6 (-2)

SENSES: Passive perception 10

LANGUAGES: –

CHALLENGE: 0 (10 XP)

WITHDRAW: As a reaction, the turtle can withdraw entirely into its shell. While in its shell, the animal gains +5 to its AC and advantage on all Constitution-based saving throws.

ACTIONS

BITE. Melee weapon attack: +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

DESCRIPTION: Offensively, a turtle has a relatively strong, beaked jaw. Its primary form of protection, however, comes from an armor-like shell (into which it can withdraw its vulnerable legs and head). This heavy carapace, however, slows them to a well-known crawl.

WALRUS

LARGE BEAST, UNALIGNED

ARMOR CLASS: 16

HIT POINTS: 40 (5d8+3)

SPEED: 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	16 (+3)	2 (-4)	10 (0)	6 (-3)

SENSES: Passive perception 10

LANGUAGES: –

CHALLENGE: 2 (200 XP)

SCENT: Walruses have advantage on all wisdom checks related to their sense of smell.

ACTIONS

TUSKS. Melee weapon attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

TAIL SLAP. Melee weapon attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage.

DESCRIPTION: Walruses are found in fairly shallow ocean water, seldom at depths below 250 feet. They spend two-thirds of their lives underwater, coming up to rest and bear young, and little else. They can weigh up to 4,000 pounds. Their ivory tusks have an un-carved value of 100 gp each.

APPENDIX B: NEW MONSTERS

AALEEAR

SMALL FEY, ANY GOOD

ARMOR CLASS: 12

HIT POINTS: 4 (1d6)

SPEED: 20ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (0)	14 (+1)	16 (+3)	17 (+3)

DAMAGE VULNERABILITIES: Cold iron

DAMAGE RESISTANCES: Bludgeoning, piercing, slashing, stabbing from weapons that are not magical or made of cold iron

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: charmed, poisoned

SENSES: Darkvision 60ft., passive perception 13

LANGUAGES: Common, sylvan

CHALLENGE: 1/4 (50 xp)

SKILLS: Nature +3, Stealth +4, Survival +5

NATURAL SPELLCASTING: Aaleear know the cantrips *mending* and *minor illusion*. They also have four spell slots and can cast the following spells as innate abilities: Alter self, detect magic, enlarge, faerie fire. Their spell save DC is 13 (Charisma-based). Expended spell slots are recovered after the aaleear completes a long rest.

BARDIC ABILITIES: All common aaleear have the ability of 1st-level bards. Aaleear with more hit dice have the abilities and talents of a higher level bard. Aaleear characters that choose a different character path do not retain the ability of bardic knowledge but do not gain other abilities or benefits from that class.

ACTIONS

FEY BOW. Ranged weapon attack: +4 to hit, range 30/120ft., 1 target. *Hit:* 2 (1d4) piercing damage.

DAGGER. Melee weapon attack: +4 to hit, reach 5ft., 1 target. *Hit:* 2 (1d4) piercing damage.

DESCRIPTION: In their distant past, the aaleear were fierce warriors of the fey realms. But sometime long ago their feet were turned from that path, and those days are known now only through myth and legend, captured in the songs of the aaleear. For in the modern world, the aaleear are creatures of music and art, and their songs are famed throughout the lands.

Aaleear stand roughly two to three feet high, tending more towards the plump (although their youths are still light of foot and strong of arm). Their hands, though, are delicate and fine – well wrought for sword craft and art craft both.

ADVANCING AALEEAR

Aaleear gain additional abilities as they advance in level. For every four hit dice (bard levels) they gain, the Aaleear also gains

additional innate spells. At four HD, the aaleear gains charm person and invisibility, plus two additional level 2 spell slots. At 8 HD, the aaleear gains charm monster and improved invisibility, plus one additional level 3 spell slot and one level four slot. At 12th level the aaleear gains dominate person and a level five spell slot. At 16th level, the aaleear gains mass suggestion and a sixth level slot. These spells and slots are separate from those gained as a bard and do not combine.

For every four HD thus gained, the Aaleear's challenge increases by one level, and it may increase any two ability scores by +1 each.

BLOODSPRITE

TINY FEY, NEUTRAL EVIL

ARMOR CLASS: 16

HIT POINTS: 3 (1d4)

SPEED: 15ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)	15 (+2)

DAMAGE VULNERABILITIES: Cold iron, radiant

DAMAGE RESISTANCES: Bludgeoning, piercing, slashing and stabbing from weapons that are nonmagical or not made from cold iron

DAMAGE IMMUNITIES: Poison, necrotic

CONDITION IMMUNITIES: Poisoned, charmed

SKILLS: Arcana +4, Nature +4, Perception +4, Survival +4

SENSES: Darkvision 60ft., passive perception 14

LANGUAGES: Sylvan

CHALLENGE: 1/4 (25 xp)

POISON. The bloodsprite's saliva secretes a potent neurotoxin. While the sprite's teeth are not sharp enough nor its jaw powerful enough to seriously damage a human, they lick their needles to coat them in this substance, which they deliver through jabbing their opponents. The poison deals 1d4 points of damage and causes the victim to be poisoned for 1d6 hours on each stab. A DC 15 Constitution save negates the poisoned condition and halves the damage.

ACTIONS

NEEDLE. Melee weapon attack: +5 to hit, reach 5ft., 1 target. *Hit:* 1 point of piercing damage, plus poison damage (above).

DESCRIPTION: Bloodsprites are cruel, capricious creatures. They take pleasure in nothing save the joys of murder, deception, and sabotage. They are not particularly intelligent, but they do display a sheer cunning when it comes to inflicting woe and malice.

Bloodsprites build nests, infesting a location and either displacing the local vermin (such as rats) or herding them for food. They are ruthlessly hunted and destroyed by common folk whenever they are found in civilized lands,

APPENDICES

for they are a constant source of destruction and pain. They are usually encountered in gangs of 1-6 or a nest of 10-100 individuals. In a nest, roughly 2/3 of those present will be women and children.

Although not clever enough to manufacture tools, bloodsprites are certainly bright enough to use them.

BREWER FAIRY

SMALL FEY, CHAOTIC NEUTRAL

ARMOR CLASS: 13

HIT POINTS: 7 (2d6)

SPEED: 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+2)	10 (0)	16 (+3)	15 (+2)	16 (+3)

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Charmed, Poisoned

SKILLS: Arcana +5, History +5, Investigation +5, Nature +5, Perception +4, Medicine +4, Survival +4

SENSES: Darkvision 60ft., passive perception 14

LANGUAGES: Common, Gnomish, Sylvan, possibly others.

CHALLENGE: 1 (200 xp)

MAGICAL BREWING: Brewer fairies create many wonderful concoctions. The following are but a few of the possible brews. The brews are stored in casks, each holding a dozen mugs of the drink.

FEY MEAD/GENERAL: This thick, basic, strong amber-colored honey wine causes the drinker to suffer a –2 penalty to Dexterity, Wisdom, and Intelligence per mug, and a +2 bonus to Strength, Constitution, and Charisma for every three mugs (note that all three mugs, or multiples thereof, must be consumed to gain the bonus). After quaffing 6 mugs, however, the imbiber must succeed at a DC 15 constitution save or pass out, drunk. For purposes of this save, any bonuses to Constitution are treated as penalties. Thus, after the sixth mug drunk, a character would need to succeed at a DC 15 constitution save, treating his constitution as though it were 4 points lower instead of with a 4- point bonus. These bonuses and penalties fade at a rate of one point per hour once the drinking stops. In general, mead is the base for all brewer fairy draughts, so these effects are present in all of the following ales, unless otherwise stated.

Passionberry Cider – This lovely cider is fermented from rare passionberries, and it seems to augment the berry's amorous side effects. Anyone drinking the cider gains a +1 bonus to Charisma every for every mug instead of the standard +2 for three. They also suffer a –2 penalty per mug on any saving throws against enchantment magic, illusions, and on any Wisdom checks. If a drinker sees or speaks with any reasonably suitable mate (preferred sex and same race), he must also succeed at a Charisma save (CL 12) to avoid becoming infatuated with this newfound love

Pond Scum Honey Oat Stout – Although no one cares to know what the brewer fairies put in this stout, no one seems to complain about its excellent, hearty flavor. The stout grants a +1 enhancement bonus to Strength for every mug imbibed, instead of the standard three. Anyone drinking it is also immune to fear effects for one hour per mug.

Silver Moon Braggot – A smooth draught that can go right to one's head. Anyone except dwarves, gnomes, and fey races who drink this ale must succeed at a Constitution save (CL 12) or immediately pass out. The difficulty class of the saving throw goes up by one with each successive cup imbibed. Anyone who passes out remains asleep for one year per mug imbibed unless they are physically woken up.

Those who do not succumb to the ale's slumber find themselves in an abundantly cheery mood, and – if the moon is visible – they also gain the ability to fly (as a spell-like ability, caster level 12th, activated once per mug drunk). This affect lasts for one hour per mug.

Waterfall Pymment – This bubbly white honey wine brewed with specialty white grapes grants the ability to breathe underwater for one hour per drink.

SPELLCASTING: Brewer fairies cast spells as a 4th-level druid (Spell Save DC: 12, Wisdom-based; Spell slots: 1st-4, 2nd-3; Common cantrips known: Mending, Produce Flame, Resistance. Common spells prepared: 1st: Create or Destroy Water, Detect Poison or Disease, Faerie Fire, Purify Food or Drink 2nd: Barkskin, Hold Person, Locate Animals and Plants. In addition, they can cast invisibility as an innate ability twice, after which they must engage in a short rest before casting again.

ACTIONS

BELCH. Breath Weapon Attack. Area of effect: 5-foot cone. The fairy quaffs its Silver Moon Ale and belches at an opponent directly in front of them. Victims caught in the area of effect must succeed at a Constitution save (DC 15) or become unconscious. The victim is not merely asleep, so rousing him requires several rounds of slapping and yelling in his ear or a blow which causes damage. Left alone, the victim wakes up in 1d4 hours. The belch attack counts as a poison attack.

FLAME BREATH. Breath Weapon Attack. Area of effect: 10-foot cone. The brewer fairy may quaff some of its highest proof brew and then breathe it on opponents while magically lighting it into a 10-foot cone of flame. Anyone within the cone takes 6 (2d6) points of fire damage. Characters that make a successful Dexterity save (DC 13) take only half damage.

DESCRIPTION: Brewer fairies resemble small gnomes, standing approximately three feet high. They spend their lives journeying from one location to another, gathering strange and rare ingredients from which to make their legendary brews. Often they can be found in secluded locations, concocting their magical brews.

Brewer fairies barter with anyone who approaches them. Their prices seem to vary between the reasonable, the cheap, and the

extreme. But their drinks have an ‘unfortunate’ tendency to wreak havoc just as often as they provide aid.

In their journeys, of course, the brewer fairies often find items and valuables they cannot use in their brews (gems, potions, and the like). These, too, they are willing to barter, but not in coin. Instead, brewer faeries prefer magic items, rare pieces of art and most especially, exotic liquors from anywhere and everywhere.

DARK FAMILIAR

TINY INCORPOREAL UNDEAD, CHAOTIC EVIL

ARMOR CLASS: 14

HIT POINTS: 15 (6d4)

SPEED: 20 ft, Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+2)	10 (0)	15 (+2)	16 (+3)	12 (+1)

DAMAGE RESISTANCES: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES: cold, necrotic, poison

CONDITION IMMUNITIES: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

SENSES: darkvision 60 ft., passive Perception 15;

LANGUAGES: any languages it knew in life

CHALLENGE: 1 (200)

SKILLS: Perception +5, Stealth +5

DARKNESS: A dark familiar can create darkness as the spell. It can do this three times, after which it must complete a long rest to regain expended uses of the ability.

ETHEREAL SIGHT: The dark familiar can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

INCORPOREAL MOVEMENT: The dark familiar can move through other creatures and objects as if they were difficult terrain. It cannot use its vampiric touch attack while inside of another creature or object.

TURN RESISTANCE: The dark familiar gains advantage on rolls to resist turning by a cleric or other character with the channel divinity class feature or similar special ability.

ACTIONS

ETHEREALNESS: As a move action, the dread familiar enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

VAMPIRIC TOUCH. Melee Touch Attack: +4 to hit, Reach 5 ft., one target. *Hit:* 1d8 plus one point per master's level necrotic damage

DESCRIPTION: The dark familiar is an intelligent, undead, incorporeal familiar. It typically serves evil masters who kill and bestow undeath to the familiars of other casters (or if the CK chooses, any character master that has a living familiar).

The dark familiar is capable of boosting the power of undead created by their necromantic masters.

Dark familiars use their Hide skill and/or incorporeal abilities to surprise opponents and attack them using their vampiric touch. In order to avoid being struck in combat, the dark familiar often hides inside walls and other material objects.

DRAGONNE

LARGE MAGICAL BEAST, UNALIGNED

ARMOR CLASS: 18

HIT POINTS: 76 (9d10+27)

SPEED: 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	12 (+1)

CONDITION IMMUNITIES: Blind

SKILLS: Perception +7, Survival +5

SENSES: Blindsight, Darkvision, 60 ft., Scent, Passive Perception 17

LANGUAGES: Draconic

CHALLENGE: 5

MULTIATTACK: While in melee combat, the dragonne attacks with a bite and two claw attacks.

POUNCE: If the dragonne moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the dragonne can make one bite attack against it as a bonus action.

ROAR: A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Wisdom save or gain a level of exhaustion. Those within 30 feet who fail their saves gain two levels of exhaustion.

ACTIONS

BITE. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4)

CLAWS. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+4)

DESCRIPTION: A dragonne is a massive beast resembling a cross between a lion and a dragon. It has fur ranging from tawny brown to fiery red, huge bat wings and a massive body about 12 feet long and weighing about 700 pounds.

DREAM FAUN

LARGE MAGICAL BEAST, NEUTRAL GOOD

ARMOR CLASS: 17

HIT POINTS: 33 (6d10)

SPEED: 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	18 (+4)	18 (+4)	13 (+1)

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DAMAGE RESISTANCES: Poison

DAMAGE IMMUNITIES: Radiant

CONDITION IMMUNITIES: Charmed, Paralyzed, Unconscious

SKILLS: Arcana +7, Nature +7, Perception +7, Religion +7

SENSES: Darkvision 120ft., Passive Perception 16

LANGUAGES: Celestial, common, sylvan, possibly others.

CHALLENGE: 4 (1,100)

CAUSE SLEEP: Dream fauns grant the gift of sleep to all travelers who request it. The sleep lasts for eight hours. Those receiving this slumber drowsily bow to the grass. The sleep heals 1d4 hit points of damage above and beyond what ordinary rest usually does and revitalizes the recipient completely, eradicating all fatigue. Those who have sought the dream faun out on a special pilgrimage may also be granted prophetic dreams, giving them a hint of some future event of particular importance to them. Dream fauns may bestow this gift at will.

If pressed, a dream faun may also use this power against hostile targets. Hostile targets must make a successful Wisdom save DC 16 to resist falling asleep. When used against hostile targets, the target does not heal damage, but is instead racked with horrible nightmares and the fitful sleep does not count as completing a rest. The power can be used in this fashion only a number of times equal to the dream faun's hit dice (6 by default). The faun must complete a long rest to regain all expended uses. Elves and Half Elves are immune to this effect.

GIFT OF SUSTENANCE: A dream faun can magically create enough food and water for one person for one day. They must complete a long rest before using this ability again.

CLERICAL ABILITIES: Dream fauns cast spells (4 cantrips; 1st-4 slots, 2nd-3 slots, 3rd-3 slots; Wisdom-based spell save DC 16) and have Channel Divinity as 6th-level clerics of the Life Domain. They do not require components for their spellcasting.

ACTIONS

HORNS. Melee weapon attack: +4 to hit, reach 5ft., 1 target. *Hit:* 7 (2d6+1) piercing damage.

HOOVES. Melee weapon attack: +4 to hit, reach 5ft., 1 target. *Hit:* 11 (2d10+1) bludgeoning damage.

DESCRIPTION: It is said that the gods of prophecy and dreams created the dream fauns, imbuing them with magical powers which allow them to interpret the mysteries and meanings of dreams. Physically they resemble angora goats, with grand, forked horns and cloven hooves that shine like silver and gold.

Often dream fauns are brought to temples of the dream gods, there to answer the prayers and supplications of the worshippers who make their pilgrimage there.

ETHEREAL FILCHER

MEDIUM ABERRATION, UNALIGNED

ARMOR CLASS: 17

HIT POINTS: 5d8 (22 hp)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	11 (0)	7 (-2)	12 (+1)	10 (0)

SKILLS: Perception +5, Sleight of Hand +10, Stealth +5

SENSES: Darkvision 60 ft, Passive Perception 16

LANGUAGES: Common (understand only)

CHALLENGE: 2 (450)

DETECT MAGIC: Ethereal filchers can detect magic as the Wizard spell at will.

ETHEREAL JAUNT: As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

ACTIONS

BITE. Melee weapon attack: +3 to hit, 5 ft. reach, one target. *Hit:* 3 (1d6) piercing.

DESCRIPTION: Ethereal filchers are bizarre-looking creatures with one foot and four arms ending in hands with long, spindly fingers. They appear to have two heads, one on a long stalk of a neck and another on their abdomen. They have a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets.

FAMILIAR EATER

SMALL MAGICAL BEAST, CHAOTIC EVIL

ARMOR CLASS: 19

HIT POINTS: 31 (9d6)

SPEED: 5ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+3)	10 (0)	12 (+1)	7 (-2)

DAMAGE RESISTANCES: Poison

DAMAGE IMMUNITIES: None

CONDITION IMMUNITIES: Poisoned, Paralyzed

SKILLS: Stealth +7, Perception +4, Survival +4 **SENSES:** Darkvision 60 ft., tremorsense, passive perception 14

LANGUAGES: None.

CHALLENGE: 4 (1,100 XP)

FAMILIAR INFECTION: This supernatural disease only works on a familiar. When stung by the familiar eater, the creature is implanted with larvae which incubate inside of it, feeding off of both the familiar and its magical link to its master. Each week, the familiar loses 1d4 points of Constitution, while any spells the master uses through its familiar (or abilities the familiar uses, either its own or its master's) see their save DC and damage reduced by an equivalent amount, cumulative.

When the familiar's Constitution reaches zero, it dies as the larvae burst forth, a swarm of immature familiar eaters. A DC 20 Constitution save will negate the effects of the disease as the familiar's immune system attacks and kills the larvae. If the save is failed, the only way to cure the familiar is through a greater restoration spell, which grants the familiar a new save, with advantage.

