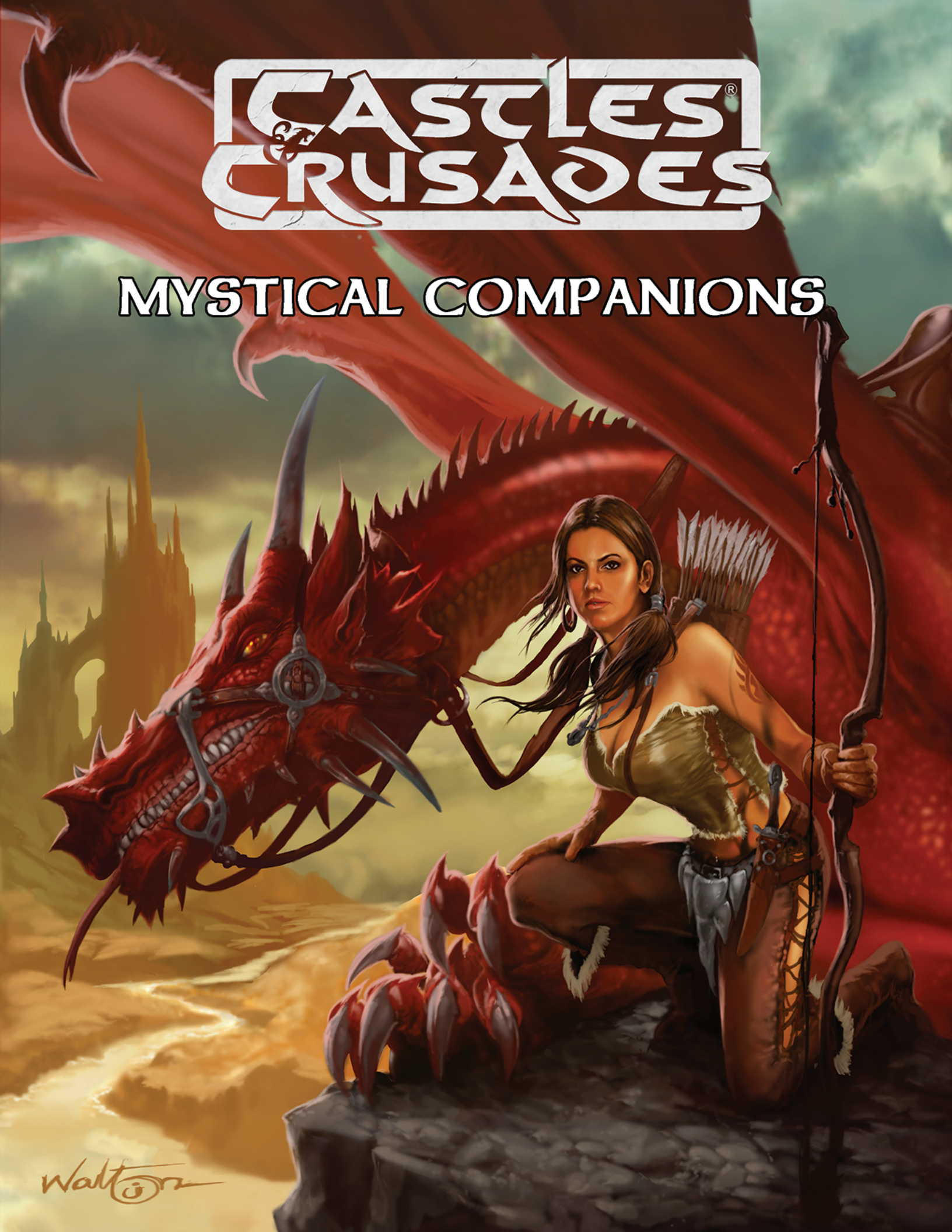


CASTLES & CRUSADES

MYSTICAL COMPANIONS



Waltson



MYSTICAL COMPANIONS

AUTHORS: CASEY CHRISTOFERSON, JUSTIN BACON, TOMMY RUTELEDGE, JOSH HUBBEL, LANCE HAWVERMILE, LUKE JOHNSON, STEPHEN VOGEL AND DAVE ZENZ

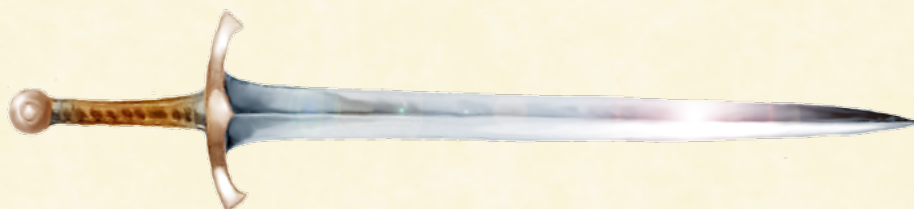
CONTRIBUTIONS BY CREATURE DESIGN: EGG EMBRY (Familiar: Ravic), KEVIN ALLEN (Familiar: Rockling)

EDITOR: JASON VEY, ALICIA STANLEY, TIM BURNS, JASON PECK, DAVIS CHENAULT, MARK SANDY

COVER ART: JASON WALTON

ART: PETER BRADLEY, JASON WALTON

ART DIRECTION/LAYOUT: PETER BRADLEY



1818 North Taylor, #143, Little Rock, AR, 72207

email: troll@trolllord.com

website: www.trolllord.com or

www.knightsofthecrusade.com

©2017 Troll Lord Games. All Rights Reserved. Castles & Crusades® is a registered Trademark of Chenault & Gray Publishing LLC, d/b/a Troll Lord Games. SIEGE Engine™ is Trademark of Chenault & Gray Publishing LLC, d/b/a Troll Lord Games. The Troll Lord Games, Castles & Crusades, SIEGE Engine, Troll Lord Games logos are Trademarks of Troll Lord Games. All Rights Reserved. 2017.

Art, artwork, cover art, cartography is copyright Peter Bradley of Ravenchilde Illustrations, 2017 or Troll Lord Games. All Rights Reserved. All content copyright 2017 Troll Lord Games. All Rights Reserved.

Printed in the United States of America

TABLE OF CONTENTS

CHAPTER 1: FAMILIARS AND COMPANIONS	5
CHAPTER 2: BARBARIAN FAMILIARS & SPECIAL MOUNTS	31
CHAPTER 3: THE BARD'S FAMILIAR	41
CHAPTER 4: THE CLERIC'S FAMILIAR	53
CHAPTER 5: THE DRUID'S FAMILIAR	59
CHAPTER 6: THE FIGHTER'S FAMILIAR	69
CHAPTER 7: MONK FAMILIARS	77
CHAPTER 8: PALADIN SPECIAL MOUNTS & FAMILIARS	85
CHAPTER 9: THE RANGER'S FAMILIAR	101
CHAPTER 10: THE ROGUE'S FAMILIAR	113
CHAPTER 11: THE ILLUSIONIST'S FAMILIAR	119
CHAPTER 12: THE WIZARD'S FAMILIAR	133
APPENDIX A: ANIMALS	139
APPENDIX B: NEW MONSTERS	151
APPENDIX C: NEW SPELLS	170
APPENDIX D: NEW MAGIC ITEMS AND ARTIFACTS	171
APPENDIX E: DRAGON RIDERS	175
INDEX	187



CHAPTER 1: FAMILIARS AND COMPANIONS

INTRODUCTION

Welcome to The Book of Familiars, a Castles & Crusades sourcebook meant to expand upon two of the most intriguing mystical elements of fantasy games - familiars and animal companions. The Book of Familiars 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.

A WORD OF EXPLANATION: This book requires that you have access to the **Castles & Crusades Player's Handbook** (PHB), the **Castle Keepers Guide** (CKG), and **Monsters & Treasure** (M&T) published by Troll Lord Games. Through out this book, we have used the term 'CK,' for Castle Keeper to indicate the person running the game, and 'player character' or 'PC' to refer to the characters created for the game. All character, kingdom or world names mentioned herein are meant as examples only, as The Book of Familiars is meant to serve as a generic sourcebook for all fantasy campaigns, though it is specifically geared for use in Castles & Crusades.

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:** 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 - such as Adept Summoner from the CKG- allow characters to gain more powerful familiars. If you plan to use the options in this book, it is assumed that Player Advantages as presented in the CKG are in effect for your game.

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 Advantage to duplicate its effects - allowing characters of any class to gain an animal companion.

- **NEW POWERS:** 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.
- **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.
- **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.
- **New Material for C&C classes!:** As its own D20 game, C&C offers differing character classes from other traditional Fantasy RPGs.

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.

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.

FAMILIAR BASICS

Use the basic statistics for a creature of the familiar's kind, as given in the **Monsters & Treasure**, **Monsters & Treasures of Aihrde**, or Appendixes A & B, 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.