FAMILIAR SENSE: The familiar eater can sense the exact location of any familiar within 1 mile and is drawn inexorably to its location. This ability functions exactly like the locate creature spell, except that the familiar eater does not need to be familiar in any way with the creature or location it is trying to track.

MULTIATTACK: a familiar eater attacks with its stinger and claws each round.

ACTIONS

STINGER. Melee Weapon Attack: +4 to hit, reach 5 ft, 1 targets. *Hit:* 3 (1d6) piercing damage plus victim is poisoned for 1d4 hours (DC 10 Con save negates), or is infected (if a familiar; see familiar infection, above).

CLAWS. Melee Weapon Attack: +4 to hit, reach 5 ft., 1 target. *Hit:* 3 (1d6) slashing damage.

DESCRIPTION: Though it is not remembered who created familiar eaters, it is known they were created to overthrow a cabal of black wizards. By preying upon the black wizards' familiars, the familiar eaters weakened the spellcasters, leaving them open to the attacks which would later destroy them.

Familiar eaters are small, reptilian creatures. Usually between three and four feet in length, a familiar eater flies using large, bat-like wings. They lack legs and must depend on their wings to move about. Despite their penchant for attacking familiars, familiar eaters mainly survive on small insects and rodents. They reproduce, however, only by slaying the familiars of wizards.

Familiar eaters are difficult to kill simply because they passionately avoid melee combat under all circumstances. When confronted with force, they take flight, trying as hard as possible to get away. If backed into a corner, they attack with their stinger and claws, keeping to the air when possible.

A familiar eater usually strikes only to infect the familiars of wizards and sorcerers (or, using the rules presented in this book, the familiars of any character), which it locates via its familiar sense ability.

FAMILIAR MORPH

SMALL ABBERRATION, ANY EVIL

ARMOR CLASS: 16

HIT POINTS: 14 (4d6)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	18 (+4)	17 (+3)	14 (+2)

DAMAGE RESISTANCES: Cold, fire, force, lightning, necrotic, slashing and piercing that are nonmagical.

DAMAGE IMMUNITIES: None.

CONDITION IMMUNITIES: Fear, Paralysis

SKILLS: Arcana +6, Deception +4, Perception +5, Stealth +4 **SENSES:** See below, Familiar Sense

LANGUAGES: Familiar morphs speak only those languages that their latest victim did.

CHALLENGE: 2 (450 XP)

FAMILIAR SENSE: The familiar morph can sense the exact location of any familiar within 1 mile and is drawn inexorably to its location. This ability functions exactly like the locate creature spell, except that the familiar eater does not need to be familiar in any way with the creature or location it is trying to track.

PARALYZING TOUCH: A creature successfully hit by the familiar morph's slam attack must make a Strength save (DC 16) or become paralyzed for 1d4+2 rounds. Familiars suffer disadvantage to their saving throw against this ability. Note that the familiar morph must be in its natural form to use this ability.

MORPH: A familiar morph can assume the shape of any Tiny, Small, or Medium familiar it comes in contact with. This works similarly to a druid's wild shape ability, but the familiar morph can remain in the chosen form indefinitely and is restricted to the form of the familiar it has enveloped. In order to use the ability, the familiar morph must succeed at a touch attack against a helpless familiar. If the familiar morph succeeds, the familiar must make a Wisdom save (DC 16). If the familiar fails, it is destroyed and the familiar morph assumes its shape. Once it has assumed the familiar's shape, the familiar morph may switch back and forth between the new form and its natural form at will as a bonus action.

The familiar's master is unaware of any change (unless, of course, he saw the attack happen) – the familiar morph seamlessly assumes the bond between master and familiar as if it were the familiar. The familiar morph also gains all of the familiar's abilities and can read "its" master's mind by exploiting their bond.

Note that the familiar morph must be in its natural form to attack and morph into a new familiar form.

BOND DRAIN: Each day after the familiar morph assumes a familiar's form using its morph ability, its new "master" must make a Wisdom saving throw (DC 16). Regardless of whether the saving throw succeeds or fails, the master's maximum hit points and hit dice are reduced by one hit die. In addition, if the save fails, the "master" receives disadvantage on all attacks, saving throws and ability checks until he completes a long rest, and is unaware of what's happening to him (the CK should secretly apply the penalties, rolling the disadvantage die for the PC in secret). If the save is successful, however, the "master" becomes aware that something is wrong – that something is draining energy from him – but he won't know what.

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If the master can make two saving throws in row, he realizes that there is something wrong with his bond to his familiar, but he still won't know that the "familiar" is not his familiar. (There are, however, a number of spells which can either directly or indirectly reveal the truth.)

If the familiar that the familiar morph has commandeered could speak, then the familiar morph will, of course, do everything in its power to throw its "master" off the scent. ("Oh, master, it was terrible! The nice Lady Erwen isn't so nice! She put a curse on me! She's killing us both!") If the master's hit points or hit dice reach zero as a result of this drain, she dies.

Even if the master realizes what's going on, there's still only one way to solve the problem – killing the familiar morph. Unfortunately, this has all the normal negative effects of a familiar's death. To make matters worse, the familiar morph won't make this easy – and the bond between familiar and master works at effectively any distance.

ACTIONS

SLAM. Melee weapon attack: +2 to hit, reach 5 ft., 1 target. *Hit:* 1d4 bashing damage, plus paralysis and morph (see above).

DESCRIPTION: Familiar morphs are pernicious creatures – parasites that leech their existence from the magical bond between master and familiar. They are a particular bane to spellcasters, but they are dangerous and subtle predators that should be feared by anyone who has opened their soul to a mystical companion.

In their natural state, familiar morphs are amorphous blobs. Their only goal is to seek out familiars, using their familiar sense ability to pinpoint their location. Once they have located a familiar, they bide their time until the time is right – when either master or familiar, or both, are susceptible to the familiar morph's attack.

When the familiar morph chooses to strike, it simply envelops the familiar, using its morph ability to consume and replace the creature. The familiar morph then feeds upon the mind and soul of the familiar's one-time master using its bond drain ability. When the master has been reduced to a dead husk, the familiar morph moves on to its next victim.

FOREST NYMPH

MEDIUM PLANT, NEUTRAL

ARMOR CLASS: 17

HIT POINTS: 55 (10d8)

SPEED: 50ft, climb 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	15 (+2)	15 (+2)	17 (+3)

DAMAGE VULNERABILITIES: Necrotic, Acid, Fire

DAMAGE RESISTANCES: Psychic, Radiant, Cold, Lightning, Thunder, Bludgeoning from nonmagical weapons.

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Poisoned, charmed, fatigued, petrified

SKILLS: Animal Handling +5, Insight +5, Perception +5, Survival +5, Nature +5

SENSES: Darkvision 120ft, Passive perception 15

LANGUAGES: Common, sylvan, primordial, telepathic communication

CHALLENGE: 6 (2,300 XP)

CAMOUFLAGE: Forest nymphs become nearly invisible when traveling through the forest. They are treated as invisible to anyone more than 30 feet away from them, unless they choose to be seen. This applies even in combat, but only while in their native terrain.

MULTIATTACK: Vine grapple and a thorned slam every round.

JAGGER BUSH: As a bonus action, the forest nymph may thorn slam any creatures it has grappled.

SNEAK ATTACK: Forest nymphs can sneak attack as a rogue, as long as they are in the forest.

SYLVAN ALLIES: The forest of a forest nymph usually has other guardians that the nymphs had befriended. The forest nymph can communicate with these creatures – be they unicorns, tree warriors, or even dire animals, as a matter of course. A forest nymph's scream can be heard for several miles within their own forest (carried from one tree to the next), and it usually brings guardians running. In game terms this means that a forest nymph can use the *conjure animals* or *conjure woodland beings* spell 3/long rest (up to 6th level spell slot).

TELEPATHIC COMMUNICATION: The forest nymph can telepathically communicate with any creature that it can see, which can also see it.

ACTIONS

THORNED SLAM. Melee weapon attack: +5 to hit, reach 5ft, one target. *Hit:* 11 (2d8+2) slashing damage.

VINE GRAPPLE. Melee weapon attack: +5 to hit, reach 10ft, one target. *Hit:* Target is grappled and drawn towards the nymph. Each round, the target can make a DC 13 strength check to break free. The nymph can grapple up to 4 targets simultaneously.

DESCRIPTION: Forest nymphs are powerful protectors of the natural realm and guardians of the forest – living plants that possess all the strength of their tree cousins. They bear the deceptive appearance of slim-bodied young girls, though their hair is a tangled mass of long, flexible branches. Similarly, their toes are able to lengthen into roots, allowing the forest nymph to feed or drink. And although their skin looks human, to the touch its true nature is revealed – a dry, birch-like bark over hard wood.

SWAMP NYMPHS

Certain secluded swamps or bayous enjoy the protection of a swamp-dwelling version of the forest nymph. These “swamp maidens,” as they’re sometimes called, are like their forest cousins in most ways. Swamp maidens, however, tend to be a little more malicious towards human interlopers, and their allies tend to be of a darker cast.

MANTRID

TINY FEY, NEUTRAL EVIL

ARMOR CLASS: 20

HIT POINTS: 2 (1d4)

SPEED: 15ft, fly 40ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (0)	15 (+2)	16 (+3)	7 (-2)

DAMAGE RESISTANCES: Bludgeoning, piercing or slashing from weapons that are nonmagical

DAMAGE IMMUNITIES: None

CONDITION IMMUNITIES: Charmed, Poisoned, Restrained

DAMAGE VULNERABILITY: Cold iron

SKILLS: Nature +3, Perception +5 (Advantage), Survival +3

SENSES: Darkvision 60ft, passive perception 20

LANGUAGES: Elven, Gnomish, Sylvan

CHALLENGE: 2 (450 XP)

GLOW: Mantrids can cause their abdomens to glow at will with an eerie green light, illuminating a 10-foot radius centered on the mantrid.

KEEN SIGHT: A mantrid’s antennae grant it extraordinary perception. Their senses are so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. The mantrid, as a result, has advantage on all Perception checks.

SPELL-LIKE ABILITIES: 3/long rest – *darkness*, *detect thoughts*, *entangle*, *permanent image*, *scare*, *seeming*, and *summon swarm* (*praying mantis*). Can use up to 4th level spell slots to power these, and the spell save DC is 16.

STINGER (EX): Any humanoid struck by a mantrid’s stinger must succeed at a Wisdom save (CL 5) or be affected as though by a *charm person* spell (Save DC 16). The mantrid is +15 to hit with its stinger due to its unnatural speed and agility.

UNNATURALLY FAST: The reactions of mantrids are so fast that they receive an extra action each round. In addition, their bonus on melee attacks is +10 and they receive advantage on initiative rolls.

ACTIONS

STINGER. Melee weapon attack: +10 to hit, Reach 5ft, 1target. *Hit:* 1 point of piercing damage and target is charmed unless it succeeds at a DC 16 Wisdom save

DESCRIPTION: Mantrids are the fey spirits of the mantis, appearing much like the fearsome insects. Natural tricksters,

they have earned a reputation as murderers, though their wrath is only roused when one of their own is harmed.

Mantrids have six arms, four of which are humanoid and two of which are insectoid claws. They also have four insectoid legs. They are only slightly larger than actual praying mantises, with greenish skin and eyes that are pits of glossy black. At night, their abdomens glow softly, giving the false appearance of fey-like innocence from afar.

MERCURIAL

SMALL OUTSIDER, ANY CHAOTIC

ARMOR CLASS: 16

HIT POINTS: 7 (2d6)

SPEED: 90ft (fly)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	16 (+3)	14 (+2)	15 (+2)

DAMAGE RESISTANCES: acid, fire, lightning, thunder, spell resistance

DAMAGE IMMUNITIES: poison, bludgeoning, piercing, and slashing from nonmagical attacks

CONDITION IMMUNITIES: grappled, paralyzed, petrified, poisoned, prone, restrained

SKILLS: Arcana +5, Perception +4, Survival +4

SENSES: Darkvision 120ft., ethereal vision, passive perception 14

LANGUAGES: Auran, Common, Celestial, Draconic, Infernal plus the native language of any master to whom they are bound.

CHALLENGE: 1/2 (50)

BOUND: A mercurial can travel to a distance away from its master of no more than 500 feet per level of the master. If a mercurial attempts to travel beyond this range, it encounters an unseen and impenetrable barrier.

ETHEREAL SIGHT: The mercurial can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

INCORPOREAL MOVEMENT: The mercurial can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

INCORPOREAL TOUCH. Melee Weapon Attack: +6 to hit, reach 5 ft., 1 target. *Hit:* 2 (1d4) Force damage, and target loses 1d4 points of Charisma. If Charisma reaches zero, the target stops moving, loses all sense of self and sentience, and is considered an object thereafter. The body begins to shut down and dies within 1d20 minutes unless Charisma is raised above zero, which can be done via Restoration, Greater Restoration, Wish, or a similar magical effect (though not Cure Wounds). Lost Charisma returns at a rate of 1d6 per short rest or entirely after a long rest.

DESCRIPTION: A mercurial is an insubstantial spirit from the Methetherial plane, blithe and carefree, existing only to experi-

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ence visual sensations. They have no physical form, existing as incorporeal creatures.

Mercurials have no sense of taste, touch, or smell. They can hear and see normally.

MERCURIAL, GREATER

MEDIUM OUTSIDER, ANY CHAOTIC

ARMOR CLASS: 15

HIT POINTS: 27 (5d8+5)

SPEED: 90ft. fly

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	17 (+3)	17 (+3)	14 (+2)

DAMAGE RESISTANCES: acid, fire, lightning, thunder, spell resistance

DAMAGE IMMUNITIES: poison, bludgeoning, piercing, and slashing from nonmagical attacks

CONDITION IMMUNITIES: grappled, paralyzed, petrified, poisoned, prone, restrained

VULNERABILITIES: *Dispel Magic*

SKILLS: Arcana +5, Perception +5, Religion +5, Survival +5

SENSES: Darkvision 120ft., ethereal vision, passive perception 16

LANGUAGES: Auran, Celestial, Common, Draconic, Infernal, native language of its master.

CHALLENGE: 1 (200 XP)

BOUND: A mercurial can travel to a distance away from its master of no more than 500 feet per level of the master. If a mercurial attempts to travel beyond this range, it encounters an unseen and impenetrable barrier.

DISPEL MAGIC: If a mercurial is the target of a *Dispel Magic* spell, and it fails a Charisma save (DC=caster's spell save DC), it is banished back to the methetherial plane for 1d6 hours. The mercurial's spell resistance does not work against this spell.

ETHEREAL SIGHT: The mercurial can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

INCORPOREAL MOVEMENT: The mercurial can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

INCORPOREAL TOUCH. Melee Weapon Attack: +6 to hit, reach 5 ft., 1 target. *Hit:* 3 (1d6) Force damage, and target loses 1d4 points of Charisma. If Charisma reaches zero, the target stops moving, loses all sense of self and sentience, and is considered an object thereafter. The body begins to shut down and dies within 1d20 minutes unless Charisma is raised above zero, which can be done via Restoration, Greater Restoration, Wish, or a similar magical effect (though not Cure Wounds). Lost Charisma returns at a rate of 1d6 per short rest or entirely after a long rest.

SUPREME MERCURIALS

Supreme Mercurials also exist; they have the same statistics as Greater Mercurials except they are Challenge 4 and have 9d8 hit dice (49 hp). Their spell Resistance is effective against *Dispel Magic*. They are worth 1,100 XP.

MOON CAT

TINY MAGICAL BEAST, UNALIGNED

ARMOR CLASS: 14

HIT POINTS: 5 (2d4)

SPEED: 30ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (0)	3 (-4)	12 (+1)	7 (-2)

CONDITION IMMUNITIES: Charmed, Paralyzed

SKILLS: Perception +5

SENSES: Darkvision 120ft, Passive Perception 15

CHALLENGE: ½ (100 XP)

MASS CHARM MONSTER: The moon cat automatically generates this effect when it appears. It need not speak the target's language – the moon cat's physical presence is sufficient to soothe those around it. Subjects must make a successful Wisdom save (DC 15) to resist.

PARALYSIS: Anyone who touches the moon cat in any way (even by striking it with a melee weapon) must make a successful Constitution save (DC 15) or be paralyzed for 1d6+4 minutes.

PORTENT: A moon cat can rub against a chosen target (treat as a touch attack), gifting it with a portent. The subject may make a Charisma save (DC 15) to resist. The CK rolls a 1d8 to determine the effect based on the current moon phase:

TABLE A-1: PORTENT EFFECT

MOON PHASE	WISH	CURSE
Full Moon	1-7	8
Waning Moon	1-5	6-8
New Moon	1	2-8
Waxing Moon	1-3	4-8

The subject is unaware of which effect he's received until he takes an action that plausibly triggers it. The exact nature of this miracle or curse is left to the whims of the CK, though it is suggested that he consult the *bestow curse* and *wish* spells for ideas. For a miracle, it's important that the CK describe circumstances so that the subject has a clear understanding of his situation, though unlike the spell, the character has no input into what occurs.

FLAWLESS TELEPORT: The moon cat uses this to hone in on the site to which it feels drawn. When its task is complete, the creature teleports back to its lair. Many a wizard has spent a lifetime searching for these places, to no avail.

ACTIONS

CLAW. Melee Weapon Attack: +4 to hit, Reach 5ft, 1 target.
Hit: 1 point slashing damage.

DESCRIPTION: The moon cat is a magical creature that appears only after moonrise, and only in those places (or to those people) who are about to suffer a crisis or experience a significant event. When the moon cat appears, its reason for being there is rarely clear, and the crisis or event it precipitates may not arrive for hours, days, or even weeks (depending on the scale of the event).

A moon cat is typically the size of a kitten, though sometimes it may assume the form of a full-grown cat. Its fur is pale silver and its eyes shine black. A faint, blue nimbus surrounds it at all times.

MUSE

MEDIUM OUTSIDER, ANY ALIGNMENT

ARMOR CLASS: 15
HIT POINTS: 16 (3d8+3)
SPEED: 30ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
0 (0)	12 (+1)	12 (+1)	18 (+4)	12 (+1)	18 (+4)

DAMAGE RESISTANCES: acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES: poison

CONDITION IMMUNITIES: grappled, paralyzed, petrified, poisoned, prone, restrained

SKILLS: Arcana +6, History +6, Insight +3, Nature +6, Perception +3, Perform +10, Religion +6, All musical instruments +10

SENSES: Passive perception 13

LANGUAGES: All languages

CHALLENGE: 2 (400 XP)

INCORPOREAL MOVEMENT: The mercurial can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

BONDED: The muse is bonded to the bard who summons it. The muse cannot move further than 30 feet away from the bard to whom it is bound. If the bard dies, the muse also dies.

INSPIRATION: The muse is able to use Bardic Inspiration as a third-level bard. It has 4d6 Bardic Inspiration dice.

MANIFESTATION: At will, the muse can manifest itself. While manifested, the muse becomes visible and assumes a physical form (which can be harmed and killed normally). While manifested, the muse cannot move farther than 30 feet from the bard (although if the bard moves, the muse must move with the bard).

ACTIONS

SHORT SWORD. Melee weapon attack: +3 to hit, reach 5 ft., 1 targets. *Hit:* 4 (1d6+1) slashing damage.

SHORT BOW. Ranged weapon attack: +3 to hit, range 30/120ft., 1 target. *Hit:* 3 (1d6) piercing damage.

DESCRIPTION: A muse is highly sought after by bards throughout the planes as a spiritual and creative guide. The muse is intimately tied to the bard who summons it.

A muse typically exists in an incorporeal form visible only to the bard to whom it is bound. As long as it remains in that form, it is essentially invulnerable to physical harm and can only be detected through magical means (such as a true seeing spell).

In order to use its powers, however, a muse must manifest. In manifesting itself, the muse takes on a physical form. The form is composed of pure energy, but can be injured normally. A muse may have any appearance in its physical manifestation (although representations of young women and animals are most typical).

NOBLE STAG

LARGE MAGICAL BEAST, UNALIGNED

ARMOR CLASS: 15
HIT POINTS: 45 (6d10+12)
SPEED: 50ft, fly 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (-2)	10 (0)	7 (-2)

CONDITION IMMUNITIES: Charmed, Paralyzed, Restrained

SKILLS: Athletics +5, Insight +8, Perception +8

SENSES: Darkvision 60ft, Passive perception 18

LANGUAGES: Telepathic communication

CHALLENGE: 3 (700)

LIMITED TELEPATHY: Noble stags are intelligent creatures, and even possess a limited telepathic ability which allows them to detect and read the thoughts and motives of those near them. This gives them a natural bonus to insight and perception, and allows them to communicate telepathically with any intelligent creature they can see, who can also see them.

MULTIATTACK: The noble stag attacks twice each round-once with its clawed feet and once with its horns (gore).

PLANE SHIFT: Despite their physical presence in the wild, and regardless of how rooted they may be in the world of mortals, noble stags can travel freely into the fey realms as well. In game terms this means they can plane shift (only themselves and only to and from the 'fey realms') as a bonus action.

ACTIONS

CLAWS. Melee weapon attack: +5 to hit, reach 5ft, one target. *Hit:* 7 (1d10+2) slashing damage.

GORE. Melee weapon attack: +5 to hit, reach 5ft, one target. *Hit:* 8 (1d12+2) slashing damage.

DESCRIPTION: Noble stags have a head and body similar to that of an antlered elk or deer, but with wings and legs like those of a giant eagle. They tend to make their nests atop high cliffs or boulder formations, though they sometimes nest amid the larger branches of particularly enormous trees.

Noble stags are forest spirits, living in peace within forests which have been untainted with evil. As a result, woodsmen,

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druids, and rangers often view the sighting of a noble stag as a sign of luck and good fortune. Although they have strong ties to the fey realms, and are natural beasts imbued with mystical power, noble stags nevertheless feed on a diet of grasses, bark, and roots. Noble stags are neither carnivorous nor naturally aggressive. They fight only if injured or ensnared, but struggle until exhausted or dead before permitting themselves to be captured. They fiercely protect their nests from invasion, and fight to protect their eggs or hatchlings if the male cannot successfully lure hunters away before the nest is discovered.

ARCANE VALUE OF A NOBLE STAG

The feathers and antlers of a noble stag can be used to enhance spells or increase weapon damage. The corpse of a male noble stag produces 1d100 usable feathers. The feathers can be used in two ways. Firstly, when used as a component in a *feather fall* spell, the feather of the noble stag doubles the normal duration of the spell, regardless of the caster's level. The feather loses its potency after one use. Secondly, if fashioned into a writing quill and used to scribe a *fly* spell, the noble stag's feather enhances the normal potency of the spell to function as though the spell had been cast using a spell slot one higher than was actually spent. The feather loses this magical property once the *fly* spell has been inscribed.

The antlers of a noble stag can be used to increase the potency of any weapons that spend time in the air. If fashioned into arrowheads, darts, or javelin tips, they increase the damage die of such weapons by one level (1d6 becomes a 1d8, etc.). A dozen arrowheads, darts, or javelin tips can be fashioned from each antler.

The heart of a noble stag contains the essence of its supernatural wisdom and intelligence. By eating the heart, a character gains one of the following abilities: 25% chance of *detect thoughts* (as per the spell), 25% chance of *clairvoyance* (as per the spell), 25% chance of *detect evil* (as per the spell), or 25% chance of wisdom (as per the potion). The ability can be used 1/short or long rest.

RAVIC

SMALL BEAST, LAWFUL GOOD

ARMOR CLASS: 13

HIT POINTS: 15 (4d6)

SPEED: 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	16 (+3)	11 (+0)	15 (+2)	17 (+3)	12 (+1)

CONDITION IMMUNITIES: charmed

SKILLS: Insight +5, Intimidation +3, Perception +5

SENSES: truesight 120 ft., passive Perception 15

LANGUAGES: Common, Elvish, Sylvan

CHALLENGE: 1/2 (100 XP)

KEEN HEARING AND SIGHT. The ravic has advantage on Wisdom (Perception) checks that rely on hearing or sight.

MIMICRY. The ravic can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

PACK TACTICS. The ravic has advantage on an attack roll against a creature if at least one of the ravic's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

BEAK. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

DESCRIPTION: Ravics are intelligent, eagle-sized birds that resemble blue feathered ravens with white talons, white beak and milky eyes.

"An honest man means a silent ravic."

- Folk Proverb

These birds do not caw; instead, they mimic any conversation that they have heard. Known for their honesty, ravics actively seek out falsehoods. Focusing on liars and thieves, ravics circle above these miscreants declaring their transgressions word for word in the villain's voice. They cannot be bribed or magically charmed so the only ways to end their display are for the target to confess their crimes, or the bird to be chased away or killed, though murdering a ravic is rarely the best course of action.

Pickpockets and scoundrels attract ravics like flies to dead bodies. However, even assassins who fear having their crimes pronounced avoid killing ravics. Murdering a ravic can result in a flock of the birds, known as a jury, gathering to pass judgment on the murderer. The punishment varies based on the laws of the land.

Incapable of lying, their storied honesty is so respected that some rural settlements present grievances before them and abide by the bird's ruling. In legend, ravics were known as divine truth given wing and were empowered to act as the ultimate judge of all, even kings.

Yet, ravics do not have a mystic command of the truth. They assess the situation using their owl-like hearing combined with their insight into humanoids to discern the truth of most statements. Able to detect illusions of all types, they are compelled to repeat what the object's true form is or what an illusion hides.

Unsubstantiated tales suggest that ravics were created as inquisitors of an ancient elvish state but left because the elves were so honest that they lacked cause to render any judgments.

Rogues and Ravics: When rogues receive mystical companions, the gods of good sometimes send a ravic as divine intervention. The ravic will announce to the reprobate that they are a conscience not a companion. If they witness misdeeds, the ravic will call them out, going so far as to recruit the local authorities to thwart their charge's actions. If possible, the bird will prod the

rogue down a righteous path and, if they commit no crimes, the ravic will offer them magical insight into the world around them.

Clerics, Paladins & Ravics: The good gods of justice and truth send messages through ravics to their followers. Due to their unwavering honesty, a ravic claiming to have a divine message can be taken as the voice of that deity. Clerics and paladins often find their guidance and integrity helpful in holy quests.

Certain mages and alchemists will buy ravic feathers. The feathers are useful in the creation of Zone of Truth potions. Each ravic feather used reduces the cost of the potion's creation by 25 gp up to half of the total.

JURY OF RAVICS

The thing I stole I took to be mine
It was not then but I thought "With time"
Through the market I took blind flight
Into a jury of birds whose sight gave me fright
Before me, before the market, before all of our eyes
The ravics challenged me repeating my lies
"I stole this and it will be mine with time" said the birds
"The birds the birds" shouted I "they used my words"
Words I tried to repudiate but it had my voice
Their "my words" left the mob no choice
They cut off my hand and branded me a thief
I buried my paw but only I felt grief
The people spoke and cast me out
My life ruined and I am without
If ever I knew an unbeatable he
It was the ravic who mimicked an honest me

REAPER

MEDIUM OUTSIDER, NEUTRAL

ARMOR CLASS: 20

HIT POINTS: 26 (4d8+4)

SPEED: fly 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	15 (+2)	15 (+2)	6 (-2)

DAMAGE VULNERABILITY: radiant

DAMAGE RESISTANCES: bludgeoning, slashing, piercing from nonmagical weapons

DAMAGE IMMUNITIES: necrotic, poison

CONDITION IMMUNITIES: Poisoned, restrained, paralyzed, petrified

SKILLS: Insight +5, Perception +5, Survival +5, Stealth +10

SENSES: Darkvision 120ft, Passive perception 15

LANGUAGES: All

CHALLENGE: 5 (1,800 XP)

ASSASSINATION: Any creature the reaper strikes with advantage, must succeed at a Constitution saving throw (DC 15) or suffer double damage from the attack.

CAUSE FEAR: REAPERS have the ability to cause fear in mortals. Beings affected by the reaper must flee as far from the reaper as possible at full speed for 2d6 rounds, and are thereafter frightened until the reaper leaves or is defeated. Beings that succeed in a Charisma saving throw (DC 15) are not afraid and may not be affected by that particular reaper again.

ETHEREAL SIGHT: The reaper can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

INCORPOREAL MOVEMENT: The reaper can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

INVISIBILITY (RECHARGE 6): As a bonus action, the reaper can become invisible. This ability lasts until it does something to reveal itself (such as attacking another creature).

PARALYSIS: Beings struck with the reaper's scythe must make a Wisdom save (DC 15) or become paralyzed for 1d4+4 rounds.

PLANE SHIFT: The reaper may transport between the mortal planes of existence and the Ethereal plane (or any demiplane therein) at will as a standard action. They do not have the power to bring the living with them to the land of the dead. While in the Ethereal plane it can neither affect nor be affected by creatures on the Prime Material.

SOUL COLLECTION: A reaper who kills a foe or is in the presence of a newly deceased body whose soul is unclaimed by any other deity or fiendish lord may trap the lost soul and claim it for their own master. Souls claimed by a reaper may not be raised by means of a *raise dead* or *reincarnate* spell. A *resurrection* spell cast on a body claimed by a reaper has an 80% chance of failure. Only a *wish*, or undertaking of a great quest into the land of the dead may bring the spirit and body of one thus claimed by a reaper to life again.

ACTIONS

ETHEREAL SCYTHE (LIFE DRAIN): Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

DESCRIPTION: These tall dark figures appear as an insubstantial skeletal humanoid, swathed in dusty robes of black velvet bearing a wicked silver bladed scythe whose handle is of polished ebony wood. Referred to by mortals as the Grim Reaper, these beings are the extra planar servants of the various Gods of Death who are sent to cull the souls of faithless mortals who have gone unclaimed by other gods. They appear at the moment of a being's demise, where they wait invisibly to claim the soul of their newly deceased for their benighted masters.

Reapers are seldom seen by mortals, save for times when death itself is near, or by those beings under the effect of *true seeing*, or *see invisible spells*, though their presence is considered a bad omen, and disconcerting to those who observe their dark work.

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ROCKLING

TINY BEAST, UNALIGNED

ARMOR CLASS: 13 (natural armor)

HIT POINTS: 2 (1d4)

SPEED: 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	10 (+0)	1 (-5)	8 (-1)	5 (-3)

DAMAGE RESISTANCE: Acid

SKILLS: Stealth +4, Survival +2

SENSES: Blindsight 10', Passive Perception 9

LANGUAGES: None.

CHALLENGE: 0 (10 XP)

ROCKY CAMOUFLAGE. The Rockling has advantage to hide check in rocky or sandy surfaces.

SURVIVOR. The Rockling has advantage on constitution checks to avoid starvation and dehydration.

ACTIONS

BITE. Melee weapon attack: +0 to hit, reach 5 ft., one target.

Hit: 1 piercing damage, plus 1 (1d2) acid damage.

DESCRIPTION: Rocklings are tiny size pillbug like cephalopods with a shell of stone and stubby toothlike tentacles. They live in desert biomes where their rock-like shells confer excellent camouflage while in natural sandy or rocky surfaces. Rocklings are also hardy creatures who can survive for months without water, eating pebbles, drawing sustenance from the non-metallic parts of the stone, and eliminating undigestable metals as a fine sand. They require very little food or water.

Normally harmless, Rocklings are nevertheless capable of an acid laced bite when provoked, which is quite painful; however, the creatures normally only bite when threatened or cornered.

Rocklings are rare, domesticatable as pets and summonable as familiars by wizards, warlocks, druids, rangers and sorcerers. A character with a rockling familiar may gain any one of the following special abilities, in lieu of choosing a familiar ability: +1 Natural Armor AC bonus; proficiency in Survival; resistance to acid damage. If the familiar is ever dismissed or dies, the special abilities are also lost.

SHADOW MASTIFF

MEDIUM OUTSIDER, NEUTRAL EVIL

ARMOR CLASS: 14

HIT POINTS: 30 (4d8 + 12)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	4 (-3)	12 (+1)	13 (+1)

SKILLS: Stealth +8, Perception +6, Survival +5

SENSES: Darkvision 60 ft., passive perception 16

LANGUAGES: —

CHALLENGE: 2 (200 XP)

BAY: When a shadow mastiff howls, all creatures within a 300-foot area who are not evil outsiders must succeed at a wisdom save (DC 13) or be panicked; on each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves out of range of this ability, the effect ends.

SCENT: Shadow mastiffs gain advantage on all wisdom checks related to their sense of smell.

SHADOW BLEND: Shadow mastiffs gain total concealment in any condition of illumination other than full daylight.

TRIP: Whenever the shadow mastiff hits an opponent with a bite attack, the opponent falls prone unless it succeeds at a dexterity save (DC 15). If the opponent fails this check, the shadow mastiff may make an immediate second bite attack as a bonus action.

ACTIONS

BITE. Melee weapon attack: +5 to hit, reach 5 ft., one target.

Hit: 7 (1d6+3) piercing damage.

DESCRIPTION: This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds. Shadow mastiffs cannot speak, but they understand Common.

SIREN (WATER NYMPH)

MEDIUM FEY, CHAOTIC NEUTRAL

ARMOR CLASS: 15

HIT POINTS: 23 (5d8)

SPEED: 30ft, swim 60ft

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	10 (0)	15 (+2)	17 (+3)	17 (+3)

DAMAGE VULNERABILITY: Cold iron

DAMAGE RESISTANCES: Bludgeoning, piercing and slashing from nonmagical weapons.

CONDITION IMMUNITIES: Charmed, paralyzed, poisoned, restrained

SKILLS: Athletics +8, Insight +5, Nature +4, Perception +5, Stealth +5, Survival +5

SENSES: Darkvision 60ft, Passive perception 15, tremorsense (water only)

LANGUAGES: Aquan, common, sylvan

CHALLENGE: 3 (700 XP)

AQUATIC TERRAIN: While in water, a water nymph is immune to the blinded condition and gains advantage on all Athletics, Survival, Perception and Stealth checks. Water nymphs can breathe both in water and in air, but for every minute a water nymph spends outside of water, she takes 4 (1d8) points of damage as her skin dries.

MULTIATTACK: The river nymph makes two attacks per round: one with its claws and one with its bite. If the nymph is armed, its weapon replaces its claw attack.

SIREN SONG: A water nymph can single out one individual at a time and use its siren song to lure him or her into the water. The victim must make a successful Charisma save DC 13 to avoid being drawn in. Once the victim has succumbed, he is charmed and will do anything the nymph asks, even unto death. Nothing breaks the charm unless it is dispelled (dispel magic or remove curse will work) or the water nymph is driven off or defeated. Blocking one's ears is partially effective, lowering the DC to 10. This ability is treated as a sonic charm attack.

SUNLIGHT VULNERABILITY: A water nymph in direct sunlight suffers disadvantage on all attacks, ability checks, skill checks and saving throws.

ACTIONS

BITE. Melee weapon attack: +5 to hit, reach 5ft., 1 target. *Hit:* 4 (1d4+2) piercing damage. Those bitten must make a DC 13 Constitution check or be poisoned until they complete a long rest.

CLAWS. Melee weapon attack: +5 to hit, reach 5ft., 1 target. *Hit:* 5 (1d6+2) slashing damage.

DESCRIPTION: Water nymphs are the solitary spirits of oceans, lakes, rivers and waterways. They are nocturnal, only appearing as the sun sets and disappearing again as the first rays of the sun cross the horizon.

In appearance they are lithe creatures, possessed of a child-like beauty. They are often wreathed in a faint nimbus of jewel-colored light – ruby, emerald, or sapphire. They frolic and dance among the waters of their river, leaving glowing paths behind them as they swim. Often their large, luminous eyes can be seen by sailors and night walkers staring out from the shadows.

Many know them as playfully mischievous creatures, but there is also a dark side to their existence. Each month, when the moon is new, water nymphs grow strange and fey. They still circle boats and approach the shores, but their eyes are no longer wide and childlike – instead their gaze is a quiet call to the mortals on whom it falls, luring them to a watery doom.

SHADOW HOMUNCULUS

SMALL CONSTRUCT, ANY ALIGNMENT

ARMOR CLASS: 15

HIT POINTS: 14 (4d6)

SPEED: 20ft, fly 40ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (0)	10 (0)	10 (0)	7 (-2)

DAMAGE VULNERABILITY: radiant

DAMAGE IMMUNITIES: poison, necrotic

DAMAGE RESISTANCE: bludgeoning, slashing and stabbing from nonmagical weapons.

CONDITION IMMUNITIES: charmed, poisoned

SENSES: Darkvision 60ft, Passive Perception 10

LANGUAGES: Understands any languages its creator speaks, but cannot speak.

CHALLENGE: 1/2 (100 XP)

TELEPATHIC BOND: While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

WEAKENING BITE: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or its strength score is reduced by the same amount. Strength cannot drop below 1 in this manner. Reduced strength lasts until the victim completes a long rest.