CHAPTER 1

ATTACKS: Use the master’s base attack bonus, as calculated from all his classes, or the HD of the familiar, whichever is higher. Damage equals that of a normal creature of the familiar’s kind.

SAVING THROWS: For each saving throw, use either the familiar’s base save bonus (Mental, Physical, Both) or the master’s (as calculated from his class), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn’t share any of the other bonuses the master might have on saves (from race, magic items, or class abilities, for example).

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 may cast their spells through the familiar, and the familiar of a barbarian possessed of a whirlwind attack also has the ability to perform a whirlwind attack.

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.

NEW ADVANTAGES AND ABILITIES

As described in the CKG, players gain a new advantage as they gain a certain number of class levels, which vary by class. The points at which players gain new advantages are as follows:

CLASS	PROGRESSION
Fighters	1, 3, 6, 11, 15, and 20 th levels
Barbarians, Bards, Paladins, Knights, Monks	1, 2, 6, 12, 16 and 21 st levels
Clerics, Druids, Illusionists, Wizards	1, 4, 8, 12, 16, and 21 st levels
Assassins, Rogues, Rangers	1, 2, 6, 11, 16 and 21 st levels

The following new Advantages are meant to provide players with a wider range of options concerning their familiars and animal companions. While the CKG is not strictly necessary to use this book, the wealth of additional advantages can add a whole new dimension of character customization to your Castles & Crusades game.

TABLE 1-1: NEW ADVANTAGES

Familiar and Companion	Prerequisite
Animal Companion*	
Barbarian’s Mount	Barbarian 5 th Level+.

Companion Tricks	Animal Companion, Handle Animal 5 ranks.
Defense of the Familiar	Ability to summon a familiar (wizard level 1 or the Summon Familiar Advantage or Ability).
Dichotomous Ability	1 st Level Wizard +, ability to summon multiple familiars (via adding the appropriate Summon Familiar ability).
Empower Familiar	Ability to summon a familiar (wizard level 1 or the Summon Familiar Advantage or Ability).
Empower Familiar, Greater	Empower Familiar or Summon Greater Familiar.
Empower Familiar, Supreme	Greater Empower Familiar or Summon Supreme Familiar.
Empower Mount*	Paladin 5 th Level+ or Barbarian’s Mount ability.
Enhance Hero’s Weapon*	Hero’s Weapon ability.
Enlarge Mount*	Paladin level 5 th + or Barbarian’s Mount ability.
Expanded Terrain	Druid or ranger level 1 st +, Summon Familiar ability.
Fey Companion*	Bard 6 th level+.
Hero’s Weapon	Fighter 1 st level+, Cha 13.
Improved Familiar	Ability to summon a familiar (wizard level 1 or the Summon Familiar Advantage or Ability), compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).
Improved Sensory Familiar	Sensory Familiar.
Joined Turning	Summon Familiar ability, ability to turn undead.
Meditative Conveyance	Ability to summon a familiar (wizard level 1 or the Summon Familiar Advantage or Ability).
Meditative Conveyance, Improved	Meditative Conveyance.
Sensory Familiar	Ability to summon a familiar (wizard level 1 or the Summon Familiar Advantage or Ability).
Song of the Muse	Bard 5 th level +.
Special Mount, Greater	Barbarian or Paladin 7 th level+, Barbarian’s Mount ability or paladin’s special mount class ability.
Special Mount, Supreme	Barbarian, Knight or Paladin 12 th level+, Greater Special Mount ability.
Spur Mount	Knight 1 st level, or Mounted Combat Ability.
Strike of the Familiar	Ability to summon a familiar (wizard level 1 or the Summon Familiar Advantage or Ability).

Summon Diabolic Servant	Any neutral or evil alignment, arcane spell caster level 1 st +.
Summon Familiar*	
Summon Greater Familiar*	Ability to summon a familiar (Wizard level 1 or the Summon Familiar ability), 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	
Craft Nature Fetish	
Craft Woodland Familiar*	

* You can learn this ability multiple times.

DESCRIPTIONS OF NEW ADVANTAGES

The following advantages are available to all player characters who meet the prerequisites. As listed in the table above, they fall under Familiar and Companion Advantages and Item Creation Advantages, respectively.

ANIMAL COMPANION

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 in the exact same manner as a druid. Such an animal companion follows all the rules laid out under the Animal Friendship spell of the Castles & Crusades PHB, including what special abilities it has, the bonus tricks it can learn, etc. Instead of druid level, 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 dependant upon the character's fighter level.

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

SPECIAL: This ability may be purchased with advantages or experience points 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

FAMILIARS AND COMPANIONS

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 MOUNT

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

PREREQUISITES: Barbarian level 5th +.

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. Should the mount die, you must wait one year and a day before you can call for a new one.

COMPANION TRICKS (CHARISMA)

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 charisma check whose challenge level is dependent on the difficulty of the trick that the trainer seeks to teach. See Tricks.

CRAFT NATURE FETISH (INTELLIGENCE)

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

PREREQUISITES: Barbarian Level 5th +

BENEFIT: 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 Challenge Level is equal to 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 500gp.

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).

— MYSTICAL COMPANIONS 7

CHAPTER 1

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 (WISDOM)

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

PREREQUISITES: Druid level 10th+, Summon Familiar Ability or Advantage.

Benefits: Making a successful intelligence 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 CL for this check is 6 for a standard familiar, 10 for a greater familiar, and 15 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 **Monsters & Treasure**.

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 Methethereal.

PREREQUISITES: Illusionist 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 Methethereal (see Chapters 11 & 12 for details).

NORMAL: An Illusionist or wizard can only summon familiars of a single type from the Methethereal.

EMPOWER MOUNT [GENERAL]

Your mount gains a new ability.

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

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 (Illusionist/Wizard level 1 or the Summon Familiar Ability).

FAMILIARS AND COMPANIONS

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 ability scores, as detailed in **Monsters and Treasure**.)

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: Assassin Level 6+

BENEFIT: When performing an assassination, you summon a bound reaper to insure 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 loss of 1 level, though the assassin may attempt to summon another reaper at a future time, paying the extended costs associated costs of the Ensnare Reaper ability.

HANDLE ANIMAL (CHARISMA) [GENERAL]

PREREQUISITE: None

You gain the ability to train an animal in simple commands and complex tricks. You gain an advantage when attempting to communicate with animals.

TRAIN ANIMAL: Training an animal in a trick requires the selection of a trick from the Animal Companion Tricks list, and

CHAPTER 1

training the animal in the use of that trick. Training requires 1d4 weeks, and 20 gp worth of materials per HD of the animal trained, per trick. Once taught the Animal Handler may attempt to get their animal to “do” the trick by making a successful charisma check whose CL is equal to the HD of the animal.

Any given animal of “Animal intelligence” I.E. intelligence of 1-2 may learn 1d6+6 tricks. The number of tricks is to be determined at the onset of training the animal.

CALM ANIMAL: This ability is similar to the 1st level Druid spell in every way except the following. The attempt is a charisma check vs. the HD of the animal and may only be used on a single animal. Its effects last for as long as the character attempting to calm the animal is concentrating on the task.

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 (CL +7): 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 (CL +3): The animal comes to you, even if it normally would not do so.

DEFEND (CL +7): 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 (CL +3): 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 (CL +3): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

GUARD (CL +7): The animal stays in place and prevents others from approaching.

HEEL (CL +3): The animal follows you closely, even to places where it normally wouldn't go.

PERFORM (CL +3): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

SEEK (CL +3): The animal moves into an area and looks around for anything that is obviously alive or animate.

STAY (CL +3): 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 (CL +7): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

WORK (CL +3): The animal pulls or pushes a load up to twice his own weight.

COUNT (CL +3): 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 (CL +2): The animal digs at a given spot until commanded to stop.

FOLLOW (CL +3): The animal follows a specified creature or target at a discrete distance while attempting to avoid detection.

HIDE (CL +3): The animal hides to the best of its ability within a given area.

OBEY (CL +5): 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 ability 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 (CL +7): The animal attempts to pick the pocket of an indicated character using its dexterity. 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 Pick Pocket class ability, though the character performing the training does need to have this ability to teach it.

PROTECT (CL +5): The animal follows a specified creature or character and protects him from danger (like “Defend,” but for another character).

SYNCH (CL +10): 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

FAMILIARS AND COMPANIONS

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 (CL +13): As per the attack command, but the animal attempts to subdue its opponents rather than actually kill them.

For more information on handling animals and on what they can be trained to do, see the Handle Animal advantage.

HERO'S WEAPON [GENERAL]

Your favored weapon becomes imbued with magical intelligence - a powerful extension of your very body and soul.

PREREQUISITE: Fighter level 1st+, Cha 13

BENEFIT: The Fighter can create a hero's weapon (see "The Hero's Weapon" section of Chapter 6 for details). Upon taking this Ability, the fighter can choose any melee or ranged weapon in their possession. The weapon can even be magical, although it cannot be intelligent. Transforming the chosen weapon into a hero's weapon requires a ritual which takes a day and uses up materials that cost 1,000 gp. A hero's weapon is a magical, intelligent weapon. For a description of its properties, see Chapter 6.