DESCRIPTION: Although similar to an undead shadow, shadow homunculi possess no link to the negative energy plane and are not nearly as dangerous. Despite this, they can serve as nearly undetectable spies and can be deadly opponents for the unprepared.

CUSTOM HOMUNCULI

The creation of customized homunculi is discussed in Chapter 13. The shadow homunculus is provided as an example of this-adding traits similar to those of a shadow to the homunculi, and increasing its challenge level accordingly. Creating a shadow homunculus costs 1,500 gp and requires a DC 15 Intelligence check, as well as successfully casting *enfeeble* and *unseen servant* on the final day of the ritual, in addition to the usual costs and requirements for creating a homunculus.

SKITTERWING

TINY FEY, NEUTRAL EVIL

ARMOR CLASS: 18

HIT POINTS: 4 (1d6)

SPEED: 5ft, 30ft fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	9 (-1)	16 (+3)	15 (+2)	12 (+1)

DAMAGE VULNERABILITY: Cold iron

DAMAGE RESISTANCES: bashing, slashing and stabbing from nonmagical weapons

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Charmed, poisoned

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SKILLS: Nature +5, Perception +4, Stealth +5, Survival +4
SENSES: Darkvision 60ft, Passive perception 14
LANGUAGES: Elven, gnomish, infernal, sylvan
CHALLENGE: 1/2 (100 XP)

FEY CHARM: By buzzing its wings near the ears of its victim, a skitterwing can use charm person on any Medium humanoid creature or smaller. This ability may be used 1/short rest, and only one subject can be dominated at a time. The save DC is 13 and it is wisdom-based.

PROTECTIVE AURA: Skitterwings enjoy a +4 deflection bonus to their AC, similar to a permanent *shield spell*.

ACTIONS

CLAWS. Melee weapon attack: +5 to hit, range 5ft, 1 target. *Hit:* 2 (1d4) damage and target must succeed at a DC 13 Charisma save or be charmed as though affected by Charm person.

DESCRIPTION: Skitterwings possess a deep affinity to water, and they are usually found in areas of marshland or near coastal rivers. In their natural form, skitterwings possess a fey-like beauty. They are slim, delicate creatures and their bodies are completely hairless. Their limbs, fingers and toes are all elongated, allowing them to walk on water by spreading their light body weight across the surface tension.

Few skitterwings remain, and they do their best to keep hidden from mortal eyes. In days long since gone, arcanists perfected rituals which enslaved the skitterwings. Since that time, skitterwings have been bound as the spies and servants of dark powers. Beneath the influence of the black rituals, the skitterwing's natural beauty has become corrupted – their gossamer wings turned to insectoid monstrosities and their skin stained, as though smeared with blood.

SPIRIT FLOWER

SMALL FEY, CHAOTIC GOOD

ARMOR CLASS: 12
HIT POINTS: 35 (10d6)
SPEED: 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	10 (0)	10 (0)	16 (+3)	7 (-2)

DAMAGE VULNERABILITY: cold iron
DAMAGE RESISTANCES: Bludgeoning, piercing, slashing from nonmagical weapons.
DAMAGE IMMUNITIES: Poison
CONDITION IMMUNITIES: Charmed, poisoned

SKILLS: Nature +3, Perception +4, Survival +4
SENSES: Darkvision 60ft, Passive perception 14
LANGUAGES: Druidic, elven, gnomish, sylvan
CHALLENGE: 6

INCORPOREAL MOVEMENT: The spirit flower can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

INVISIBILITY: Spirit flowers may become invisible (as the spell) 2/short rest. They can do this as a bonus action.

SPELLS: Spirit flowers are natural spellcasters who cast spells as a 9th-level druid (Spell slots 4/3/3/3/1; cantrips known: guidance, resistance, shillelagh), focusing on spells which heal, provide food and water, and give other means of succor, though they always maintain one or two combat-oriented spells just in case. They do not require components of any sort to use these spells, and can cast shillelagh on themselves, allowing a slam attack. Their spell save DC is 14.

PLANT HOME: As a standard action, a spirit flower may disincorporate and house her spirit in any spirit flower within 10 feet, or do the reverse and appear anywhere within 10 feet of the plant she was occupying. The spirit flower must complete a long rest within a flower every day, or die.

ACTIONS

SHILLELAGH. Melee weapon attack: +6 to hit, Reach 5ft, 1 target. *Hit:* 6 (1d8+2) bludgeoning damage. Spirit flowers avoid combat if at all possible and would much rather disincorporate and escape into a nearby flower than fight.

DESCRIPTION: These fey creatures manifest themselves as beautiful, translucent women wandering the desert and moving from one flower to the next, wherein they reside.

If these spirit women meet a traveler in distress during their wanderings, they immediately give whatever aid they can, using their magical abilities if necessary. They do not speak, and they administer care only to those who are in desperate straits and unattended. They will linger, however, if their attention is captured – some become enamored of young, handsome men. Others are captivated by small, pretty objects.

SPIRITOR

SMALL ELEMENTAL, ANY ALIGNMENT

ARMOR CLASS: 18
HIT POINTS: 10 (3d6)
SPEED: fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	10 (0)	7 (-2)	10 (0)	7 (-2)

DAMAGE VULNERABILITIES: Necrotic
DAMAGE RESISTANCES: thunder, lightning, and slashing, piercing, or bludgeoning from ranged weapons.
DAMAGE IMMUNITIES: Poison
CONDITION IMMUNITIES: Poisoned

SKILLS: Nature +0, Perception +2
SENSES: Darkvision 60 ft., passive perception 12
LANGUAGES: Auran, Common, Terran
CHALLENGE: 1/2 (100 XP)

AIR MASTERY: Airborne creatures suffer disadvantage to attack rolls against spirititors, and spirititors have resistance to all ranged weapon attacks.

DAZZLE (RECHARGE 6): The spiritor may discharge a fan-shaped burst of prismatic energy, affecting creatures as per the spell color spray.

ACTIONS

SLAM. Melee weapon attack: +2 to hit, Reach 5ft, 1 target.
Hit: 2 (1d4) bludgeoning damage.

DESCRIPTION: The spiritor resembles a multi-colored elemental, a swirling mass of vibrant hues, its physical form comprised of particles from all the Inner Planes, with the majority of its components being from the Plane of Air. A spiritor was once a Sorcerer's familiar, but it has gained freedom, and thus form. Spiritors appear as translucent, vaguely humanoid sheets of brightly colored air. They live only to experience life in its entire splendor and to embark upon quests of their own, as they are no longer subservient to their summoners.

ELDER AND ANCIENT SPIRITORS

Spiritors advance in Hit Dice by aging, gaining one HD per five years of freedom, so that after a century, the spiritor has advanced to a staggering 20 Hit Dice. For every four hit dice thus attained, the spiritor's Challenge increases by 1, and they increase any two ability scores by +1 each.

TREE WARRIOR

LARGE PLANT, NEUTRAL

ARMOR CLASS: 16
HIT POINTS: 55 (10d10)
SPEED: 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	11 (0)	10 (0)	16 (+3)	7 (-2)

DAMAGE RESISTANCES: Bludgeoning, Piercing, Slashing from nonmagical weapons.

DAMAGE IMMUNITIES: Cold, poison

DAMAGE VULNERABILITY: Fire

CONDITION IMMUNITIES: Poisoned

SKILLS: Stealth +5, Survival +6

SENSES: DARKVISION 60ft, Passive Perception 16

LANGUAGES: Common, druidic, sylvan

CHALLENGE: 6 (2,300 XP)

MULTIATTACK: the tree warrior may make both a branch slam and constricting entangle attack every round.

ACTIONS

CONSTRICTING ENTANGLE: The tree warrior has advantage on all grapple attempts. If it successfully grapples an opponent, that opponent is both grappled and restrained unless it successfully uses an action to make a DC 16 strength check and break free. Any creature thus entangled takes 9 (1d6+5) damage automatically every round that it fails to break free (in addition to any damage from further branch slam attacks the tree warrior chooses to make). The tree warrior can have up to 1d4 creatures grappled simultaneously.

BRANCH SLAM. Melee weapon attack: +8 to hit, reach 10ft, 1 target. *Hit:* 13 (2d8+5) slashing damage.

DESCRIPTION: Tree warriors are 10 to 14 feet tall, lean, and humanoid. Their bark is smooth and their hair and fingers have the appearance of long, supple willow branches. They were created to be the soldiers of the nature gods. In recent years, however, these gods have had little use for them. But they still wander the forests of the world, protecting them from harm.

WOODSHADE

TINY FEY, NEUTRAL EVIL

ARMOR CLASS: 18
HIT POINTS: 30 (10d4)
SPEED: Fly 90ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (0)	16 (+3)	16 (+3)	7 (-2)

DAMAGE VULNERABILITIES: Cold iron, radiant

DAMAGE RESISTANCES: Necrotic, bludgeoning, piercing and slashing from nonmagical weapons

DAMAGE IMMUNITIES: Critical hits, poison, disease

CONDITION IMMUNITIES: Charmed, diseased, paralyzed, petrified, poisoned, sleeping

SKILLS: Animal handling +6, nature +6, perception +6, stealth +7, survival +6

SENSES: Darkvision 120ft, Passive perception 16

LANGUAGES: Druidic, elven, sylvan

CHALLENGE: 5 (1,800 XP)

WILDERNESS MASTERY: The woodshade has advantage on all Animal Handling, nature, perception, stealth and survival checks, as well as on all saving throws while in a wooded area.

WILDERNESS ILLUSION: While in a forest or wooded area, the woodshade may use any druid spell of 5th level or lower at will as a normal action. Note that these affects are treated as the spell in question, except as detailed above (i.e. the Intelligence save, up to ten targets may be selected, etc.). As spell-like abilities, the woodshade does not require components to create these magical effects. The spell save DC for these spells is 14 (Wisdom based).

WOODLAND CANTRIP: The woodshade may cast any cantrip from the druid or bard spell list as a bonus action. The spell save DC for these spells is 14 (Wisdom based).

ACTIONS

SPELL. Magical attack: +5 to hit. Reach, Targets and Damage based on spell.

DESCRIPTION: Woodshades dwell in the dark, twisted hearts of the ancient forests of the world – forests whose history stretches back to the earliest annals of the world. They are black spirits who delight in destroying those who disturb their realms.

In its “natural” form a woodshade is nothing more than a small,

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black mass of roiling energy. But in the course of their lives they often gather the detritus of the forest to them, creating an animate clump of dead leaves, dry wood, and dirt. Few, however, are ever given the chance to actually see the woodshade, for it prefers to work its evil from afar.

WIZARD'S POPPET

TINY CONSTRUCT, NEUTRAL

ARMOR CLASS: 18

HIT POINTS: 7 (3d4)

SPEED: 20ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (0)	4 (-3)	10 (0)	7 (-2)

DAMAGE RESISTANCES: bludgeoning, piercing from nonmagical weapons

DAMAGE IMMUNITIES: Necrotic, poison

CONDITION IMMUNITIES: Charmed, poisoned, sleeping, incapacitated

SKILLS: Perception +2

SENSES: Darkvision 60ft, Passive perception 12

LANGUAGES: Understands its creator's language but cannot speak.

CHALLENGE: 1/2 (100 XP)

FIND TARGET: When ordered to find its chosen target, a poppet does so unerringly, as though guided by a *locate creature* spell which is unaffected by distance, polymorph, running water, or any other form of barrier or spell confusion.

SELF-REPAIR: Given enough time, and access to enough cloth, a poppet can repair itself by tearing off strips of cloth and adding them to its own body, allowing it to spend hit dice to recover damage during a short rest just as a player character could. In addition, the wizard's poppet recovers from a long rest just as a player character could. Finally, as a bonus action, the poppet can regain 1d4 hit points by shifting around its own body structure. It can do this 3/long rest times.

TELEPATHIC LINK: So long as the poppet is on the same plane of existence as its master, it can communicate telepathically with its master.

ACTIONS

ASSASSINATE (RECHARGE 6). Melee weapon attack: strike with advantage, reach 5ft, one target. *Hit:* triple maximum damage.

TINY BLADE: Melee weapon attack: +6 to hit, reach 5ft, one target. *Hit:* 6 (1d4+4) slashing damage.

DESCRIPTION: A wizard's poppet is a tiny doll given the semblance of life. They are capable of serving as menial labor, but the true purpose of their creation is assassination. During creation, a sympathetic link is created between the poppet and another (often by including a strand of hair in the other's body). Upon command, the poppet hunts its destined prey through the use of this unique connection

CONSTRUCTING THE WIZARD'S POPPET

A wizard's poppet is treated as a homunculus in most respects, including its creation. It costs 1,000 gp to create, including 10 gp for the body. Creating the body requires an intelligence check (DC 15). The ritual to animate the body requires a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of *discern location* and *true strike* on the final day of the ritual. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 13.

YETH HOUND

MEDIUM OUTSIDER, NEUTRAL EVIL

ARMOR CLASS: 20

HIT POINTS: 19 (3d8+6)

SPEED: 40 ft., fly 60 ft.

DAMAGE RESISTANCES: All / Silver, Holy or Magical

SKILLS: Perception +6, Survival +5

SENSES: Darkvision 60 ft.

LANGUAGES: –

CHALLENGE: 2 (200 XP)

BAY: When a yeth hound howls, all creatures within a 300-foot area who are not evil outsiders must succeed at a wisdom save (DC 13) or be panicked; on each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves out of range of this ability, the effect ends.

SCENT: Yeth hounds gain advantage on all wisdom checks related to their sense of smell.

SHADOW BLEND: Yeth hounds gain total concealment in any condition of illumination other than full daylight.

TRIP: Whenever the yeth hound hits an opponent with a bite attack, the opponent falls prone unless it succeeds at a dexterity save (DC 15). If the opponent fails this check, the yeth hound may make an immediate second bite attack as a bonus action.

ACTIONS

BITE. Melee weapon attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) piercing damage.

DESCRIPTION: Yeth hounds resemble a strange cross between a lynx and a hairless dog. Deep black in color and with watery, yellow eyes, the yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds. Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. Yeth hounds cannot speak, but understand Infernal. They are resistant to all damage unless the weapon string them is magical, holy or silver. Their own claws are treated as evil-aligned for purposes of overcoming damage reduction.

APPENDIX C: NEW SPELLS

CREATE DARK FAMILIAR

Level 3 Necromancy (Wizard)

CT 1 R: Touch D: Instantaneous
Sv: None SR: No Comp: V, S, M

This spell requires the body of a dead familiar and a 1,000 gp black pearl, both of which are consumed by the casting. Once cast, you create an obedient dark familiar (see Appendix B for details on this new monster). Further castings create additional dark familiars who follow your commands (assuming you can have multiple familiars). Aside from gaining multiple servants, the primary benefit you gain from additional dark familiars is the increase of your effective level for purposes of rebuking or commanding undead (see below for details).

A dark familiar is treated for all intents and purposes as a familiar, so this spell automatically fails if cast while you currently already have a familiar (unless you have a feat such as Summon Familiar or Improved Familiar that allows you to have multiple familiars, and even then, you'd still need to have the additional familiar slot unfulfilled – see Chapter 1 for details). The dark familiar gains all the abilities that any ordinary familiar you possessed would have, and it progresses in power as you do, though it also has special abilities inherent to dark familiars (see the entry in Appendix B).

As the dark familiar's master, you also gain the ability to Channel Divinity as an evil cleric of your arcane spellcaster level (through which you cast the spell). The only purpose for which you can use this Channel Divinity is to rebuke or command undead. For every additional dark familiar you command, your effective level for rebuking or commanding undead increases by three (this is the immediate benefit if this spell was cast as a Death spell). Because of this supernatural ability, necromantic mages with one or more dark familiars are often mistaken for clerics, a ruse such mages often foster, as enemies who believe they're facing a cleric may employ different tactics than they would if they knew they were facing a mage.

FAMILIAR SENSE LINK

Level 3 Divination (Wizard)

CT: 1 R: Touch D: 1 Round/Level
Sv: Wisdom Negates SR: Yes Comp: V, S

This spell allows you to see, hear, taste and touch what one of your familiars is experiencing, as per the Sensory Familiar Advantage (see Chapter 1 for details).

FAMILIAR SHAPE

Level 2 Transmutation (Druid)

CT: 1 Round R: Personal D: 1 Hour/Level
Sv: None SR: No Comp: V, S, DF

This spell allows you to change your shape to match that of your familiar. While so transformed, you gain all the

attacks, modes of movement, and physical traits of your familiar (Strength, Dexterity, Constitution, natural armor bonuses, natural attacks, special attacks and/or qualities dependent upon the familiar's physical form, etc.). Unless the familiar is capable of speech, you also lose your ability to do so while transformed by this spell. While transformed, it is impossible for others to tell master from familiar without the use of magic such *wish*, *true seeing*, etc. When you first change form, you regain hit points as if having rested for one day.

This spell cannot be used to transform into the shape of any familiar that does not appear as a normal animal (so it cannot allow you to assume the shape of a dragon or other mystical beast if you have such a creature as a familiar). If in doubt concerning a particular familiar, the spell cannot perform the transformation.

GUARDIAN CLOAK

Level 1 Transmutation (Wizard)

CT: 1 Action R: Touch D: 1 Round/Level
Sv: Wisdom Negates SR: Yes Comp: V, S, M

This spell causes your cloak, robe, or cape to animate and swirl about you. As the garment wreathes about, it provides cover and distraction for your familiar. Any Tiny sized creature attached to your body, resting at your feet, or resting upon a perch/staff you are holding gains the effect of soft cover (+4 bonus to AC). The animated cloak does not hinder or distract you in any way.

Material Component: A few cloak threads.

LIFE BOND

Level 8 Evocation (Druid)

CT: 1 Action R: Personal D: 1 Day
Sv: Constitution (Partial) SR: No Comp: V, S, DF

This spell binds your life force to that of a bonded familiar. While this binding lasts, you and your familiar may freely use hit points from each other as needed (i.e. if one or the other is wounded, the damage may be taken from the other's hit point pool, or split between the two in any ratio – the master always decides). This occurs as a free action and takes no concentration on the part of either master or familiar. In addition, while the binding lasts, both you and your familiar are immune to death from massive damage and spells that cause instant death or automatic failures on Death Saves. If either you or your familiar are dropped to 0 hit points while this spell is active, the other must make an immediate successful Constitution save or suffer 1d6 points of temporary Constitution damage in the effort to keep the other alive. Regardless of the outcome of the save, the target that was dropped to 0 hit points is instantaneously (as in before actual death occurs) healed as per a *heal* spell (same caster level as the original *life bond*), and the bond is broken.

Life bond can only create a bond between a master and one familiar at a time.