If a hero's weapon is destroyed, they must attempt a constitution save (CL 5). If the saving throw is failed, the fighter loses a level. A successful saving throw reduces the loss to half that amount. Regardless of the loss, the experience point total can never go below zero as a result of the destruction of a hero's weapon.

If a hero's weapon is destroyed, however, the spirit and powers of the weapon may not be lost forever. The Fighter can repeat the original ritual (requiring a day and another 1,000 gp worth of materials) and enchant a new weapon with the same spirit and powers of the old weapon - essentially resurrecting a lost ally in a new form. However, this process only brings back magical properties which were inherent to the hero's weapon - not abilities which existed before the weapon became a hero's weapon, or which were added to the hero's weapon through an independent enchantment.

A hero's weapon cannot be freely used by others. In the hands of anyone save the Fighter, the hero's weapon bucks and resists, and any such wielder is always treated as if he had no proficiency with the weapon. In addition, none of the weapon's special powers, as laid out in Chapter 6, may be used by anyone except the fighter bonded to the weapon.

SPECIAL: This Ability can be selected as one of the fighter's bonus class Abilities.

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 Ability above).

PREREQUISITES: Ability to summon a new familiar (Illusionist/Wizard level 1 or the Summon Familiar Ability), compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).

BENEFIT: When choosing a familiar, the improved creatures listed 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.

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 a +1 effective level per familiar for the purposes of turning 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 (Wizard level 1 or the Summon Familiar Ability).

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 of the following abilities to your familiar (or familiars): stunning fist, evasion, deflect arrows, still mind,

CHAPTER 1

slow fall, purity of body, wholeness of body, improved evasion, ki strike, diamond body, abundant step, diamond soul, quivering palm, timeless body, tongue of the sun and moon, empty body, or perfect self. You must possess the ability in question in order to convey it to the familiar. The names given here match the names given for the monk's class abilities, or certain Abilities commonly associated with them. Identical abilities may exist under different names as other class abilities - these may also be conveyed. Abilities similar to these may also, at the Castle Keeper's discretion, be conveyed.

Entering a trance requires a standard action by both familiar and master. Leaving the trance requires a standard action (by both familiar and master). These actions do not provoke attacks of opportunity for the familiar, but they do provoke attacks of opportunity for the master (who is also considered helpless for the duration of the trance). The trance can be held indefinitely and there is no limit to the number of trances that may be entered per day. Only one ability may be conveyed, and this ability is selected at the time the trance is entered. In order to convey a different ability, the current trance must be dropped and a new trance begun.

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 the eligible powers can be conveyed to the familiar for the duration of the trance. Alternatively, you can still choose to convey only a single power while maintaining a lighter trance. 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 so to.

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

BENEFIT: You can, at will, by performing a full round action (this draws attacks of opportunity), 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. You may, however, terminate the connection at will.

SONG OF THE MUSE [GENERAL]

You can summon a muse to inspire you in art and song.

PREREQUISITES: Bard level 5th+

BENEFIT: You can summon a muse (see "The Song of the Muse" section of Chapter 3 for more details). 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 Fascinate check whose challenge level is equal to 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 one class level. 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.

SPECIAL: See the "Song of the Muse" section of Chapter 3 for details on muses and their abilities.

SPECIAL MOUNT, GREATER [GENERAL]

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

PREREQUISITES: Barbarian, Knight, or Paladin level 7th+, Barbarian's Mount Ability or paladin's special mount class ability.

BENEFIT: Your mount gains abilities according to Table 2-12: Greater Barbarian Special Mount (see the "Barbarian Mounts" section of Chapter 2) or Table 8-2: Greater Paladin Special Mount (see the "Paladin Special Mounts" section of Chapter 8), depending upon your class (either barbarian or paladin). Also, 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, Knight, or Paladin level 12th+, Greater Special Mount Ability.

BENEFIT: Your mount gains abilities according to Table 2-13: Supreme Barbarian Special Mount (see the "Barbarian Mounts" section of Chapter 2 for details) or Table 8-3: 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]

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 (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 you perform a full attack action, and you both attack the same opponent(s), then you both may make an additional attack at your respective highest Base Attack Bonus (albeit with a further -5 penalty).

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 receive only one additional attack, not an additional attack for each familiar.)

SUMMON FEY COMPANION [GENERAL]

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

PREREQUISITES: Bard level 6th+

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

The Song of the Fey is a bardic song, and performing the song counts as one of the bard's special abilities for the day. The song requires rare materials worth 1,000 gp, and the bard's very soul is put into the song's performance. Performing the song requires twelve hours, during which the bard must make a successful Fascinate check (the Challenge Level is set by the HD of fey creature you are calling out to). If you fail the check, you have failed to capture the full majesty and grandeur of the song. The material costs 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 Challenge Level is equal to 5+ the Hit Dice of the companion. If the saving throw fails, you lose one level as the melancholy and sorrow of the loss strikes your soul. However, your level can never go below one 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
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's result on a charisma Check

SPECIAL: This Ability may be taken multiple times. Each additional time it is taken, an additional fey companion can

CHAPTER 1

be taken. For example, a character who has taken this Ability twice can gain up to two fey companions. See Table 3-7: Fey Companions in Chapter 3 for a list of which fey creatures are available as fey companions.

SUMMON DIABOLICAL SERVANT [GENERAL]

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

PREREQUISITES: Any neutral or evil alignment, arcane spell caster level 1+.

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.

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 save vs. Magic whose saving throw is equal to the level of the caster. 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 Spell Resistance roll, dimensional travel, or a successful charisma check with a challenge level equal to the HD of the summoner. It can try each method once per day. If it breaks loose, it can flee or attack the spell caster.

As long as the creature remains imprisoned, the spell caster can attempt to compel the creature to become his servant once per day. The spell caster makes a charisma check opposed by the creature's charisma check (these are standard d20 rolls + the Level and charisma bonus of the summoner. If the creature wins the check, it refuses service. If the spell caster wins the check, the creature is bound as a diabolic servant (see Chapter 12 for details).

The spell caster can improve his odds of success by offering some form of reward. The Castle Keeper assigns a Challenge Level bonus based on the service and reward, from 0 to +6. This bonus applies to the character's charisma check. If the spell caster offers up his own soul, the creature automatically accepts.

If the spell caster 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 (and expends the experience points). In doing so, the spell caster learns the true name of the demon or devil and gives them a false name (see Chapter 12).

SPECIAL: This Ability can be taken more than once. Each additional time the Ability is taken, the character may summon an additional diabolic servant.

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.

If the familiar dies or you choose to dismiss it, you must attempt a charisma Save (Challenge Level 5). Failure means you lose one class level; success reduces the loss to half that amount. Your class level cannot be reduced below 1 as a result of a dying or dismissed familiar. 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 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 count as having Summon Familiar as a class ability. Wizards can still take the Summon Familiar Ability, stacking it with their class ability to gain multiple familiars as described above. Note that as per the PHB you still cannot have multiple familiars by simply being a Wizard unless another Summon Familiar type ability is taken.

SUMMON GREATER FAMILIAR [GENERAL]

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

PREREQUISITES: Ability to summon a familiar (Wizard level 1 or the Summon Familiar Ability), compatible alignment, and sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).

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 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 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 (CL 10). Failure means you lose two class levels; success reduces the loss to half that amount. However, your level can never go below one as the result of a greater familiar's demise or dismissal. 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 it does not lose a level or a constitution point when this happy event occurs.

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, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12), Summon Greater Familiar.

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 Challenge Level equal to the hit dice of the Supreme Familiar. Failure means you lose three class levels; success reduces the loss to two levels. However, your level can never go below one as the result of a supreme familiar's demise or dismissal. A slain or dismissed supreme familiar cannot be replaced for a year and a day. A slain supreme familiar can be

CHAPTER 1

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.

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.

VERMIN COMPANIONS [GENERAL]

You gain the ability to win the loyalty of vermin.

PREREQUISITE: Animal Companion Ability or class 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 CL 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).

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 the Alertness Ability.

BLOOD BOND: The familiar gains a +2 to all attacks, ability checks/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: The familiar's skin takes on the color and texture of nearby objects, including floors and walls. This grants a +10 bonus to Hide checks.

COMMAND CREATURES OF ITS KIND: 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.

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 a +1 circumstance 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 a +4 bonus on saving throws against traps.

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

FAMILIARS AND COMPANIONS

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 at the “toucher.” 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 CHAOS: At will, the familiar can detect chaos, as per the spell Detect Evil. The familiar can use this ability once per day per two levels of its master, and the ability functions just like the spell.

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

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: At will, the familiar can detect poison, 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 detect secret doors or detect snares and pits, as per the spells. The familiar can use this ability once per day per two levels of its master, and the ability functions just like the spells.