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PRESERVATION

Level 3 Necromancy (Wizard)

CT: 1 Hour	R: Touch	D: Permanent
Sv: None	SR: No	Comp: V, S, M

This spell is cast on the corpse of a recently deceased creature (no more than 30 minutes after death). If the creature's hide or natural weapons had magical, supernatural, or extraordinary properties, they are preserved, and remain even after a smith makes weapons or armor from the creature's body. For example, the hide of a unicorn that is preserved using *preservation* would still radiate its magic circle against evil. While the spell is permanent, the effect may be discharged upon use, depending on the creature and the ability. Note that while many animals have magical, supernatural or extraordinary abilities, it is ultimately up to the DM to decide if a particular ability remains with the creature's body when this spell is cast, and if so, whether it is discharged after a single use or not.

This spell is especially useful in preserving the magical properties inherent in the various body parts of a noble stag (see Appendix B – New Monsters for details).

APPENDIX D: NEW MAGIC ITEMS AND ARTIFACTS

AMULET OF THE FAMILIAR: The wearer's level is treated as 2 levels higher than it actually is for the purposes of determining her familiar's abilities, bonus Intelligence, Hit Dice, etc. If the amulet is lost or dispelled, the wearer's familiar(s) immediately revert to their typical statistics.

Price 5,000 gp.

ADAMANT HANDS: Appearing as a pair of sleek metal gloves with softy glowing fingertips, adamant hands permit a mercurial familiar (see Appendix B for more details of this new monster) the use of functioning "hands." The Illusionist's master must concentrate on the hands while the familiar moves over them. The hands respond to the mercurial's presence, and the familiar is then "wearing" the hands (much like a corporeal creature would don a pair of gloves). As long as the master concentrates, the mercurial can pick up, fetch, or wield any item normally useable by a Small size creature. The hands grant the mercurial a Strength of 11 for all such purposes.

Price 10,000 gp.

BRACELET OF ANIMAL COMPANIONSHIP: Bracelets of *animal companionship* can differ greatly from one another – some are cast of gold or silver, while others are carved from oak or cherry wood. A few of rare quality are even known to be crafted of mithril or adamantine. Similarly, the designs to be found upon a *bracelet of animal companionship* vary from the crude to the complex.

Whatever its physical properties, however, a *bracelet of animal companionship* always has worked into its design the likeness of a single animal – for example, an eagle, a bear, or an elk. The

TEETH OF ICE, CLAWS OF FIRE

Level 3 Evocation (Wizard)

CT: 1 Action	R: Touch	D: 1 Round/Level
Sv: Wisdom Negates	SR: Yes	Comp: V, S, F

When you cast this spell on a familiar, it allows the creature's natural attack(s) to do sonic, electric, acid, fire, or cold damage (you determine which at the time of the casting). The familiar inflicts its normal damage plus 1d4 bonus damage of the selected energy type. For example, a cat familiar inflicts 1 point of damage on a successful attack. With this spell, the cat familiar can inflict 1 point of damage plus 1d4 points of acid damage (note that acid is just an example, as any of the listed energy types could have been selected). Familiars that do not have natural attacks instead generate small rings of energy that they can emit towards enemies (treat this as a ranged touch attack with a maximum range of 20 feet). In addition to being granted the ability to deal the bonus selected energy damage with its natural attacks, familiars under the influence of this spell are also treated as if protected by a *resist energy* (selected energy) spell of the same caster level.

Material Component: Scented bee's wax applied to the familiar's claws, teeth, or skin.

wearer of the bracelet gains all the benefits and limitations of the Animal Companion Ability (see Chapter 1 for details), but only for the type of animal depicted on the *bracelet*.

For example, a character with a *bracelet of animal companionship* (mouse) could win the loyalty of a mouse (as per the Animal Companion Ability), but could not gain a rabbit – or even a rat – as an animal companion.

A *bracelet of animal companionship* cannot be forcibly removed from its wearer through non-magical means. If the wearer removes the *bracelet*, however, or if magical means are used to remove the *bracelet* (such as a *dispel magic* or *limited wish* spell), the wearer loses any current animal companion associated with it. Furthermore, even if the wearer replaces the *bracelet*, they are never able to regain their former animal companion (although they would be able to gain a new animal companion).

Price 10,000 gp; Weight 1 lb.

COLLAR OF PROTECTION: This braided leather collar or leg band provides magical protection in the form of a deflection bonus of +1 to +5 to an animal's AC.

Price 2,000 gp (+1 collar); 8,000 gp (+2 collar); 18,000 gp (+3 collar); 32,000 gp (+4 collar); 50,000 gp (+5 collar).

ENCHANTED BISCUITS: *Enchanted biscuits* are to animals what potions are to humanoids. One of these crunchy treats mimics the effect of a magic potion. The potion could be any potion found in the Fifth Edition GM's Guide, but is set for each biscuit. 1d4+1 biscuits are made/found in a batch. The magic contained in the biscuits is only usable by animals, beasts, and magical beasts.

Price varies by individual effect.

THE FALCONER'S GAUNTLET: The *falconer's gauntlet* is a heavily padded leather glove of the variety used in the training of birds of prey for hunting. The wearer of the gauntlet gains advantage on Handle Animal checks involving avian creatures. The wearer of the gauntlet can also summon a wild bird of prey to serve as their animal companion, as if they possessed the Animal Companion Ability.

Although the *falconer's gauntlet* need not always be worn to grant its owner an avian animal companion, if the owner loses it or it is stolen, destroyed, etc., the owner loses any current animal companion associated with it. Furthermore, even if the owner recovers the *bracelet*, they are never able to regain their former animal companion (although they would be able to gain a new animal companion).

Price 32,000 gp; Weight 3 lbs.

FAMILIAR'S JUG: These items normally appear to be small, earthenware jugs, but can take the form of almost any container of roughly the same size, such as a bottle or flask. The bearer of the *jug* may, on command, draw any one of his familiars within 100 feet into the *jug*. Doing so is a standard action, and the familiar's form begins to glow white and elongate toward the *jug*, until it is drawn entirely into the container. While inside, the familiar cannot be damaged by any external means, and is safe from other hazards of the environment such as cold or poison gas. The bearer may release the familiar with another standard action, to any unoccupied space within 30 feet (familiars are effectively trapped in the *jug* until released).

Note: In order to be successfully drawn into the *jug*, the familiar must be free of all constraints and within a clear, unobstructed view of the *jug's* wielder. If for some reason the familiar is not in control of its own actions, the creature that is in control is allowed a Wisdom save CL 20 to resist being drawn into the *jug*. A *familiar's jug* may never hold more than one familiar at a time.

Price 14,000 gp.

FAMILIAR'S KENNEL: Creatures entering a *familiar's kennel* are transported to an extradimensional space. Once the kennel door is closed, these creatures are protected from all physical attacks and are beyond the reach of spells (including divinations), unless those spells work across planes. The *kennel* can hold up to 16,000 pounds and up to 2 Medium, 8 Small, or 32 Tiny or smaller creatures, and is usually used to protect familiars and animal companions in times of crisis. Those in the kennel can see out of it through the 2-foot-by-2-foot barred window set into its door. Creatures inside the kennel may not open the door to release themselves.

Familiar kennels outwardly measure 4-feet-by-4-feet-by-5-feet. The door has 50 hit points and can only be destroyed by magic. While the door can be latched from the outside, it cannot be locked in the traditional sense. If destroyed, any creatures inside are immediately released into the same location (or adjacent, if that is impossible) as the *kennel* occupied before its destruction.

Price 28,000 gp; Weight 200 lbs.

KEEPSOUL PHIAL: If the automaton familiar of an Illusionist sustains enough damage that it is reduced to 0 hit points, the spirit within it is considered "dead" and the illusionist must journey again to the Methetherial to bind another (see Chapter 10 for details). As a safeguard against this event, however, the illusionist can protect the spirit by attuning it to a *keepsoul phial*.

A *keepsoul phial* is a magically crafted container approximately three inches long, usually made of glass or metal and sealed with a stopper of unalloyed silver. The phial can be embedded somewhere within the automaton's vessel itself. If the automaton is then destroyed, its spirit passes into the *keepsoul phial*, where it lies inert until the Illusionist embeds it inside another suitable – and undamaged – vessel.

The phial can also be used to transfer the automaton familiar's spirit to a new vessel, even if the old vessel has not been destroyed. The process of transferring an automaton familiar's spirit takes 1d4 hours and can be done during a long rest.

Price 100,000 gp.

RING OF FAMILIAR POWER: Many varieties of this ring exist, but most are simply plain, gold bands. There are three broad categories of *ring of familiar power*— standard, greater, and supreme. Each ring bears the power of a certain familiar ability, from any class list to which the creator has access – standard, greater, or supreme, depending on the type of ring. While a character is wearing one of these rings, all of his familiars gain the benefit of the familiar ability it supplies. Most familiar abilities are listed in Chapter 1, though some may be found in the various other chapters if the familiar ability in question is ordinarily specific to only one character class' familiars.

Price 4,000 gp (Standard), 16,000 gp (Improved), 32,000 gp (Supreme).

SUMMONING STONES: The *summoning stones* are translucent stones which glow with an inner light. One of the facets of each stone contains an inscribed likeness of a familiar. Use of a *summoning stone* summons a familiar of the type engraved upon the stone, as if the character possessed the appropriate Summon Familiar Ability. Each stone lasts for a single use and then grows dark. Note that this allows a character who ordinarily should not be able to have a familiar to have one. It also allows characters who already have familiars to summon an additional familiar.

Price 9,000 gp (Standard); 36,000 gp (Greater); 72,000 gp (Supreme).

TOME OF FAMILIAR POWER: The pages of this arcane tome relate secrets of the familiar's nature and existence. The words and diagrams are laced with a potent mystical effect, and reading the tome allows one who is bonded to a familiar to strengthen the magical servant by granting it two standard special abilities (as per the Empower Familiar Special Ability – see Chapter 1 for details). Once the book has been used in this fashion, the magic disappears – leaving the tome as a normal volume of blank pages. The two special abilities granted to the familiar are permanent and are in

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addition to all special abilities ordinarily gained to the familiar as the master progresses in power. Note that a *tome of familiar power* grants the two additional powers to only one familiar and that any given familiar can benefit from such a tome only once.

Price 27,500 gp; Weight 1 lb.

TOME OF GREATER FAMILIAR POWER: This volume contains more powerful familiar lore than the *tome of familiar power*, and the corresponding enchantment upon its pages is mightier as well. The words and diagrams are laced with a potent mystical effect, and reading the tome allows one bonded to a familiar to strengthen the magical servant by granting the familiar a greater special ability (as per the Greater Empower Familiar Special Ability – see Chapter 1 for details). As with a *tome of familiar power*, once the book has been used in this fashion, the magic disappears, leaving the tome as a normal volume of blank pages. The greater special ability granted to the familiar is permanent and is in addition to all special abilities ordinarily gained to the familiar as the master progresses in power. Note that a *tome of greater familiar power* grants the additional power to only one familiar and that any given familiar can benefit from such a tome only once.

Price 27,500 gp; Weight 1 lb.

TOME OF SUPREME FAMILIAR POWER: The secrets of this volume reveal the very essence of the familiar's existence, and the enchantment weaved from that knowledge can transform the familiar in unimaginable ways. The words and diagrams are laced with a potent mystical effect, and reading the tome allows one bonded to a familiar to strengthen the magical servant by granting the familiar a supreme special ability (as per the Supreme Empower Familiar Special Ability – see Chapter 1 for details). As with a *tome of familiar power*, once the book has been used in this fashion, the magic disappears – leaving the tome as a normal volume of blank pages. The supreme special ability granted to the familiar is permanent and is in addition to all special abilities ordinarily gained to the familiar as the master progresses in power. Note that a *tome of supreme familiar power* grants the additional power to only one familiar and that any given familiar can benefit from such a tome only once.

Price 55,000 gp; Weight 1 lb.

TOTEM COMPANION: Many varieties of this magic item exist, and all look different. Each is keyed to a certain type of creature that can function as an animal companion, and the appearance of the totem usually gives some hint as to the creature to which it is tied. For example, a *raven totem* might be made of a rough stick that dangles with black feathers, while a *tiger totem* may be an actual tiger's paw.

All *totems* have a command word, which is often, but not always, hidden somewhere on the item. When the command word is spoken, an animal of the appropriate type is summoned (as per the Animal Companion Special Ability – see Chapter 1 for details). The summoned animal becomes the animal companion to the one who summoned it. The summoned

animal functions as a normal animal companion in all ways (see the Animal Friendship Spell for details). Once the totem has been used in this fashion, the magic disappears – leaving the totem as a worthless talisman. The totem cannot be used to summon more than one companion at a time, though it can be used to summon an animal companion for characters that ordinarily cannot have them, and it can also be used to summon such an animal companion if the character already has one. The new animal companion and any that already exist do not restrict each other in any way. The animal companion can be released from service at any time without penalty, but if it is, it cannot be replaced without another *totem companion*.

Price 9,000 gp.

UNIQUE MAGIC ITEMS

The following magic items are one-of-a-kind items that lack the power of artifacts. All these magical items can be duplicated, though if any presently are, it is not common knowledge.

ASPERITY'S JESS: A jess is a long piece of leather used in falconry, commonly attached to one of the bird's legs. *Asperity's jess* was crafted to turn a familiar against its master. The *jess* may be tied to any animal or magical creature that appears to be an animal, such as animal companions or familiars. And, if the command word “asperity” is then uttered, followed by the name of a specific individual, the animal feels a coarse and biting enmity toward the named person. The animal is permitted a Wisdom Save (Challenge Level 5) to avoid this effect only if the named individual is a friend or companion to the animal. For instance, if the *jess* was tied around the leg of a knight's steed and the knight was then named as the target for the enmity, the horse would be allowed a saving throw to shrug off the effects. However, if the target was the knight's squire, the horse would receive no save. Specially bonded animals such as familiars, animal companions or a paladin's mount enjoy advantage on their saving throws.

The enmity generated by the *jess* is such that the animal attacks the target on sight. Though it does not fight to the death, it retreats only long enough to rest and recuperate in order to renew its assault at a later date. The enmity ends the moment the *asperity's jess* is removed. Even if the animal is intelligent, it may be unaware that the cause of its ire is the *jess*.

Price 20,000 gp; Weight 1 lb.

THE STORY OF ASPERITY'S JESS - A FABLE

One morning a stable boy discovered a body in the King's stable. The dead man was none other than the royal falconer. Apparently the man had been attacked by some horrible beast, as his chest bore long, bloody gashes. The King was stricken by grief, as the falconer was one of his closest friends and shrewdest advisors. The two of them had spent many mornings enjoying the hunt together. The King promised to execute the assassin by the very means used to murder the falconer—raking out his heart.

The investigation commenced. The chief of the watch ordered

the castle sealed and everyone inside interviewed at length. No one but the King and Queen were above suspicion. The chief watchman interrogated the entire castle roster, from the chamberlain and the court wizard, all the way down to the urchin children who scraped dung from the floor of the stable. Alas, no culprit was discovered.

Yet one spring morning, everything changed. One of the hounds tended by the kennel-master returned to his pen bearing in his jowls what appeared to be the bones of a great bird. Being something of a scholar in all matters dealing with animals, the kennel-master divined that the carcass was that of a falcon. In fact, the dead bird appeared very similar to that belonging to the murdered falconer-yet that falcon still lived. From where, then, had this bird originated?

Armed with this new bit of information, the chief of the watch cloaked himself with a spell to make him appear as a shadow, then hid in the aviary and spied upon the falconer's regal bird. For hours the bird did nothing more than groom itself, but then-just after the stroke of midnight's bell-the falcon spoke. Clearly the watchman beheld the bird conversing with an unseen partner. Immediately it became evident that the falcon was no ordinary animal, but a creature of high intelligence and cunning. The next day the chief of the watch dispatched several of his best spies, and soon he gathered enough evidence to convince the King of the truth – the falcon was actually the court wizard's familiar, and together the two of them were conspiring to disclose royal secrets to a foreign nation. The wizard would relate to the falcon everything he came to know while attending the King, and the falcon in turn would fly the messages to the enemy. The familiar had killed the falcon to assume its place, but was then forced to murder the falconer, as only that man could have discerned the familiar's true nature.

The King was livid and true to his vow – the wizard was executed in horrible fashion. The King commanded that a spell be placed upon the familiar, so that it turned against its master. And so it was. The wizard was lashed to a rack, and the familiar-in the clutches of a magical madness-used its talons to tear the man's heart from his body. The familiar itself was then put to death. It is said that the wizard's screams still echo in the dungeon on certain nights.

THE LINKS OF ESCAEBIR: The *links of Escaebir* consist of two small pieces of chain, each bearing nine interlocked iron rings. The *links* were once part of the mail hauberk worn by “The Beast-Friend, Escaebir.” Though Escaebir was slain in battle and his armor hewn from his body, these two portions of his mail bore sufficient arcane protection to survive the ages; their magic persists to this day.

The *links* are activated by sewing one into a mantle of masterwork chainmail worn by a sentient being, while the second set of *links* is fastened to the collar, bridle, or leash of any animal or magical beast friendly to the wearer of the mail. An emotional connection instantly forms between the two beings. So long as the bonded beings wear their *links*, they enjoy the following benefits:

They are aware of each other's physical state of health to the point that if one of them falls below half of their normal hit points, the other senses the injuries and is aware that its companion has been hurt. This ability functions as long as the two remain within 2 miles of one another and cannot be blocked by non-magical hindrances – even stone.

One of the two beings can voluntarily use its own hit dice in order to grant the other a healing boost equal to the same number of hit points, just as if the recipient creature had spent the hit die during a short rest (so the recipient must be wounded to gain a benefit). The creature giving up the hit points must be sentient and do so of its own volition, but this sacrifice may be done at any time as a bonus action (it need not occur during a rest). This ability functions as long as the two remain within 2 miles of one another and cannot be blocked by non-magical hindrances, even stone.

As long as the linked beings can clearly see each other's eyes, they may exchange mental communication. Usually this ability is limited to a maximum range of 50 feet, and is further restricted by the Intelligence rating of the beings. For example, a boar with an Intelligence of 2 would have difficulty understanding anything more than a simple instruction, and could not participate in any extended dialogue.

Price 47,000 gp; Weight 2 lbs. (each link).

MAJOR ARTIFACT

THE ROCK OF DEMETER: The *rock of Demeter* is a jutting pinnacle of seemingly natural stone, standing to roughly the height of a grown man. In times lost to the dim mists of memory, the goddess Demeter raised the *rock* as a symbol of the harmony she envisioned between man and nature – a testament to her twin spheres of influence, the harvest and the wild.

Throughout the ages, the *rock* has continued to serve as a holy site – sometimes tended by the priestesses of Demeter, at other times by the druids. At times it has been forgotten and lost to the woods, only to be later reclaimed (and then lost again). There are even those who say that there is more than one *rock*, or that the *rock* can be found in more than one place, or even that the *rock* moves from place to place. Whatever the truth of these rumors may be, the *rock of Demeter* is known to be possessed of a singular power – the extraordinary ability to form a bond between the creatures of nature and civilization.

Characters with the Summon Familiar, Improved Familiar, Summon Greater Familiar, or Supreme Familiar Ability (or similar class abilities) who touch the *rock of Demeter* may summon a familiar without performing their usual summoning ritual. Characters without the Summon Familiar, Improved Familiar, Summon Greater Familiar, or Supreme Familiar abilities (or characters with these abilities who already have their maximum number of familiars) who touch the *rock of Demeter* are gifted with a single animal companion (as per the Animal Companion Ability – see Chapter 1 for details).

A character may only use the *rock of Demeter* once each season. Weight: Cannot be moved.



APPENDIX E: DRAGON RIDERS

It is said that a prince of their people, Cynquil, came upon three dragons feasting on a bovine of his herd. He called to the dragons, not knowing their true nature and ordered them to be off, thinking he could, at least, salvage the meat. But the beasts only growled, the larger of them, turning from their kill to face the young man. Cynquil hesitated and, though armed with a sword and a shirt of chain, he did not know what strength the beasts possessed. He watched them through all the long morning.

Prince Cynquil saw the dragons were meticulous in their actions. As they ate, they cleaned themselves, and any disagreement caused them to stretch out their necks, and show their armored hides, fangs, or claws. They spoke to one another in their own tongue, though the words seemed to tumble into the air, more than from their throats or mouths. He listened to them and, using sorcery, he understood their language. Their pettiness amused the prince, as they bragged to one another of their deeds and misdeeds.

At last Cynquil rose and strode toward the dragons, and they growled, spreading wings across the ground and tails snapping to and fro. As Cynquil approached he cast runes into the air and walked among them, making him seem ever greater than he was. When he stood in their midst, he uttered more runes, casting them out and about to settle like chains upon the dragons; for they were charming runes and runes designed to ease one's mind and open it to suggestions. When he spoke, his tongue was honey and dripped of kindnesses, compliments, and other words of praise that made the dragon's minds ease, and they thought better of the prince.

Cynquil talked to the dragons of flying and wondered aloud how it must feel to fly so high in the heavens. In truth, he knew the pleasures of flight very well, for he piloted a craft that sailed the skies. And the greater of three dragons thought to himself that here was an ignorant creature who deserved his pity. The dragon offered to bare the prince aloft, thinking that later, he could shake this creature from his back and slay him. Cynquil climbed onto the dragon's back, and bound himself there with runes. Hardly had Cynquil finished his runes than the beast launched into the air, wings beating the winds into submission.

With powerful strokes the creature rose, flying clear of the forest. It climbed high and fast, rode the winds, and cut the clouds, and Cynquil knew such joy as no man or beast in all the wide world. His laughter pealed on high, and he called the dragon the greatest of all creatures of the sky, earth, and seas. The dragon's heart softened at these words, and it took a primal joy in the man's happiness. For many hours they flew, until the beast returned to the clearing and its kill. The dragon's companions had finished the feast, and looked up at their return.

Once upon the ground, Cynquil called the beast many complimentary names, and the dragon was secretly gratified. But then Cynquil challenged the dragon to battle, offering to spar with him, not to the death, but in contest only, for he deemed the dragon held might above all things. Indeed, he was a young dragon, but in the full of his power. The dragon thought to himself that

here was an easy proof of this creature's frail being, and took up the challenge. With deeds both bold and swift, Cynquil defeated the beast, wielding runes and blade in concert. When the dragon fell to his arms and might, it called for mercy, and Cynquil called him friend and servant and bound the beast to him.

"No mercy can I give, oh drake of heavens sent. For I deem you have held back the greater of your powers in this contest, and given me the victory for such a creature you are." Though, in truth Cynquil knew he had bested the dragon.

And the dragon became enamored of Cynquil and knew his words were true, and he was the greater of the two for he had spared the man. And it seemed to him that he must stay with the man, protect him, and allow him to visit the heavens on high.

So the first of the dragon riders came to be.

-The Andanuth

They are legendary figures, who many people believe to be a myth. Their presence blots out the sun, and they bring both hope to their allies and terror, mayhem and utter despair to their enemies. They are the most fearsome of warrior pairs in all the worlds of the Ultraverse. Warriors in gleaming scales and plate, their wicked lances shining in the sun as they dive on winged and scaled icons of horror, power and magic. They burn towns to the ground. They rescue villages beset by evil warlords. They take on the epic challenges from which even the most powerful warriors shrink.

They are dragon riders.

Every child at some point looks to the sky, observes the movement of the clouds, and dreams of soaring on the back of a dragon, free and unfettered by responsibility, by laws and rules, either performing great deeds of heroism or villainy. The truth, however, is that the life of a dragon rider is no easy course. It requires years of dedication and effort, and a singular desire to pursue that single goal: taming and binding the most mysterious, mythical and rare of creatures.

DRAGON RIDERS AND FAMILIARS

Being a true Dragon Rider entails far more than simply climbing on the back of a beast and taking flight. Even those rare wizards and warriors who manage to bond with a dragon as a familiar almost always find that the beast is unwilling to carry them in flight. Dragons are proud and willful creatures, and they serve others only at their own sufferance.

Indeed, CKs should consider that even if they choose to allow dragons as presented in the tables throughout this work, that the creatures could, at any given time, choose to simply leave the service of the player character. No magic, no matter how powerful, arcane or legendary, can bind the spirit of a dragon permanently. Such an event could occur due to campaign events, or because the CK has discovered that draconic familiars are simply too powerful to allow as companions at a given level.

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What does this mean to the player character in game, however? Generally speaking, if a dragon decides to leave the service of a player character, they should not suffer the full severe consequences of dismissing or losing a familiar through death. The loss of all of the benefits of having a familiar is generally enough, and as such the CK may consider allowing the character to undertake a new summoning ritual right away, at reduced cost in personal investment and money, to gain a replacement familiar.

In the end, the bond between a familiar and player character is in no way the same as that of the dragon rider and his compatriot and partner...for that is what a draconic mount is. It is not a steed that belongs to the rider. It is, rather, a mystically-bound ally and, in the best of cases, an unshakeable friend. Indeed, there have even been stories of true and deep love blossoming between riders and their mounts, which may result in the birth of half-dragon children, but these are so rare that none has ever been able to support a claim of knowing such a couple.

DRAGON RIDERS VS. DRAGON FAMILIARS

Herein lies another major problem for characters with draconic familiars: a familiar dragon will never reach an age at which it can truly engage in the binding with a character; at least, not within the character's playable lifetime. It takes thousands of years for a wyrmling or young dragon to reach the elder stage for the binding to be possible.

In game terms, this is simple: characters who opt for draconic familiars can never become dragon riders. It is never possible to have two of these noble creatures bound to your service, and an ancient dragon will always sense if a character has bound (or, enslaved, in their mind) another to them. This leads to immediate hostility from the elder dragon, which cannot be overcome by any means.

BECOMING A DRAGON RIDER IN GAME

In game terms, obtaining this deep understanding is the first part of the quest to become a dragon rider. There are few to no mechanics associated with this aspect of the quest; it is left entirely to the Castle Keeper and Player to work out how and when this insight develops, and how long it takes. At very least, however, it should take the vast majority of the character's adventuring career, through at least the entirety of early and mid-level gaming as the player gains more knowledge and insight about the way dragons work.

How does this occur? Does the player seek out stories from those who have battled and befriended dragons? Do they pore through ancient tomes and histories such as the *Andanuth*? Do they make efforts to actually engage with dragons in the wild (and if so, how do they even survive)?

On the other hand, do they simply try to mimic a cosmic understanding of the universal laws and source of all things, contemplating and exploring the nature of space and time to expand their own horizons? What direction do their studies and efforts take?

Remember that becoming a dragon rider is an all-consuming lifelong quest, and every single step the character takes must somehow inexorably lead this quest forward. The goal to become a dragon rider can be the focus of an entire campaign, and can make such a character difficult to play in your standard adventuring group, but nobody said the path to being a dragon rider was for novices! What follows is a general guideline to the three stages of becoming a dragon rider; it is left to the Castle Keeper and player to work out how this fits into the overall campaign arc.

THE PATH OF THE DRAGON RIDER

The path of the dragon rider is not an easy one, nor is it something that the character simply decides at some point to do. It is something that takes a lifetime of study and learning. It is a path that requires dedication and a deep understanding of the ways of dragons, something that most mortals are incapable of possessing. For it is only through this deep intuition and gnosis of the nature of these noble creatures that the hero is able to bind their soul to that of the dragon.

Becoming a dragon rider is, at its very core, a quest of destiny.

STAGE ONE: THE GNOSIS OF DRAGONS

Part of this training requires learning to ride beasts other than standard horses—particularly flying creatures such as the Pegasus, gryphon, hippogriff and peryton. These skills, however, can be learned by almost anyone with the skill and tenacity to tame such a beast and seek out the necessary training. Beast-riders are downright common as compared to dragon-riders.

No, the path of the dragon rider also requires the ability to parlay, barter and charm creatures of deep and vast intellect and nigh-unfathomable personality and outlook. It requires a gnosis, or innate understanding, of the depths of the cosmic soul that is the draconic essence. Gaining such insight is neither easy nor simple. It requires the ability to see the world in terms of centuries rather than years, to understand why the very cosmos works the way it does, and to feel and be one with the very spirit of not just the world, but of the entire Ultraverse.

This means that longer-lived races such as Elves have an advantage, for they, too, see the world in terms of centuries rather than years.

Paladins and clerics, who commune with their deities, also can develop this outlook by viewing the world through the eyes of the gods. Druids and rangers who study the deep mysteries of nature, and bards who look at the world in terms of the legends of millennia past also have the capability to develop such insight. Of course, wizards who plumb the depths of libraries for legendary languages, formulae and arcane arts lost to the mists of time are ripe for such depth of insight. Even barbarians, with their connection to the primal forces of Gaia herself, may draw upon the necessary insight and wisdom to understand the outlook of these creatures.

While it is not unheard of, it is rare for a standard rogue, soldier or even an honor-bound knight to become a dragon rider, and if they do, it is because they have spent their lives in pursuit of this noble path, and found a way to delve into the necessary arcane insights.

STAGE TWO: FINDING A DRAGON

The second stage in the quest is, of course, actually finding a dragon. This is never as easy as one would think. Dragons are, in general, solitary creatures that don't want to be found, and those that do are usually not the kind that could be converted into mounts.

Consider the sheer challenge of bonding with a Red Dragon that is currently sowing death and destruction over a village. The thing is unlikely to talk long enough to parlay with the character, and even assuming the character is powerful enough to defeat the creature in single combat (see below), this is a creature that would never permanently submit to such a relationship. Rather, it would need to be constantly subdued and bullied, and never grant the kinds of power and abilities one would expect from such a relationship.

To put it bluntly, you can beat a dragon into submission all you want—that's not going to stop it from flying 500 feet in the air, plucking you off its back, and dropping you.

Thus, the second stage in becoming a dragon rider is a quest to find a suitable dragon for companionship and riding. The details of this quest are left to the CK and player to determine, but should involve a harrowing journey of both research/investigation and physical trials.

Perhaps the character pores over ancient legends to find rumors of a dragon eyrie high in the mountains, beyond great perils and at a level where the air is so thin that mortals can barely breathe. The character must scale this mountain, and then overcome any number of guardians and traps the dragon has put in place before finding the dragon itself!

Alternately, what if a dragon senses, divines or otherwise hears that a questing hero is gathering information of the sort that could result in becoming a dragon rider, and actively seeks out the hero, perhaps in disguise, working either as a benefactor or in an effort to hinder and test the character, until the time is right for it to reveal itself, and issue the challenge of the Bond so as to gain the upper hand in the contest?

Imagine your hero in the midst of a great battle that could decide the fate of nations. Perhaps they are a general, leading a battalion in a desperate battle against hordes of demonic foes, and suddenly, the sage upon whose counsel they have depended for years reveals her true nature as an ancient gold dragon, and offers the general the opportunity to gain that which they have sought their whole life...the catch? They have to abandon the battle and test their wits and skill against the dragon.

The rewards could mean turning the tide of the war when they return weeks later on the back of their new steed. The price to

be paid, however, is horrific: the current battle will almost certainly be lost without them, and their forces, at best, decimated. The choice is clear, however: such an opportunity comes but once in a hero's life.

STAGE THREE: THE BOND

The third stage in becoming a dragon rider is bonding with the dragon. This requires a great deal of effort, and only the greatest heroes and icons have any prayer of succeeding. The final process of becoming a dragon rider is The Binding. Only older dragons can be bound—even Adult dragons are too young to have the mystical connection to their cosmic spirit for binding.

WHY OLDER DRAGONS?

Clever and attentive readers will have noticed that according to The Andanuth, the first Dragon Rider was able to bind himself to a "young" dragon that was still "in the full of its power." This is both legend and truth; following this first Bond, the Prince took the secrets of Binding to Men, and in those ancient days a fleet of Dragon Riders appeared.

When word spread to the other dragons in the world, the most ancient and venerable of the species gathered in a rare Conclave and enacted powerful magics to protect their kind from such mortal depredations. Such a Conclave among these arrogant and regal creatures hadn't happened in tens of thousands of years, and likely will never happen again. Indeed, a number of ancient dragons perished in arrogance and the searing of breath weapons before an accord was reached.

Still, realizing the potential benefits of such a bond, they kept the secrets to themselves, allowing only the most revered and powerful amongst them the ability to open the Bonding. Since those days, only the greatest heroes—perhaps one in a generation—have had the ability to bond with a creature... and change the very shape of history itself.

If the hero thought getting to this point was difficult, they've seen nothing yet. The numbers of those who have successfully sought out a dragon after lifetime of study only to be sent away empty-handed, their memories of the experience wiped along with all their vaunted knowledge of dragons (or worse; the dragon simply eats them alive) may number in the thousands, for once the Challenge of Bonding is issued, the dragon and hero are inexorably linked, and failure means the dragon can do with the hero's mind and body exactly as it desires...

THE CHALLENGE OF BONDING

When the hero finds themselves face-to-face with their intended mount, a series of contests and trials begins, placing the hero directly in single conflict with the dragon. The hero must succeed at this contest completely alone, without help of any kind from any other living being (though prayer is allowed; even dragons don't command the gods). The first stage is the issuance of a challenge to the dragon. This challenge must be

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perfectly worded and drawn from the years of knowledge the character has accumulated.

The hero must make a ability check using any mental ability (Intelligence, Wisdom or Charisma) they desire, but they must justify why they are using the ability they are, in character. That is to say, the player cannot say, "I'm using Charisma because it's my highest." Rather, they must explain how they are applying the specific mental ability to the check. Depending on how well they phrase their efforts, the CK may add a bonus to their efforts.

If the player succeeds, the dragon accepts the challenge, and the contest begins. If the player fails, they may try again, but at a cumulative -2 penalty per failed effort. In any case, if the player fails at five consecutive efforts to initiate the bonding, they have forever failed and may never attempt to bind with this dragon again. Whether or not another dragon may be receptive to the binding is left to the discretion of the CK.

DRAGONS ISSUING CHALLENGES

The scenario was discussed earlier of a dragon issuing the challenge to the player. In such a situation, the CK may have the player succeed at a check anyway, either to resist the challenge or even to accept it, the proper words being necessary by both parties to initiate the Challenge of Bonding. In no case, however, should this stage be a giveaway.

THE CONTEST OF POWER

If the first stage was a challenge of will, intellect and force of personality, the second stage of the Binding involves a contest of physical power and bearing. In this stage, the character must undergo a series of physical challenges in order to access the dragon itself. The dragon may place itself outside a series of obstacles the player must overcome. It may issue a separate quest, similar to the legendary Labors of Hercules. It may simply instigate single combat with the character (who in such a case must defeat the dragon without killing it, though the dragon will have no such compunctions!).

Here are just a few examples of obstacles the hero might have to overcome during the Contest of Power:

1. An apparently impassable gorge that must be crossed and may not be circumnavigated.
2. A series of increasingly powerful guardians that must be overcome.
3. A contest of puzzles, riddles or games that must be resolved.
4. An entire river that must be somehow re-routed.
5. Entertain the dragon with an epic tale, the likes of which it has never heard before.
6. Locate and return to the dragon an item of great power it covets.

Exactly how this stage plays out is left entirely up to the CK; however, keep in mind that if this is part of a campaign, it is a challenge that the hero must perform alone. This means it should be either brief (in game terms) or take place away from the table, with the hero temporarily removed from play and potentially replaced by a temporary surrogate for regular gaming sessions.

What it should never be, however, is a simple series of die rolls. This is the culmination of a life-long quest; make it exciting and put some thought into the challenges the character will have to face. It's possible they will need to engage more than one physical ability and even use their wits to overcome core weaknesses. This challenge needs to be deadly, exciting, thrilling and worthy of all of the time and effort spent.

Whether or not multiple attempts to overcome these obstacles are possible depends upon the nature of the challenges in question, and in any case any failed effort will result in penalties to future attempts.

THE FINAL BINDING

Even after all of this, the process is not complete. The dragon will after the hero completes the physical challenges, submit to the binding, but this requires an intricate ritual custom-tailored to the hero and this specific dragon. The ritual, again, is something the character has spent their entire lives researching and designing, and details of what it entails should not only be given at this time, but should have been a part of the overall quest. What components has the player had to gather, and what are their purposes? At very least this should cost many thousands of gold pieces in rare items, and possibly even the destruction of a magical artifact (something along the lines of an Orb of Dragon-kind which is consumed in the binding process would not be outside the realm of possibility or even unreasonable for this ritual).

The dragon will cooperate with the ritual at this stage and will not try to foul it or corrupt it in any way. By this time the hero has proven themselves worthy and the dragon is eager to see what might happen.

As the ritual completes, the hero must make one final SIEGE check, using their class' Prime Attribute—and must describe to the CK what the aspect of the ritual is that makes use of this ability. A wizard, for example, might have to recall a long and difficult incantation where mispronouncing a single word results in failure. A rogue might have to undergo an intricate series of steps, gestures and motions requiring all of her manual dexterity to achieve. A fighter might have to lift an item of power whose mass is greatly increased by the arcane forces at work, that it can be absorbed into the dragon. The possibilities are endless, and are left to the player to adequately justify to the CK.