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 suffer a -1 penalty to all ability 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 similar to the barbarian’s Primeval Instincts ability usable once per day.

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 +1 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 1d8+1 points of damage.

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.

CHAPTER 1

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 natural armor. This ability can be selected more than once. Its effects stack with all other natural armor bonuses the familiar already possesses.

SCRY ON FAMILIAR: If the master is 13th level or higher, he may scribe 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 songs at any time, with an effect identical to that which the song would have if the familiar's master was singing it. This uses up one of the master's bardic songs for the day. The familiar and the master must be sharing an empathic link when this ability is used. The familiar and the master may both sing bardic songs such as *Exalt*, *Fascinate*, and *Exhort Greatness* at the same time. The use of this ability counts as a free action for the bard, but as 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 gains a Spell Resistance of 10.

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. The familiar retains its dexterity bonus to Armor Class (if any) regardless of being caught flat-footed or struck by an invisible attacker.

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 creatures with an intelligence of 1 or 2 (Animal intelligence) can be affected by this ability. 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, beasts, and magical beasts are allowed a charisma save to negate this effect. The Challenge Level for this save is the master's class level + HD of the Familiar. Animals not trained to attack or guard are not allowed a save. An entranced creature can be struck (with a +2 bonus to the attack roll, 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, or until some other event or action brings the subject(s) out of the effect.

ANTIPLANT SHELL: The familiar is permanently affected as per the *antiplant shell*, and can raise or lower the shell at will as a free action.

AUGURY: Three times per day, 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*.

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

BLESSED COMPANION: When the familiar and its master are in physical contact, both receive a +1 morale bonus to attack rolls and saves against fear effects.

BLINK: Once per day 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.

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

FAMILIARS AND COMPANIONS

COMBAT SENSE: The Familiar gains a +2 bonus to surprise checks and halves the advantage afforded by flanking and back attacks.

COMMUNE WITH NATURE: Once per day, as a standard action, 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 against the familiar's daily uses. Note that unless the familiar is able to communicate complex ideas to its master, this ability is of limited use.

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

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 affected as per the cause disease (opposite of Remove Disease) spell (the disease imparted is selected at the time this ability is selected and always remains the same). The familiar's master is immune to this ability.

COUNTERCALL: Once per day, 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 familiars 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.

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

COURAGEOUS ROAR: Once per day, as a full round action, 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. 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.

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

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.

DAYLIGHT: At will, as a standard action, the familiar can shed light as bright as full daylight in a 60-foot radius around itself, as per the daylight 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 affected as per the daze spell. 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 up to once per day. 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.

DEAFENING CALL: Once per day, as a full round action, 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. Any creature within 30 feet of the familiar when it makes such a call must make a constitution save with a challenge level equal to the Level of the familiar's master 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 to reduce damage by half, and creatures holding fragile objects can negate the damage with successful dexterity 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: Once per day, 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 whose Challenge Level is equal to the damage dealt and, if successful, the familiar only takes half damage from the blow. The

CHAPTER 1

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 detect scrying, as per the spell. Since this is a spell-like ability, the familiar must make a wisdom check if distracted. 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 wisdom 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 discern lies, as per the spell. Since this is a spell-like ability, the familiar must make a wisdom 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 affected as per a break enchantment spell. 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 area dispel of dispel magic in a 30-foot radius around itself (it counts as its master's level, as is associated to the familiar, for this purpose). 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.

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 a +3 enhancement bonus to Spot checks, as well as a +1 enhancement bonus to Search checks. However, the familiar also suffers a -4 enhancement penalty to saves against all gaze attacks.

ENHANCE ATTRIBUTE: Once per day the familiar may choose to enhance one of its attributes as the spell of the same name. This effect lasts for one round per level of the master per day. The effect may be switched to different attributes, though not concurrently. The use of the ability may be made in nonconsecutive rounds throughout the day.

FEARFUL: Creatures who see the familiar must make a wisdom save (CL = master's level) or become frightened, suffering a -2 morale penalty to attack rolls, weapon damage rolls, and saving

throws. 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. 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.

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 ordinarily unable to do so.

GUIDED STRIKE: Three times per day, the familiar can take a full round action to grant its master a +10 insight bonus to 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.

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

GREAT LEAP: The familiar's jumping distance (vertical or horizontal) is not limited according to its height.

HASTE: Once per day, as a free action, the familiar is affected as per the haste spell. This effect lasts for a number of rounds equal to the master's level each day. This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time per day.

MIRROR IMAGE: Three times per day, as a free action, the familiar can invoke illusory duplicates of itself, as per a mirror image spell for a number of minutes equal to its master's level. The ability creates a number of images equal to 1d4 plus one image per every three levels of its master. 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.

MYSTIC DISGUISE: Three times per day the familiar can make itself look different, as per a change self spell. The familiar cannot change its body type (for example, a cat would still look like a cat, dog, leopard, or any other generally cat-shaped quadruped creature). Otherwise, the extent of the change is up to the familiar. 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.

NATURAL ARMOR, GREATER: The familiar gains a +4 bonus to its natural armor. This ability can be selected more than once. Its effects stack with all other natural armor bonuses the familiar already possesses.

FAMILIARS AND COMPANIONS

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

OPPORTUNIST: Once per round, 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. Even a familiar with Combat Reflexes can't use the opportunity ability more than once per round.

RECALL: Once per day, as a free 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." This ability may be selected more than once. Each additional time the ability is selected, it can be used one additional time per day.

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 energy resistance 10 against the energy type chosen, meaning that each time it is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the familiar's hit points.

This ability can only absorb a number of points of damage equal to 10 x the master's level per day. After it has absorbed that amount of damage, the ability no longer functions for the rest of the day. This ability protects any equipment held by the familiar as well. This ability functions in all other ways as the resist 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 can slow fall from any distance.

SHOCKING TOUCH: If the familiar touches another creature (requiring a touch attack, but also works in conjunction with any natural weapons the familiar may have), that creature suffers 1d8 points of electrical damage. The familiar's master is immune to this ability. This ability is usable once per HD of the familiar per day.

SILENCE: At will, as a standard action, the familiar can silence a 15-foot radius around itself, as per the silence 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.

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 for this spell is equal to the Level of the master. This ability is usable once per day per HD of the familiar.

SNEAK ATTACK: As per the rogue's class ability (see the PHB), 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. 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. 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, GREATER: The familiar gains spell resistance equal to the master's level +10. Note that only the master's levels in the class related to the familiar (and classes that stack with it) count for the purposes of this ability.

SPIDER CLIMB: The familiar can at will, as a free action, spider climb as per the spell. This effect lasts for a number of minutes equal to the master's level each day. The familiar can gain the spider climbing ability on a number of different occasions during any single day as long as the total number of minutes spent with the ability does not exceed its master's level.

TIME HOP: At will, as a full round 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. This effect lasts for a number of minutes equal to the master's level each day. The familiar can gain the water walking ability on a number of different occasions during any single day as long as the total number of minutes spent with the ability does not exceed its master's level.

CHAPTER 1

WHIRLWIND ATTACK: Once per day, the familiar can emulate their master’s whirlwind attack. This attack is similar in every aspect to the Barbarian’s Whirlwind attack, allowing an additional attack against an adjacent foe. This ability increases in power and number of adjacent foes over time. See Chapter 2 for further details.

WHOLENESS OF BODY: As a standard action, the familiar can cure its own wounds. The familiar can cure up to twice its master’s current level in hit points each day, and it can spread this healing out among several uses during the day.

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 ability can be used for a number of minutes equal to the master’s level + 10 per day. 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.

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

ASTRAL PROJECTION: As per the spell astral projection, the familiar can leave its physical body and project an astral body into another plane (taking one additional creature touched with it per two levels of its master that are associated with the familiar. This ability can be used once per day for a number of minutes equal to the master’s level + 10 per day. 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. This ability may be selected more than once. Each additional time the ability is selected, it can be used one additional time per day.

BANISHER: If the familiar touches an extraplanar creature, that creature is affected as if by the banishment 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 if he is an extraplanar creature.

BLASPHEMOUS 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, good extraplanar creatures within 30 feet are instantly banished back to their home planes (no saving throw allowed, but spell resistance still applies). Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the familiar’s

call or not. Creatures with more HD than the familiar’s master are immune to this affect. Second, creatures native to the master’s plane who hear the call and are not evil suffer the following ill effects:

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 and can take no actions for 1 round (but defends itself normally).
Weakened: The creature’s strength score is decreased by 2d6 for 2d4 rounds.
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.
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.

CHARM: At will, as a free 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 free action, erect a cloak of dark chaos around itself as per the spell. This effect lasts for a number of minutes equal to the master’s level each day. The familiar can erect the cloak of dark chaos on a number of different occasions during any single day as long as the total number of minutes spent with the ability does not exceed its master’s level. 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 15 ft. radius of itself. Both the familiar and its master are immune to this ability. 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.

DAMAGE REDUCTION: The familiar gains damage reduction of 1. 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 the familiar may already possess.

DIMENSION SLIP: At will, as a free action, the familiar can magically slip between spaces as per the spell dimension door.

FAMILIARS AND COMPANIONS

The familiar's effective casting level is one-half of its master's actual level (unless the class of the master that the familiar is associated with is a spell caster, in which case the familiar's casting level is equal to its master's actual level).

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 free action, as per the spell etherealness. This effect lasts for a number of rounds equal to the master's level each day. The familiar can become ethereal on a number of different occasions during any single day as long as the total number of rounds spent in this condition does not exceed its master's level.

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:

The familiar's HD doubles, doubling its hit points, base attack bonus, and saves.

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

The Creatures 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 return to normal, and all damage the familiar has taken while enlarged is divided by 2.

This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time per day. This ability does not stack with the spell of the same name.

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

FLY: The familiar can fly at will as a free action, as per the spell for ten minutes per level of the master.

HOLY 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, evil extraplanar creatures within 30 feet are instantly banished back to their home planes (no saving throw allowed, but magic resistance still applies). Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the familiar's call or not. Creatures with more HD than the familiar's master are immune to this affect.

Second, creatures native to the master's plane who hear the call and are not good suffer the following ill effects:

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 and can take no actions for 1 round (but defends itself normally).

Weakened: The creature's strength score is decreased by 2d6 for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

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.

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 advantages, class abilities, 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 negative levels on the master after the transfer. Transferring into a standard familiar inflicts one negative level; transferring into a greater familiar inflicts two negative levels; transferring into a supreme familiar inflicts three negative levels. 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, or use any abilities dependent upon the humanoid form, etc. The exact effects of this sort of transformation are left to the Castle Keeper to decide.

NATURAL ARMOR, SUPREME: The familiar gains a +6 bonus to its natural armor. This ability can be selected more than once. Its effects stack with all other natural armor bonuses the familiar already possesses.

RAISE DEAD: Once per week, the familiar can raise dead as per the spell. Each time this ability is used, the master must succeed at a charisma save (CL=level or HD of the creature being raised). Failure means the master loses one level. If the master's level ever reaches zero as a result of using this ability, he dies and rises as an intelligent undead with Hit Dice roughly equal to his own level. This undead can be of any type—wight, vampire, mummy, ghoul, even a lich, so long as the creature's base HD are roughly equivalent to the master's level. When

CHAPTER 1

this occurs, the link to the familiar is severed and aside from retaining his original intelligence, wisdom and charisma scores, the master is in all other ways an undead of the type as which he was raised. 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 spell resistance of 15.

SUPREME LEAP: The familiar’s jumping distance (vertical or horizontal) is not limited according to its height. Additionally, the familiar gains a +20 competency bonus to Jump checks.

TIME REGRESSION: Once per day, the familiar can apparently regress time for itself 1d4+1 rounds. To do so, the familiar must spend a full round action 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 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. This ability may be selected more than once. Each time it is selected, the familiar can use it an additional time per day.

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: All creatures within 30 feet of the familiar are unable to speak any deliberate or intentional lies, as per a zone of truth spell. The familiar’s master is 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 advantages), 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

advantages 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.

AVAILABLE 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 1-3: STANDARD FAMILIARS

Familiar	Special
Antelope	Master gains a +3 bonus on Dexterity based Balance checks
Baboon*	Master gains a +3 bonus on Dexterity based Climb checks
Badger*	Master gains a +3 bonus on Track checks
Bat*	Master gains a +3 bonus on Wisdom based Listen checks
Cat*	Master gains a +3 bonus on Move Silently checks
Camel	Master gains a +3 bonus on Constitution based Survival checks
Chameleon	Master gains a +3 bonus on Dexterity based Hide checks
Crab	Master gains a +1 natural armor bonus

FAMILIARS AND COMPANIONS

Crane	Master gains a +3 bonus on Charisma based performance checks
Deer	Master gains a +2 bonus on Dexterity saves
Dog*	Master gains a +3 bonus on Track checks
Dolphin	Master gains a +3 bonus on Strength based Swim checks
Donkey*	Master gains a +3 bonus on Dexterity based Balance checks
Dove	Master gains a +3 bonus on Charisma based Diplomacy checks
Fox	Master gains a +3 bonus on Dexterity based Hide checks
Goat	Master gains a +3 bonus on Constitution based Survival checks
Hawk*	Master gains a +3 bonus on Intelligence based Spot checks in bright light
Hedgehog	Master gains a +1 natural armor bonus
Horse (any)*	Master gains a +1 bonus on Dexterity based Ride checks
Hummingbird	Master gains a +1 dodge bonus to armor class
Koala	Master gains a +1 bonus on Dexterity Based Climb checks
Lizard*	Master gains a +3 bonus on Strength based Climb checks
Lizard, venomous	Master gains a +1 bonus on Strength based Climb checks
Mongoose	Master gains a +2 bonus on Dexterity saves
Monkey*	Master gains a +3 bonus on Dexterity based siege checks
Mule*	Master gains a +2 bonus on Wisdom saves
Octopus*	Master gains a +3 bonus on Strength based Swim checks
Owl*	Master gains a +3 bonus on Wisdom based Spot checks in shadows
Panda, red	Master gains a +1 bonus on Dexterity Based Climb checks
Peacock	Master gains a +3 bonus on Charisma based Diplomacy checks
Penguin	Master gains a +3 bonus on Swim related checks
Pig	Master gains a +2 bonus on Constitution saves
Pony (any)*	Master gains a +1 bonus on Dexterity related Ride checks
Porpoise*	Master gains a +3 bonus on Swim related Strength or Con checks
Raccoon	Master gains a +3 bonus on Intelligence related Traps checks
Rat*	Master gains a +2 bonus on Constitution related checks
Raven*	Master gains a +2 bonus on Wisdom based Spot checks (vision)
Sheep	Master gains a +3 bonus on Charisma based Persuasion checks.
Skunk	Master gains a +1 bonus on Charisma-based Intimidate checks

Snake (Tiny viper)*	Master gains a +3 bonus on Charisma based Bluff checks.
Squid*	Master gains a +3 bonus on Strength based Swim checks
Squirrel	Master gains a +3 bonus on Wisdom based Spot checks
Squirrel, flying	Master gains a +3 bonus on Wisdom based spot checks.
Turtle	Master gains +1 natural armor bonus
Toad*	Master gains +3 hit points
Vulture	Master gains a +3 bonus on Charisma-based Intimidate checks
Weasel*	Master gains a +2 bonus on Dexterity saves

* These creatures can be found in the MM. All other creatures can be found in Appendix A.

FAMILIAR COMPATIBILITY

Due to their powerful natures, Greater and Supreme familiars require a certain amount of compatibility to a particular master before they will agree to serve him or her. 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 will only agree to serve masters that have achieved a certain level of power. 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 1-4: GREATER FAMILIARS

Associated Character Familiar	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 hawk1	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

CHAPTER 1

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 (earth)*	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
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
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
Mephitis (any)*	Neutral	7 th
Musk ox	Neutral	3 rd
Panda	Neutral	4 th
Pseudodragon	Neutral 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
Wyrm (dragon) (any)*	Varies	11 th
Yak	Neutral	3 rd

* All creatures can be found in Appendices A or B.

1 Or other celestial animal from the standard familiar list.

2 Or other fiendish animal from the standard familiar list

TABLE 1-5: SUPREME FAMILIARS

Associated Character Familiar	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
Carion crawler*	Neutral	11 th
Cloaker*	Chaotic neutral	13 th
Cockatrice*	Neutral	9 th
Crocodile, giant*	Neutral	7 th
Digester*	Neutral	9 th
Dinosaur (deionychus*)	Neutral	7 th
Dinosaur (elamosaurus*)	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
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

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 as an active part of the campaign, here are some suggestions to keep them in the picture:

- 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 with you. 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 things like:

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

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
Thoqqua*	Neutral	5 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 Appendix A.

DIFFERENT FAMILIARS

If a familiar not found on the lists above is desired - either because the creature is one not to be found in the Monsters & Treasure or Appendices A or B, or because you have an unusual concept you'd like to explore - you should consult with the Castle Keeper. Remember to check the individual character chapters later in this book as well, as certain creatures have been singled out as only available as familiars to specific classes, though, of course, this is subject to change by a CK. In general, creatures more powerful than those listed here should not be used as familiars unless playing at exceptionally powerful levels. Given the unending creativity of players, Castle Keepers, and writers, though, it seems almost certain that creatures or ideas not to be found on these lists will be given form somewhere. Similarly, if you're looking to obtain a non-standard familiar for a particular class, there's nothing wrong with that. Just be ready to justify your concept to the Castle Keeper.