Depending on how well (or poorly) the player did at their previous tests, they should receive bonuses or penalties to this final test, at the discretion of the Castle Keeper. If the check is successful, the dragon and player are mystically bound, their spirits becoming one, and the player may ride the dragon into battle.

If the check fails, the hero may never again attempt to bind with a dragon; they are unworthy and have paid a great price for their failure, and may well find themselves alone with no memory of what they faced, only the knowledge and emptiness of failure to chill them in the night. Alternately, the dragon may simply kill them outright for their failings.

This should be an all-or-nothing check. There's no second battle, no chance at redemption. If the character fails, all is lost. If the dragon chooses to let them go, they can continue their adventuring career. If not, they are dead, their mind, body and soul crushed by the mystical forces they have brought to bear. Whether they can at some point be resurrected or reincarnated is left to the discretion of the Castle Keeper.

RULES AND SYSTEMS

The DC for all ability checks during the process of Binding is equal to 8 + the dragon's proficiency bonus, plus its relevant ability bonus. Thus, it's possible that the character must face a series of very high DC checks. Through the process there may be a back-and-forth where sometimes the hero has the advantage; other times, the dragon does. This is to be determined by bonuses and penalties added to the hero's check.

In general, the player should make all checks, save a situation where combat occurs, in which case combat is played out as normal. A table of suggested bonuses and penalties follows. These are merely suggestions and should not be taken as an exhaustive list of the possible bonuses and penalties that could be racked up. Of course, in keeping with the simplicity of the 5th edition rules set, these penalties and bonuses can be sidelined in favor of simply granting advantage and disadvantage where appropriate. A separate column has been added to cover this option as well. Remember that a character can never have multiple instances of advantage and disadvantage. While this simplifies the overall challenge, it makes it less dynamic than tracking the level of success a character has achieved. In the end it's left to the CK.

TABLE A-2: BINDING CHECK MODIFIERS

Circumstance	Bonus/Penalty	Adv./Disadv.
Character has succeeded at a prior stage	+2/stage	Advantage
Each failed prior effort (even with subsequent success)	-2/failure	Disadvantage
Clever use of class ability (CK's discretion)	+1 to +10	Advantage
Successfully appealing to the dragon's ego	+5	Advantage
Demonstrating prowess, exceptional skill, expertise that impresses the dragon	+1 to +10	Advantage
Insulting the dragon	-5 to -10	Disadvantage
Fumbling any die roll (natural 1; cumulative per failure)	-2/failure	Disadvantage
Critical success on any die roll (natural 20; cumulative for each)	+2/success	Advantage

POWER OF THE BOND

The ability to ride a dragon into battle and have it as a trusted companion is benefit enough, but the true power of a dragon rider lies in the mystical bond they have with their companion. In addition to the ability of riding, a bonded dragon is treated as both a Supreme Familiar and a Supreme Mount (see Chapters 1 and 2 for information) with all associated powers and abilities included. This is regardless of whether or not the character would normally have access to a mount or familiar.

In addition, the character gains additional special powers based on the species of dragon to whom they are bound. See the write-ups on each species, below, for more information.

THE CONTINUING STRUGGLE

Dragons are independent creatures and may tire of the companion so new checks must be made maybe time or event driven (such as the character does something against the dragon's alignment etc)

THE BENEFITS OF BEING A DRAGON RIDER

Becoming a true Dragon Rider carries with it certain measurable benefits—otherwise, why would anyone seek such a legendary status? The most obvious of these is that the dragon is treated in all ways as a Supreme Familiar to the Rider, with any and all associated abilities allowed to Supreme Familiars of the Rider's class and level (see individual chapters for more information). The sole exception to this is that the dragon at all times retains its free will and may choose to break the bond whenever it chooses to do so.

In addition to the full benefits of having (and being, in the dragon's case) a familiar, the Dragon Rider gains advantage on all checks to remain mounted on the dragon in combat. This bonus results from the synchronicity that arises from the bond between dragon and rider.

Next, the rider gains the ability to use a form of the dragon's breath weapon in a 15 foot stream, cone or cloud (depending on the individual breath weapon of the dragon species) dealing 8d6 damage (victims can succeed at a Dexterity save for half, with a CL equal to the hit die of the character). This breath weapon can be used once per day, per point of the character's Wisdom bonus.

Like many reptiles, dragons periodically shed their scales, dorsal spines and claws. The character also gains the ability to fashion armor and weapons from these discarded parts. The character can usually salvage 1-4 claws and/or spines total; enough to form one of the following: a long sword, a short sword and dagger, three daggers, or a score of arrows. Finally, the dragon will usually deign to allow the character access to its horde, which could contain other valuables at the CK's option.

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DRAGON WEAPONS

Weapon, rare (requires attunement)

These weapons are formed from the dragon's claws or spines. They function as +2 weapons which deal an additional 1d6 damage on a successful hit, of the same energy type as the beast's breath weapon. Dragon weapons are found as either a long sword, a matched short sword and dagger, a set of three matched daggers, or a score of arrows. Attuning to a set counts as a single attunement. In addition, characters who attune to a set of dragon weapons may also attune to a suit of dragon armor, and the whole counts as a single attunement, so long as the entire set is from the same type/color of dragon.

DRAGON SCALE MAIL

Armor (scale mail), very rare (requires attunement)

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Dragon	Resistance
Black	Acid
Gold	Fire
Blue	Lightning
Green	Poison
Brass	Fire
Red	Fire
Bronze	Lightning
Silver	Cold
Copper	Acid
White	Cold

THE DRACONIC RACES

Below you will find a write-up of each individual species of dragon describing its temperament, outlook on life, death and mortal relations, and the special abilities the rider gains from a bond with this species. In addition, each species includes a section on maintaining the bond between dragon and rider. Though permanent, this bond is tenuous and can be broken given the right situations. It requires constant and continual effort to maintain,

and many dragons actively seek a means by which they can escape what they may come to view as servitude to a mere mortal.

CHROMATIC DRAGONS

Chromatic dragons are the representatives of cosmic evil in the world. Whether lawful, neutral or chaotic in their ethical outlook, they all tend to be arrogant, self-important and superior. They look upon mortals as, at best, slave labor and toys with which to be played, and at worst, insects to be trampled underfoot. They care about two things only: treasure, and their own sense of greatness. It is rare that a goodly character will successfully bond with a chromatic dragon, though in certain lawful cases it has happened.

CHROMATIC DRAGONS AND ALIGNMENT

It should be considered, too, that alignments are proclivities towards which the species tends. Dragons are highly intelligent and independent creatures, which means that just because red dragons are generally chaotic evil, there could be a one in a million representative of the species who deviates from that alignment. This, however, is left to the GM to determine.

CHROMATIC DRAGONS AND POLYMORPH

There are many legendary stories of dragons walking the world disguised as men. It should be noted that this is absolutely not an inherent ability of dragons. Still, as ancient and intelligent as they are, many chromatic dragons possess powerful arcane spellcasting abilities, including polymorph self, a favorite spell among dragons. Any given dragon, depending on its age and knowledge, may or may not know this spell, in addition to any other spells and spell-like abilities they might have.

In addition, the act of engaging in a successful Binding allows the dragon to polymorph into the form of whatever species their rider represents—that is, if a dragon Binds with an elf, that dragon may then take on the form of an elf, as per the polymorph self spell. Should the bond ever break, the dragon loses this ability.

METALLIC DRAGONS

Metallic dragons are creatures that tend towards goodly alignments and are dedicated to protecting the world from corruption, and appreciating the lesser races (though the guideline regarding exceptions to alignment “rules” holds as true for metallics as it does for chromatics). For goodly dragon riders, these are most often the creatures that are best to seek out. Though not as vicious as chromatics, metallic dragons are more likely to form and maintain a bond for many years. They are incredibly curious creatures who enjoy engaging so-called “lesser beings,” if for no other reason than their own amusement.

METALLIC DRAGONS AND THE CONCLAVE

If the legends are to be believed, the singular conclave of dragons that limited the bond to its current state was probably comprised largely of metallics, as they are the only dragons who could've tolerated such a gathering. It is rumored that there

are still very ancient members of this species who remember the Conclave, and the way it nearly resulted in disaster for all dragonkind, but no one can claim to have encountered such an ancient creature.

It is true that metallic dragons have very long memories, and are prone to foggy associations. Indeed, they could have met a PC's great, great, great, great grandfather, many decades ago, and mistake the PC for that person, due to a basic similarity in appearance. After all, 100 years for a dragon is as a few days or a week to a human. If the ancestor was cruel, this could go very badly for the hero in question.

NATURAL SHAPESHIFTERS

Unlike chromatics, metallic dragons have a natural ability to shapeshift into standard humanoid or animal forms, and they can often be found walking among the cities, towns and villages of civilization, sometimes masquerading as powerful wizards or warriors to protect a town they view as their charge, while other times posing as a meager beggar or peasant to amuse themselves and learn about the cultures of humanity. There have even been stories of dragons falling in love with mortals and forming life-long relationships, their beloved never even knowing that their partner was a powerful dragon.

It is in fact this very shapeshifting ability that makes them so difficult to find and bind, as metallics will put mortals through great paces, misleading them and guiding them towards deadly challenges to prove themselves worthy to pair with the beast.

METALLIC DRAGON LAIRS

The lairs of metallic dragons are not nearly as deadly as those of chromatic dragons, but all are protected by very powerful magical effects, which for lower level characters can be nearly impossible to overcome, but fortunately are rarely fatal. In addition, if a dragon is curious about the intruder, trespasser or visitor, or the hero is welcome, the creature can choose to "turn off" these effects, allowing the character to find their way...or at least try to do so.

For more information about individual dragon variants, both chromatic and metallic, their powers and personalities, the effects their lairs have on the surrounding environs, and more, please see the 5th edition monsters tome.

THE PATH OF THE DRAGON RIDER

Each class walks a different path towards becoming a dragon rider. In game terms, this means a specialized archetype, path, circle, college, pact, oath or the like, depending on which class you choose. This section will detail the specialized paths for each class, which are taken in place of the standard archetypes chosen at second or third level for that class.

BARBARIAN PATH: THE PATH OF THE DRAGON RIDER

Barbarians known from a young age that they are drawn to dragons, and choose to walk the Path of the Dragon Rider due to a primal urge that pulls them in this direction. Barbarian

Dragon Riders are almost always outcasts to their tribe, wandering the world alone to answer the call of these noble and fearsome creatures.

CLAWS OF THE DRAGON

At 3rd level, the barbarian grows claw-like fingernails which grant an unarmed attack. The barbarian can, as a bonus action, make a second attack using these claws each round. The claws deal 1d6 points of damage, and the barbarian is never considered unarmed unless he chooses to be.

FURY OF THE DRAGON

At 6th level, the Barbarian can tap into the primal fury of a dragon; choose an energy type from among poison, lightning, fire, cold or acid. While raging the barbarian gains resistance to attacks from this energy and immunity to conditions imposed by this energy, for the duration of the rage.

DRAGON FEAR

At 10th level the barbarian calls upon the natural intimidating presence of the dragon, which can be used to frighten opponents. you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

DRACONIC RESISTANCE

At 14th level, the barbarian may spend their reaction to make a Constitution save with advantage whenever subject to a breath weapon of the same energy type; the DC of this save is the same as any normal save that would be allowed. If this save is successful, the Barbarian takes no damage from the attack.

THE BINDING

At 17th level, the Barbarian is ready to begin his quest for the Binding. The hero feels an inexorable pull towards the dragon upon whose primal urges they have been drawing. This dragon must have a breath weapon whose energy type is the same as that chosen with the Fury of the Dragon ability.

BARD COLLEGE: THE COLLEGE OF DRACONIC LORE

Bards pursue their quest to become a dragon rider through deep study of the myths, legends and stories of dragonkind, gradually narrowing their focus down to a specific dragon to whom they are inexorably drawn, to form a Binding.

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BONUS PROFICIENCIES

When you join the College of Draconic Lore at 3rd level, you gain Proficiency in three skills drawn from the following list: Animal Handling, Arcana, Deception, History, Insight, Investigation, Persuasion, or Religion. In addition, you gain proficiency with a special new skill: Draconic Lore.

DRACONIC LORE: Your Intelligence (Draconic Lore) check measures your ability to recall lore about dragons both general and specific, their various species and age levels, their social, breeding and feeding patters, their general personality quirks, their general proclivities, lairs and treasure hoards.

TREAT WITH DRAGONS

Also at 3rd level, you gain the ability to speak with dragons. This includes not only the draconic language, but knowledge of how draconic minds work and the best way to engage, interest and influence them. While this is especially useful while dealing directly with these beasts, you may also spend an Inspiration die to gain advantage on Persuade, Insight and Deception checks against other creatures with whom you engage, due to your ability to use a long perspective and circular logic to convince and otherwise confuse them.

DRAGON MAGIC

At 6th level, you gain a mystical connection to a specific dragon, which grants you additional magical abilities. You may well not know anything about this dragon yet, though the spells you gain provide some clue as to its species. You learn two spells of your choice from any spell list, but they must be spells that are in some way related to your dragon. This could mean spells related to the same energy as a dragon's breath weapon (lightning, fire, acid, etc.), spells that alter your shape or form, or other spells of the like. Your CK may assign you these spells, or at the very least should approve your choices. The spells must be of a level you can currently cast, and count as bard spells for you, but don't count against your maximum number of spells known.

SUPERIOR DRACONIC LORE

At 14th level, the fruits of your research into draconic lore grant you Advantage on all Draconic Lore checks related to your species of dragon, as well as resistance to its breath weapon and magical abilities. In addition, you may spend a Bardic Inspiration die to gain advantage on saving throws against any attacks or effects based on any of acid, cold, fire, lighting or poison.

THE BINDING

At 17th level, you discover a trove of knowledge related to the specific dragon with whom you are destined to Bind including its name, rumors about the location of its lair, its personality, legends of its exploits, etc. These do not serve as an infallible road map to the dragon's location, but can act as a guide.

CLERIC DOMAIN: THE DRAGON DOMAIN

Clerics who seek to pursue the path of the Dragon Rider often choose the Dragon Domain for their specialized spellcasting. These clerics are devoted to a draconic deity, and gain their spells, powers and channel divinity abilities from this god.

DOMAIN SPELLS

Cleric Level	Spells
1	Burning hands, sleep
3	Acid arrow, scorching ray
5	Fly, lightning bolt
7	Dominate beast, ice storm
9	Cone of cold, cloudkill

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons, and in the Draconic Lore skill (see the Bard College of the Dragon Rider for information on this skill).

CHANNEL DIVINITY: INFLUENCE DRAGONS

Beginning at 2nd level, you may use your Channel Divinity ability to influence or combat draconic beings (including dragon-born). As a bonus action, by expending a use of Channel Divinity, you gain Advantage on any attack rolls, saving throws or ability checks made against draconic beings. This ability lasts for 2 rounds, and increases to 3 rounds at 6th level, to 4 rounds at 8th level, and to 5 rounds at 17th level.

BLESSING OF THE DRAGON

Beginning at 6th level, you gain resistance to one energy type, chosen from among acid, cold, fire, lightning or poison. This energy is linked to the dragon with whom you are destined to bond. By expending a use of Channel Divinity as a reaction, you can extend this resistance to one other creature for one round.

DRACONIC STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the energy of your destined dragon's breath weapon. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. This damage is of the same energy type to which you have resistance. When you reach 14th level, the extra damage increases to 2d8.

THE BINDING

When you reach 17th level, you are called to your quest to find and Bond with your dragon. You see the creature in dreams and hear whispers from the gods guiding you inexorably forward to find the creature. These visions will lead you to the place where you will first encounter the dragon, which may or may not be its lair.

TURN DRAGONS

At 17th level, you gain one additional use of Channel Divinity. In addition, you may now expend Channel Divinity to attempt to Turn dragons or draconic creatures (including dragonborn). This ability works exactly like Turn Undead, but applies to dragons and draconic creatures.

DRUIDIC CIRCLE: CIRCLE OF THE DRAGON

Druids who choose the Circle of the Dragon revere these creatures as the ultimate representatives of elemental power, the very incarnation of the forces of nature to be revered and respected. Those druids who choose this path are destined to attempt the Binding with a dragon at some point during their career, though as with other archetypes, neither they nor the dragon know it until they meet.

BONUS CANTRIP

When you choose this circle at 2nd level, you gain one additional cantrip. This cantrip can be from any list, but must be associated with one form of energy: acid, cold, fire, lightning or poison. This choice reflects the dragon with whom you are destined to Bind, and all future effects from this circle will relate to the same energy type. The cantrip is considered a druid spell to you.

IMPROVED WILD SHAPE

At 2nd level you also gain an improvement to your wild shape. You may assume forms up to a max CR of 1/2. At 4th level you may assume forms up to CR 1 and which have a flying speed, and at 8th level you may assume forms with a CR of up to 2.

You may also at 8th level use Wild Shape to transform into a dragonborn of the same type as your dragon patron. However, all of the normal restrictions for wild shape still apply; despite the fact that dragonborn can speak and have opposable thumbs, for example, you still cannot cast spells in this form. Unlike normal dragonborn, while in this shape you gain the option to make a claw attack or a bite attack, both dealing 1d6 damage and with which you are proficient, and you increase your existing AC by 2. Your claw and bite do not give you additional bonus actions; they are simply additional attack options.

CIRCLE SPELLS

Your mystical connection to the essence of dragonkind grants you additional spells as you increase in level. These spells count as druid spells to you, you always have them prepared, and they do not count against your maximum number of spells per day.

Druid Level	Spells
3	Acid arrow, scorching ray
5	Fly, lightning bolt
7	Dominare beast, ice storm
9	Cone of cold, cloudkill

ELEMENTAL RESISTANCE

At 6th level, you gain resistance against the type of energy you chose at second level when you entered this circle. In addition, any time you succeed at a saving throw against this type of energy which would normally result in half or reduced damage, you instead take no damage. You are also immune to conditions related to that damage type, if any.

PROTECTION FROM DRAGONS

At 10th level, you gain mystical protection against dragons. You are not subject to the effects of their fearful presence, you gain advantage on all saving throws against draconic attacks and magic, and dragons suffer disadvantage on attacks against you. Your saving throw advantage includes any saving throws for the effects of a dragon's lair on the surrounding environs. This ability does provide protection against dragonborn.