CHAPTER 1

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 Castle Keeper 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. Remember, though, that your Castle Keeper manages to juggle a cast of multiple characters, too. Again, giving each of your familiars a distinctive hook or gimmick 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 advantages, when a familiar dies the master runs the risk of an experience point 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 advantages. For example, if a character loses their familiar for some reason, he is unable to summon a replacement for a year and a day. But if the character takes an additional Summon Familiar advantage in the meantime, he could summon a familiar using that advantage.

Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a constitution point when this happy event occurs. 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 advantage, 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 rule books, 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 the Book of Familiars, 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 an advantage, gold pieces, and sometimes other resources.
- 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 level drain and may entail additional expenditures of gold 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 but with the potential risk of needing to lay out more gold and resources in the future in order to maintain the benefits of the advantage. 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. The familiar retains all of their special abilities, their improved hit points, their improved abilities, their 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 raise dead spell, for example), the bond between familiar and master is automatically restored. If the master has lost a level as a result of being raised, the energy for reforming the bond is drawn from the familiar (which explains why they may lose some of their abilities due to their master's lower level as the link is re-established).

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 advantages, the master runs the risk of an experience point 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 re-forg 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 resources associated with a summoning ritual.

PROTECTING THE FAMILIAR

Familiars (particularly those belonging to spell casters) often become the first targets when combat is entered - archers aim for them in the hope of crippling their master, enemy spell casters 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 directed 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 familiar. When combat threatens, it 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 spell casters have developed a few more magical-based strategies to keep their familiars safe, and even non-spell casters can often avail themselves on the abilities of those in their party to do the same.

Spell casters typically have the ability to share spells with their familiar. As a result, they can use spells such as resistance, endure elements, shield, protection from chaos/evil/good/law, shield, resist elements, blur, 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. Cat's grace, bless, shield other, 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.

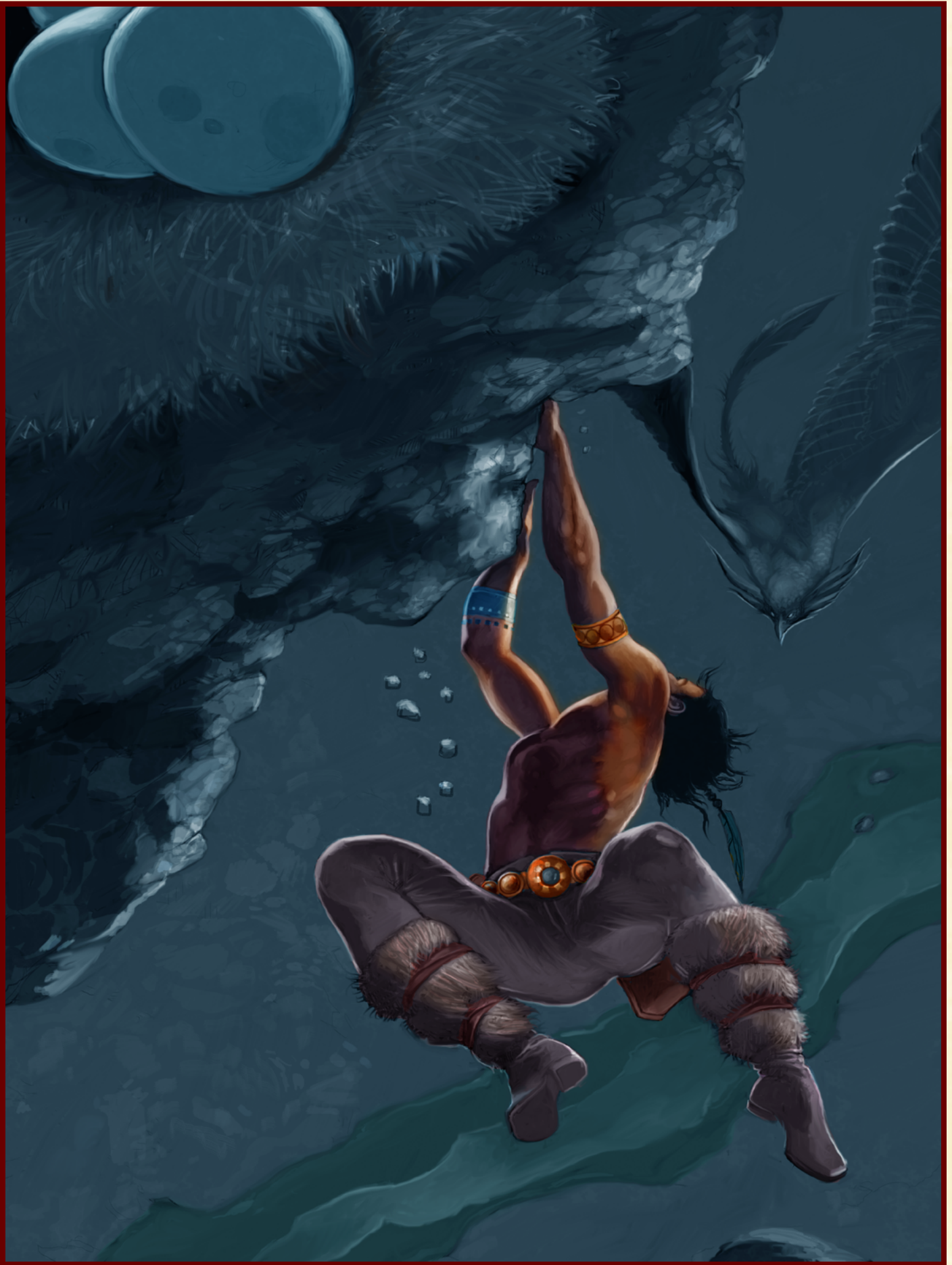
A variety of magical protective devices have also been crafted for familiars. Examples of such items can be found in Appendix D.

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.



CHAPTER 2: 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.

CRAFT TOTEM FAMILIARS (PLAYER ADVANTAGE)

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

CHAPTER 2

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 an Intimidate check (Challenge Level Equal to the 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, 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, and all attribute checks.

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.

Alternatively, a cursed barbarian may choose to go on a vision quest and perform a powerful ritual that results in an experience point penalty equal to 250 XP per barbarian class level. By 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 TOTEMS

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*
Boar*
Deer
Herd Animal*
Musk Ox
Owl
Ram
Wolf*
Greater Totem Familiars
Bear, black*
Bear, brown*
Bear, polar*
Elemental, small (any)*
Saber tooth Tiger
Snow Leopard**
Worg*
Wyrm (dragon) (silver or white)*
Supreme Totem Familiars
Dire Bear
Dire Boar
Dire Wolf*
Displacer Beast*
Dragon, very young (silver or white)*
Elemental, medium (any)*
Giant Eagle*
Giant Owl
Griffon*
Mammoth**
Winter Wolf*

* These creatures can be found in Monsters and Treasure. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

JUNGLE SAVAGES TOTEMS

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*
Lizard, venomous
Mongoose
Monkey
Snake (tiny viper)*
Greater Totem Familiars
Ape*
Baboon
Chameleon, giant
Crocodile*
Elemental, small (any)*
Leopard*
Lizard, giant
Lizard, giant venomous
Lizard, monstrous
Snake, constrictor*
Snake, large viper*
Tiger*
Wyrm (dragon) (copper, green, or gold)*
Supreme Totem Familiars
Crocodile, giant*
Dire Ape*
Dragon, very young (copper, green, or gold)*
Elemental, medium (any)*
Elephant*
Girallon*
Lizard, monstrous venomous

CHAPTER 2

* These creatures can be found in Monsters and Treasure. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

PLAINSMEN TOTEMS

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 2-3: TYPICAL PLAINSMEN TOTEMS

Standard Totem Familiars
Antelope
Bird of Prey*
Crane
Deer
Herd Animal
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 Lion*
Dire Tiger*
Dire Wolf*
Dire Wolverine*
Displacer Beast*
Dragon, very young (blue, gold or red)*
Elemental, medium (any)*

Elephant*
Giant Eagle*
Giant Owl*
Griffon*
Mammoth**
Shadow Mastiff*
Winter Wolf*
Yeth Hound*

* These creatures can be found in Monsters & Treasure. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

NONSTANDARD FAMILIARS

Barbarians have several non-standard familiars, including:

Mammoth: Use the stats for an elephant in Monsters & Treasure.

Sea Hawk: Use the stats for a hawk in the MM.

Snow Leopard: Use the stats for a leopard in the MM. (However, the snow leopards hide in wintry terrain.)