DRACONIC EMPATHY

Beginning at 14th level, dragons are loathe to attack you. When a dragon or dragonborn attempts to do so, it must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

THE BINDING

When you reach 17th level, you are inexorably called to find the dragon with whom you are destined to Bind. You see the creature in your dreams and are guided through natural signs and means towards its lair, where the process of Binding will begin. It may take several more levels of adventuring before you find the dragon, but at this stage, the calling occurs.

FIGHTER MARTIAL ARCHETYPE: THE DRAGON WARRIOR

Fighters who follow the Dragon Warrior martial archetype have directed their lives to the quest for a draconic mount. This dedication creates within them a mystical bond between fighter and the dragon to whom they will eventually Bond, though the two will not know this until they finally meet.

DRAGON STRIKE

When you choose this archetype at 3rd level, your melee weapon strikes inflict an additional 1d6 damage. This damage is of one of the following energy types: acid, cold, fire, lightning or poison. This represents the dragon species to which you will bind and can't be changed.

DRACONIC DEFENSE

When you reach 7th level, you draw strength from your draconic patron. You increase your Armor Class by 2, and gain one additional use of your Second Wind combat ability.

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DRACONIC COMBAT

At 10th level, you may choose a second fighting style or any one feat of your choice.

SUPERIOR DRAGON STRIKE

At 15th level, your melee weapon strikes inflict an extra d6 damage (for a total of 2d6) of the same energy type as your initial Dragon Strike ability. In addition, your ranged attacks also inflict this extra damage.

DRACONIC RESILIENCE

At 17th level, you gain Resistance against all of the dragon's magic and against its breath weapon energy type. If you succeed at a saving throw against your chosen energy type that would normally allow half or reduced damage, you instead take no damage. Finally, when fighting a dragon, if you are reduced to 0 hit points, you may as a reaction expend a use of Second Wind to regain hit points.

THE BINDING

At 17th level, you hear the call of the dragon with whom you are destined to bind. You are inexorably and instinctively drawn to the place where you will meet this dragon for the first time, which may or may not be its lair. It may take some time for you to complete this quest, but this is the moment it all begins...

MONK PATH: THE WAY OF THE DRAGON

Monks who follow the Way of the Dragon seek enlightenment through a mystical connection with these immortal creatures. They tend to have a long outlook on the world, infinite patience, and superior cleverness in the way they approach all things.

DRAGON STRIKE TECHNIQUE

At 3rd level when you choose this tradition, you gain a mystical connection with a specific dragon somewhere in the world, drawing upon its essence which creates an instinctive alteration in your martial arts style.

Choose one of the following types: acid, cold, fire, lightning or poison. The damage type is chosen when you choose this path and may not be changed. It reflects the species of dragon to which you are connected.

Whenever you attack a creature with one of the attacks from your Flurry of Blows, you may create one of the following effects.

- The creature you strike must make an immediate wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw each round, ending the effect on itself with a success. A creature that succeeds at this saving throw is immune to this effect for 24 hours.
- Deal an additional 1d4 damage to all hostile creatures in a 10-foot area. This damage is of your chosen energy type. Creatures within the burst are entitled to a Dexterity saving throw to negate the extra damage.

- The target of your attack must make a Strength saving throw or be moved 5 feet in a direction of your choosing, and knocked prone.

BODY OF THE DRAGON

Beginning at 11th level, you take on some of the qualities of your dragon's species. Your skin takes on a subtle color hue similar to that of the dragon, you gain immunity to the energy type you chose at level 3 (and associated conditions, if any), you gain darkvision 120ft, and you become proficient in perception and stealth. If you are already proficient in these skills, you gain expertise in them, adding your proficiency bonus twice. If you already have expertise in these skills, this ability has no additional effect.

KI BLAST

At 17th level, you may spend ki points to make ranged attacks with the type of energy you chose at level 3. For every point of ki you spend, you deal 1d6 damage with a successful attack. You make this attack as a normal ranged attack with a range increment of 120ft. Targets may succeed at a Dexterity save for half damage.

THE BINDING

At 17th level, you are called to journey to the dragon with whom you will bind. You hear its whispered voice in your mind and see visions of its lair in dreams. In your meditations you are instinctively drawn towards the location where you will first meet the creature (which may or may not be its lair).

PALADIN OATH: OATH OF THE DRAGON

Paladins who swear the Oath of the Dragon swear to uphold the tenets of an ancient and holy order of Dragon Riders, champions of the balance, with some siding on the forces of good, others with the forces of evil, and still others serving the balance between.

A Paladin called to this oath walks a difficult path, for while they must champion their side of the cosmic order, they must ensure that always a delicate balance is maintained—even Lawful Good Paladins of the Draconic Oath must sometimes allow evil to win, if good stands to tip the scales too far in its favor. It is a difficult path to follow and only the most stalwart can maintain it.

TENETS OF THE DRACONIC OATH

- Balance: the cosmic order of the universe depends on the delicate balance between good and evil, law and chaos. Support your side, but maintain the balance.
- Courage: Never fear to act, nor shy away from a challenge.
- Discretion: Discretion is the better part of valor. The Order is secret and must remain so.
- Respect: All dragons are noble creatures, worthy of respect and reverence. Show them just deference at all times.

OATH SPELLS

You gain additional oath spells at the listed paladin levels. If these spells are not normally paladin spells, they are for you. They are always prepared and do not count against your daily list of prepared spells.

Cleric Level	Spells
3	Burning hands, sleep
5	Acid arrow, scorching ray
9	Fly, lightning bolt
13	Dominare beast, ice storm
17	Cone of cold, cloudkill

ENERGY AFFINITY

At third level, when you take this oath, choose one type of energy from the following options: acid, cold, fire, lightning or poison. Once chosen, this energy type cannot be changed. This is your first tie to the dragon with whom you will eventually Bind.

CHANNEL DIVINITY

When you take this oath at third level, you also gain the following two Channel Divinity options:

ENERGY RESISTANCE: As a reaction, gain resistance to your energy type for one minute. All attack types from this energy deal half damage, and you gain advantage to all saving throws against attacks of this type.

DRACONIC WEAPON: As an action, imbue a weapon you are currently wielding with your energy type. For the next minute, it deals an additional 1d6 damage of that energy type. In addition, your attacks with that weapon count as magical for the duration. If you sheathe or drop the weapon, or fall unconscious, the effect ends.

AURA OF COURAGE

Beginning at 7th level, you and friendly creatures within 10 feet of you become immune to fear effects and cannot be subject to the frightened condition, so long as you are conscious. At 18th level, this aura increases to 30 feet.

PROTECTION FROM DRAGONS

Beginning at 15th level, your connection to your draconic patron grants you protection against the attacks of dragons. Dragons have disadvantage on attack rolls against you, and you have advantage on saving throws against their spells (if any) and breath weapon attacks.

THE BINDING

At 17th level, you hear the call of your draconic patron, who becomes aware of your destiny and sends out a mystical beacon to lead you to it, to begin the process of Binding. You are inexorably drawn to the place where you will meet the dragon, which may or may not be its lair, and you know why you are undertaking the journey.

DRACONIC BURST

At 20th level, as an action, you emit a burst of your energy type. This burst does 10d6 damage to everyone in a 30-foot radius. Victims within the blast radius can save for half damage. In order to use this ability, you must expend a use of Channel Divinity.

RANGER ARCHETYPE: THE DRAGONMASTER

Rangers who choose the dragonmaster are dedicated to learning all there is to know about these deadly, powerful and primal creatures. They view dragons much as druids do, as the personification of the elemental nature of the world.

DRAGON HUNTER

At 3rd level, once per round when you strike a reptilian creature or dragon with a normal attack in melee combat, you may immediately make a second melee attack against the same creature, with advantage. In addition, choose an energy type from among acid, cold, fire, lightning or poison. Your second attack, if it succeeds, deals an extra die of damage which is of this energy type, and magical. Once chosen, this energy type can't be changed."

FIGHTING STYLE

At 3rd level, choose a second fighting style from those available to the ranger.

DEFENSE OF THE DRAGON

At 7th level, you gain +2 to your armor class and resistance to the energy type you chose at level 3. You also gain advantage on saving throws to resist fear effects.

EXTRA ATTACK

At 7th level, you may attack twice instead of once, whenever you take the attack action. Each of these attacks is also subject to the effects of your Dragon Hunter ability.

EVASION

At 11th level, when you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

DRAGON WARRIOR

At 15th level, you gain immunity to fear effects and make all attacks against dragons and dragonborn at advantage. In addition, you gain one of the following abilities:

WHIRLWIND ATTACK: You may use your action to attack any number of creatures within 5 feet of you, with a separate attack roll for each. This ability does not stack with Extra Attack or Dragon Hunter.

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VOLLEY: You can use your action to make a ranged attack at any number of creatures within your weapon's range that you can see, with a separate attack roll against each. You must have ammunition to make these attacks. This ability does not stack with Extra Attack or Dragon Hunter.

THE BINDING

When you reach 17th level, you are inexorably called to find the dragon with whom you are destined to Bind. You see the creature in your dreams and are guided through natural signs and means towards its lair, where the process of Binding will begin. It may take several more levels of adventuring before you find the dragon, but at this stage, the calling occurs.

ROGUISH ARCHETYPE: THE DRAGON STALKER

Rogues who follow the Dragon Stalker archetype draw upon the innate magic of dragons to improve their deadly and stealthy abilities. They are some of the most feared rogues in the world.

DRAGON MAGIC

At 3rd level, you gain a number of magical abilities drawn from the essence of your draconic patron. Choose one of the following cantrips: Acid Splash (acid), Ray of Frost (cold), Sacred Flame (fire), Shocking Grasp (lightning), True Strike (poison). This cantrip represents an energy type as indicated in parentheses; once chosen this energy type cannot be changed. You may use this cantrip at will as a spell-like ability. If the cantrip would normally require material components, you do not require material components to use it.

In addition, choose any first-level spell. You may use this spell as a spell-like ability. It requires no components to use, and your spellcasting ability is Charisma. Any saving throws against your spells have a DC of 8 + Proficiency Bonus + Charisma Bonus. You may cast this spell one time, after which you require a long rest before casting it again. At 7th level, you may cast this spell again after completing a short or long rest.

DARKVISION

At third level when you choose this archetype, you gain darkvision out to 120 feet.

SHAPESHIFTING

At 9th level, you may use the Alter Self, Darkness, and Misty Step spells as spell-like abilities. You may use these spells in any order or combination you wish, but you have a number of slots equal to your Charisma modifier with which to cast them. When these slots are expended, you must complete a long rest before using them again.

DRAGON ENERGY ATTUNEMENT

At 13th level, you gain resistance against the energy type that you chose at 3rd level. In addition, your sneak attacks deal an

extra die of damage, which is of your chosen energy type. You are also immune to fear effects and the frightened condition.

DRACONIC SHIFT

At 17th level, you gain the ability to use Polymorph as a spell-like ability. This spell requires no material components, and you may only use it on yourself, not on others. You may use this ability once, after which you must take a long rest before using it again.

THE BINDING

When you reach 17th level, you are inexorably called to find the dragon with whom you are destined to Bind. You see the creature and hear its voice whispering to you in dreams, which guide you to the place where you will meet the dragon and the process of binding will begin. This place may or may not be its lair. It may take several more levels of adventuring before you find the dragon, but at this stage, the calling occurs.

SORCERERS AND THE DRACONIC BLOODLINE

Sorcerers do not need a new archetype to become dragon riders. Those who choose the Draconic Bloodline, at 17th level, may receive the Calling to bind with a dragon that shares an ancestral bond with them.

However, not every sorcerer of a draconic bloodline receives this call, and among those who do, many ignore it. Only a certain subset of sorcerers feel the call from an early age and devote their lives to this quest. For those who do receive the call, the following changes are made to the bloodline (which must be declared at first level):

IMPROVED ELEMENTAL AFFINITY

At 14th level, the Dragon Rider sorcerer does not gain Dragon Wings. Rather, they gain improved Elemental Affinity, which grants immunity to the damage type associated with their draconic ancestry (no expenditure of a sorcery point is necessary). In addition, the sorcerer gains the ability to use the breath weapon associated with their dragon. Using this breath weapon costs 1 sorcery point and it functions exactly as the breath weapon from a Dragonborn of the same ancestry, including damage by level (which thus begins at 4d6 and increases to 5d6 at 16th level). When the sorcerer becomes a dragon rider, they may spend sorcery points to gain additional uses of their draconic breath weapon.

NEW WARLOCK PATRON: THE DRAGON GOD

Some Warlocks are able to strike a pact with the god of all dragons, or the elemental source of dragonkind. Exactly who this is can vary from setting to setting—indeed, some settings have multiple dragon gods. In this case it is up to the player to determine which deity becomes their patron. As a result, the warlock gains expanded spells, and abilities at levels 1, 6, 10 and 14.

DRAGON GOD EXPANDED SPELLS

Spell Level	Spells
1	Burning hands, sleep
2	Acid arrow, scorching ray
3	Lightning bolt, stinking cloud
4	Dominate beast, ice storm
5	Cone of cold, cloudkill

DRAGONIC AFFINITY

At 1st level, choose a type of energy from these types: acid, cold, fire, lighting or poison. The energy type you choose is based on your affinity for a specific dragon, and represents the type of breath weapon that dragon uses. Once chosen, this energy type can never be changed.

DRAGONIC PRESENCE

In addition, starting at 1st level, you may cause each creature within ten feet of you to make a wisdom saving throw against your warlock spell save DC. Those creatures who fail their saving throws are frightened until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

ONE WITH THE DRAGON

Starting at 6th level, you gain an improved affinity to the energy type you chose at first level. You gain advantage on all saving throws against attacks from that energy type, and resistance to damage of that energy type.

In addition, you gain darkvision out to a 120ft. range.

SKIN OF THE DRAGON

Beginning at 10th level, your skin takes on a scaly sheen, which carries the vague hue of the dragon with whom you are destined to pair. You gain an Armor Class equal to 14 + your Dexterity modifier. This AC does not stack with worn armor.

POWER OF THE DRAGON

At 14th level, all of your attacks are treated as magical and deal an extra 2d6 damage, of the energy type with which you have affinity. In addition, you grow claws and fangs, which grant you a claw attack or bite attack dealing 1d6 damage. Finally, you gain multiattack; you can make one claw attack and one bite attack every round, in addition to your weapon attack.

THE BINDING

At 17th level, you receive a mystical calling from your dragon god to begin the process of Binding. You see the creature in dreams and hear whispers from your patron guiding you inexorably forward to find the creature. These dreams and visions will guide you to the place where you will first meet the dragon, which may or may not be its lair.

NEW WIZARD TRADITION: THE SCHOOL OF DRAGONIC MAGIC

Some rare wizards eschew the study of a specific school of magic, to focus their studies on the elemental magic that functions as the innate life force that connects all dragons. This school of magic inexorably binds the wizard to the draconic race, and provides special innate abilities geared towards this form of magic.

DRAGONIC AFFINITY

At 2nd level, when you choose this school, choose an energy type from among acid, cold, fire, lightning or poison. Once chosen, this energy type cannot be changed. The energy represents the breath weapon of the dragon with whom you will eventually Bond.

Whenever you copy a spell using this energy type into your spellbook, the normal time to do so is halved. Wizards who choose acid or poison as their energy type, may also halve the time it takes to copy spells dealing with air, mist or clouds into their spellbook.

ENERGY SAVANT

At 2nd level, whenever you cast a spell using the energy type with which you have affinity, you increase the DC of all saving throws by +1. You also gain advantage on saving throws against attacks, spells and damage from that energy type.

ENERGY MASTERY

At 6th level, whenever you must make a magical attack roll to strike with a spell, you gain advantage on that attack roll. In addition, you gain resistance against the energy type with which you have affinity, and you may choose to use your reaction to grant resistance to the same energy type to a number of creatures of your choice, within your line of sight and within 60 feet of you. Once you grant resistance to other creatures, you must complete a short rest or a long rest before you can grant resistance again.

ENERGY TRANSMUTATION

Starting at 10th level, you may change the energy type of any spell you cast to that of your attuned energy type. All other spell effects remain the same; only the damage and energy type change. Thus, a wizard who has affinity with fire could cast ice storm, and change the damage type to fire, or lightning bolt, but change the damage to fire. You may also add your intelligence modifier to the damage of any spell you cast using your attuned damage type, including those modified by this ability.

ENERGY MAXIMIZATION

Starting at 14th level, when you cast any spell of 5th level or below that uses your attuned energy type, you maximize the effects of that spell, including any variable range, area of effect and damage results. You may use this feature once without suf-

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fering ill effects. However, each time after you use it before you finish a long rest, you suffer 3d6 necrotic damage per level of the spell, as you cast. This necrotic damage ignores any immunity or resistance you may have.

THE BINDING

At 17th level, you receive a mystical summons that draws you inexorably toward your fate as a Dragon Rider. This summons manifests in whispered voices, dreams, visions and an instinctive pull to travel to a certain location where you will first meet your draconic partner with whom you will eventually begin the Binding process. This location may or may not be the dragon's lair.

DRAGON RIDERS AND POWER CREEP

There is no doubt whatsoever that introducing Dragon Riders into your game eventually serves to create a campaign of truly epic scale. How does a CK deal with this sort of thing? The first thing to keep in mind is that Dragon Riders do not receive the call to begin the Binding until 17th level, which is a great deal of game play before they get there. The process of actually completing the binding could, feasibly, take another level or even a few, meaning that your characters could reach 20th level before they actually become Dragon Riders.

The question, however, remains: if one player becomes a Rider and the others do not, what then? If not handled properly, the game could quickly turn into a “follow the leader” scenario where one character outshines the others. While it's not the

purview of this book to instruct you how to run your campaigns, there are several things you could try:

1. All the players become Dragon Riders, which could create an epic-powered game, while also having to contend with the fact that dragons, in general, do not get along with one another. The politics of keeping these strong-willed and independent creatures together could make for an interesting time.
2. Dragons generally don't care about adventure, excitement, fame and fortune. Indeed, they view their very rarity and anonymity as a survival tactic. This means that while the dragon will be happy to bear the rider when necessary and is pleased for the exchange of power that comes with the Bond, there will certainly be times where they simply don't go into the dungeon, or care to battle the evil overlord, simply because it doesn't interest them. This independence and willfulness, as well as their unique perspective on life, can be used to curb the power level of the game.
3. The CK can concoct other forms of power boost for the other players in the group, which grant them equal abilities to the Dragon Rider. It's not within the realm of this book to determine what those power boosts might be, but the various abilities herein could certainly serve as a jumping off point to create power sets.

Whichever approach you take, one thing is certain: Dragon Riders change the entire scope of your game in unique and exciting ways!

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