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
1 st -2 nd	+1	6	Combat Sense, empathic link, blood bond
3 rd -4 th	+2	7	Whirlwind Attack (2 Opponents.)
5 th -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	-

BARBARIANS AND SPECIAL MOUNTS

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 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
1 st -2 nd	+1	6	Combat Sense, empathic Link, Blood Bond
3 rd -4 th	+2	7	Whirlwind Attack (2 Opponents)
5 th -6 th	+3	8	Speak with master, animal trance, 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	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 existing 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
1 st -2 nd	+1	6	Combat Sense, Empathic Link, Blood Bond
3 rd -4 th	+2	7	Whirlwind Attack (2 Opponents)
5 th -6 th	+3	8	Speak with master, animal trance, 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	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 existing 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
Encompassing Vision
Endure Elements
Fearful
Great Leap
Haste
Natural Armor, Greater
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 2-8: BARBARIAN SUPREME FAMILIAR ABILITIES
Astral Projection
Blasphemous Call
Companion's Veil
Damage Reduction

CHAPTER 2

Dimension Slip
Divine Health
Ethereal State
Familiar Growth
Find the Path
Fly
Holy Call
Natural Armor, Supreme
Spell Resistance, Supreme
Supreme Leap
Tongues

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

NATURE FETISH

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 (INTELLIGENCE) (PLAYER ADVANTAGE)

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 and make a successful Intelligence check whose Challenge Level is equal to 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. 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.

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 (treat the character's barbarian level as the caster level).
Battle Blood	When reduced to below 0 hit points, remain awake and either move or act (but not both). If you hit -10 hp, you still die.
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 bonus to Climb checks equal to the total Climb bonus of the fetish creature.
Cunning	+3 to Hide and Move Silently checks.
Endurance	+3 bonus on Constitution-based checks
Fins	Grants bonus to Swim checks equal to the total Swim bonus of the fetish creature.
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 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	Barbarian gains a morale bonus of +1 to AC and all saving throws.
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 Advantage (see the 'New Advantages' section of Chapter 1 of details).
Raptor's Eyes	+10 circumstance bonus to Spot checks.
Scent	Grants the scent ability.
Shell	+3 natural bonus to AC.
Spine	+3 bonus to unarmed damage.
Strength	As per the spell bull's strength (treat the character's barbarian level as the caster level).
Talon	+3 bonus to unarmed damage

BARBARIANS AND SPECIAL MOUNTS

Tooth	+3 bonus to unarmed damage
Tusk	+3 bonus to unarmed damage
Third Eye	As per the spell detect magic (treat the character's barbarian level as the caster level).
Water Limb	Grants bonus to Swim checks equal to the total Swim bonus of the fetish creature.

BARBARIAN SPECIAL MOUNTS

Hogar beat hard upon the back of the woolly 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 woolly 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.

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 (PLAYER ADVANTAGE)

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

PREREQUISITES: Barbarian level 5th+

CHAPTER 2

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.

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 Advantages, 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.

STANDARD SPECIAL MOUNTS

Small Barbarians	
Special Mount	Barbarian Type
Dog, riding*	Plainsmen or Northmen
Hyena*	Jungle Savages or Plainsmen
Lizard, Giant*	Jungle Savages
Pony, war*	Plainsmen or Northmen
Wolf*	Plainsmen or Northmen
Medium Barbarians	
Special Mount	Barbarian Type
Camel**	Plainsmen
Warhorse, light*	Jungle Savages, Plainsmen, or Northmen

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
Caribou	Northmen
Dire bat	Jungle Savages
Hippogriff*	Plainsmen
Lion*	Jungle Savages or Plainsmen
Lizard, giant venomous	Jungle Savages
Lizard, monstrous	Jungle Savages
Ostrich	Plainsmen
Sabre tooth tiger	Jungle Savages or Plainsmen

Tiger*	Jungle Savages
Yak	Northmen

Large Barbarians	
Special Mount	Barbarian Type
Giraffe	Plainsmen

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
Dire bear*	Northmen
Dire boar*	Jungle Savages or Plainsmen
Dire lion*	Jungle Savages or Plainsmen
Dire tiger*	Jungle Savages
Dire wolf*	Plainsmen or Northmen
Dire wolverine*	Northmen
Dragonne*	Plainsmen
Dragon, very young (red or gold)*	Plainsmen
Giant eagle*	Plainsmen
Griffin*	Plainsmen or Northmen
Lizard, monstrous venomous	Jungle Savages
Pegasus*	
Rhinoceros	Plainsmen
Spider eater	Jungle Savages
Winter wolf*	Northmen

Large Barbarians	
Special Mount	Barbarian Type
Elephant (mammoth)*	Jungle Savages, Plainsmen or Northmen

Lizard, Huge	Jungle Savages
--------------	----------------

* These creatures can be found in the Monsters and Treasure. All other creature stats can be found in Appendix A.

BARBARIAN'S SPECIAL MOUNT PROPERTIES & 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 remains 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.

BARBARIANS AND SPECIAL MOUNTS

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 under "Monster Characteristics" in the Introduction of **Monsters & Treasure**.

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).

TABLE 2-11: STANDARD BARBARIAN'S SPECIAL MOUNT

Barbarian Level	Bonus HD	Natural Armor Adj.	Str Adj	Int	Special Abilities
4 th -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 2-12: GREATER BARBARIAN'S SPECIAL MOUNT

Barbarian Level	Bonus HD	Natural Armor Adj.	Str Adj	Int	Special
4 th -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 2-13: SUPREME BARBARIAN'S SPECIAL MOUNT

Barbarian Level	Bonus HD	Natural Armor Adj.	Str Adj	Int	Special
4 th -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	

CHAPTER 2

TABLE 2-14: 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 3: 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 and master of none. Gatherers of many disparate skills and trades, 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 swordsman and a spy. Bards ply their trade in stories, secrets, performance and prose. 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 counts against the bard's number of bardic songs she can use per day as described in the Castles & Crusades Players Handbook on the day that she performs the song.

- The Song of Companions - 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.
- Bards who take the Improved Familiar, Summon Familiar, Summon Greater Familiar, or Summon Supreme Familiar abilities 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 Challenge Level for this check is 5 Plus the HD of the Familiar for a standard familiar, 10 plus the HD of the Familiar for a Greater Familiar, and 20 plus the HD of the Familiar for a Supreme Familiar. 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 ability. 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 taken the Song of the Muse Ability. 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. Like an Illusionist, they 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 Illusionists'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 CL 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 CK 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 (CL 10 for a standard mercurial, CL 15 for a greater mercurial, or Challenge Level 20 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 'Illusionists Song' 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 3-1: BARD FAMILIARS

Standard Bard Familiars
Bat*
Cat*
Chameleon
Dog*
Dolphin
Dove
Fox
Hawk*
Hummingbird
Koala
Lizard*
Lizard, venomous
Mongoose
Monkey*
Owl*
Panda, Red
Raccoon
Rat*
Raven*
Snake (tiny viper)*
Squirrel
Squirrel, flying
Greater Bard Familiars
Ape*
Baboon*
Bear, black*
Bear, brown*
Bear, polar*
Blink dog*
Chameleon, giant
Cheetah*
Dire bat*
Dog, riding*
Eagle*
Elemental, small (any)*
Giant owl*
Hell hound*

CHAPTER 3:

Lantern archon*
Leopard*
Lion*
Lizard, monitor*
Lizard, giant venomous
Lizard, monstrous
Mephitis (any)*
Panda
Ram
Saber tooth tiger
Snake, constrictor*
Snake, large viper*
Tiger*
Wolf*
Wolverine*
Worg*
Wyrm (dragon) (any)*
Supreme Bard Familiars
Basilisk *
Dire ape
Dire bear
Dire lion
Dire tiger
Dire wolf
Dire wolverine *
Displacer beast*
Dragonne*
Dragon, very young (any)*
Elemental, medium (any)*
Ethereal filcher *
Ethereal marauder*
Ettercap*
Gargoyle*
Giant eagle*
Girallon
Griffon*
Imp*
Lizard, monstrous venomous
Nightmare*
Pegasus*
Phase spider*
Rust monster*
Salamander, flamebrother*
Shadow mastiff*
Snake, huge viper*
Unicorn*
Yeth hound*

* These creatures can be found in the Monsters & Treasure. All other creature stats can be found in Appendix A.

Note: All Greater and Supreme familiars have specific character level and alignment prerequisites that must be met in order to be chosen - see Tables 1-4 and 1-5 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 3-2: 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 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 3-3: 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 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 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 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 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

Blasphemous Call

Charm

Cloak of Chaos

Companion's Veil

Confusion

Dimension Slip

Divine Health

Find the Path

Fly

Holy Call

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

CHAPTER 3:

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. In order to endure the bond between the Bard and the Fey companion, the bard must make a successful fascinate check of difficulty 5 plus the Hit Dice of the Fey creature sought.

TABLE 3-7: FEY COMPANIONS

Fey Creature
Aaleear
Al-mi'raj@
Atomie@
Bloodsprite
Brewer Fairy
Brownie@
Buckawn@
Dream Faun
Dryad*, **
Fire Nymph
Forest Nymph
Forlarren@, ***
Grig*
Korred@
Leprechaun@
Lillend*
Mantrid
Moon Cat****
Moon Dog@
Nereid@
Nixie*
Noble Stag
Nymph*
Pech@
Pixie*
Quickling@
River Nymph
Satyr* (with pipes)
Skitterwing
Spirit Flowers**
Sprite@
Treant*
Tree Warriors
Unicorn*
Woodshade

* These creatures can be found in the MM. 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).

*** The murderous rage of a forlarren is calmed so long as it can hear the singing of its chosen bard (see The Tome of Horrors for more details on forlarrens).

**** 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).

@ These creatures can be found in Frog God Games' **The Tome of Horrors**. If you do not have access to this book, you (the CK) are free to create the statistics for these monsters as you see fit, or simply ignore the entry and select a different fey creature.

NOTE: Not all “fey creatures” that can serve as a bard's fey companion (as listed here) are in fact fey creatures (as classified in the **Monsters & Treasure**).

THE SONG 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.

A bard who has taken the Song of the Muse Advantage (see the 'New Advantages' section of Chapter 1) can call out to her muse, summoning such a creature to guide, inspire and improve her own artistic talents.

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).

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

TABLE 3-8: MUSES

Bard Class Level	HP	Special
1 st -2 nd	+1d8	Inspiration, muse song
3 rd -4 th	+1d8	Muse ability
5 th -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 Fascinate. The muse's accompaniment allows the bard to overpower magical silence; magical silence can no longer prevent the bard's songs 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. The Challenge Level needed is based on the desired range increase, as noted below:

CHALLENGE LEVEL CHECK	RESULT
10+	Increase range by 50%
20+	Increase range by 100%
25+	Increase Range by 150%

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

CHANNEL SOUND: Once per day, 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

CHAPTER 3:

muse can maintain this channel for a number of rounds equal to its bard's bard level. This ability can be chosen more than once. Each additional time the ability is chosen, the muse can use it an additional time each day.

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). In order for the bard to benefit from the muse's power, however, the muse must be manifested within 30 feet of the bard.

GIFT OF SONG: When the muse is manifested, the bard gains two additional bardic songs per day. The muse must be manifested for the bard to use these extra songs, but the songs can be used at any time. This ability can be chosen more than once. Its effects stack.

INSPIRATION: Once per day per level of the bard, the muse may manifest and inspire the bard's performance. As long as the muse remains manifested, the bard gains a +2 insight bonus to his charisma based checks. The muse can maintain this inspirational effect for a number of rounds equal to twice its bard's bard level.

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 Exhort Greatness 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:

CL	RESULT
20	Increase damage by 1d6
25	Increase damage by 2d6
30	Increase damage by 3d6
35	Increase damage by 4d6
40	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: Once per day, the muse can grant the bard particular insight into a question or puzzle. The bard gains a +2 insight bonus to Legend Lore, and Decipher Script checks. The muse can maintain this inspirational effect for a number of rounds equal to twice her bard's bard level. This ability may be chosen more than once. Each additional time the ability is chosen, the bard may use her muse's intuition one additional time per day.

MUSE SONGS: The muse's inspiration allows the bard to perform muse songs. When this ability is chosen, select two muse songs (see the '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. These songs can be used once per day each. Alternately, the bard can choose a single song which can be used twice per day. Its effects stack. Each additional time the ability is chosen, select two new muse songs which can be used once per day, or add additional uses to existing songs. Regardless of how many times per day this ability is selected, no song can have more than 1 plus the bard's charisma modifier uses per day, maximum.

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. As with Muse Songs, above, each song can be sung once per day when chosen, with additional "slots" increasing the number of daily uses up to a maximum of 1 plus the bard's charisma modifier for a given song. The bard may never possess more greater muse songs than she does standard muse songs, nor may she have more maximum uses of greater muse songs.

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 10 + her charisma modifier points of sonic energy resistance 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:

CL	RESULT
5	Increase duration by 50% (1.5x rounds per level)
10	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

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 CL is equal to the level of the bard or become blinded. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents

have total concealment), loses any dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on wisdom and dexterity-based checks. 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 affect on deaf creatures.

COUNTER SILENCE: The bard automatically dispels an area of magical silence created by a 3rd-level spell (or its equivalent) 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 equal to the bard's level or become deafened. In addition to the obvious effects, a deafened creature automatically fails Listen checks, suffers a -4 penalty on initiative, and has a 20% chance to miscast and lose any spell with a verbal (V) component that she tries to cast. 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 affect on deaf creatures.

INFLUENCE: The bard sings a soothing, pleasant melody beneath her breath - lacing it around her words if she finds it necessary to speak. Those within 50 feet of the bard react as if the bard had an additional +2 charisma bonus. A wisdom save equal to the bard's level 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 affect on deaf creatures.

MOMENTARY CHARM: This song makes a humanoid, animal, or beast regard the bard as a trusted friend and ally. The creature may make a wisdom save vs. the bard's level to negate the effect. If the bard or his allies are currently threatening or attacking the creature it receives a +5 bonus to 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 bard can try to give the subject orders, but she must win an opposed charisma check to convince it to do anything it ordinarily wouldn't do. (Retries are not allowed.) A charmed

creature never obeys suicidal or obviously harmful orders, but it might believe the bard's assurances that the only chance to save the bard's life is for it to hold back the onrushing red dragon for "just a few seconds." 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 affect 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 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). Because of the nature of this song, the bard's song that creates the effect, cannot be heard either.

SONG STRIKE: 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 1d6 points of damage per three bard levels (to a maximum of 5d6).

SLUMBER: With a soothing note, the bard can cause a number of awake, living creatures within 30 + 5 feet per bard level to fall asleep. Roll 3d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those closest to the bard are first to fall under its effects. No creature with 8 HD or more is affected. HD insufficient to affect a creature are wasted. This is a spread effect centered on the bard herself. This ability 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.

Slumbering creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action.

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. This song has no affect on deaf creatures.

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.

Used as an area attack, the song of destruction shatters non-magical objects of crystal, glass, ceramic, or porcelain (such as vials, bottles, flasks, jugs, windows, mirrors, etc.). All such objects within 20 feet are smashed into dozens of pieces by

CHAPTER 3:

the song. Objects weighing more than 1 lb. per bard level are not affected, but the effect shatters all other objects of the appropriate composition. All objects on or held by the bard are immune to this affect.

Alternatively, the bard can target a single solid object within 30 feet of up to 10 lbs. per bard level, regardless of composition.

Targeted against a crystalline creature (of any weight) within 30 feet, the song deals 1d6 points of damage per bard level (to a maximum of 10d6), with a Fortitude save allowed for half damage.

STUN: The sound of the bard's voice stuns a targeted creature within 50 feet. The creature can take no action 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 affect on deaf creatures.

WHISPER: The bard can send a whispered message, carried on a single magical note, with little chance of being overhead (only the use of powerful spells such as wish, miracle, etc. allow eavesdropping). The message can be sent to one creature per bard level within 1 mile. The targeted creatures must have the ability to hear the bard. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 1 yard of wood or dirt blocks the song. The message, however, does not need to travel in a straight line - it can circumvent a barrier if there is an open path between the bard and the subject and if the entire path lies within the song's range. Creatures near the bard can hear the musical note, but not the message.

GREATER MUSE SONGS

All Greater Muse Songs count as three bardic songs (taken from the bard's daily allotment) when they are used.

CACOPHONY: All creatures within 30 feet of the bard take 1d6 points of sonic damage per level of the bard to a maximum of 10d6. Victims can make a constitution save equal to the level of the bard for half damage. 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 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 whose Challenge Level is equal to the level of the bard to avoid the effect. If the victim fails its save, it is helpless and paralyzed for 1 minute per level of the bard.

DISRUPT MAGIC: Because magic is powerful, so too is the ability to disrupt magic in exactly the same manner as a dispel magic spell. The bard can use a complex melody to end ongoing spells within an area. A disrupted spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic - these are 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 save whose Challenge Level is equal to the level of the bard to resist the effect. Affected victims can take no actions for the duration of the song, but can defend themselves. 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. This song is a sonic attack.

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.

The bard cannot ask specific questions, and focused subjects must be general - either an object, a person, or a location. The tale has a 50% chance of being relevant to the concerns at hand. If the bard is touching the focus when they begin to sing, the chance increases to 75%. Relevancy depends on the specific circumstances. If you are trying to determine a magic item's powers, then the relevant tale concerns its use or creator's intent. If you are trying to discern the location of a person, a relevant tale might involve something that happened to the character very recently.

Castle Keepers should note that they have free reign with the tale they provide when this song is used. Even a relevant tale does not have to give away everything. A bard trying to discover the current location of a character hiding in a village by the sea might only learn a tale of the person's encounter with a vendor on the street who mentions fresh seafood, just off the boat.

This song can only be sung once per day. Additional uses may not be added through additional greater bard song slots.

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 ILLUSIONIST'S SONG

The small blue lightnings of his magic-working flickered about Edanor, 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...

Although a bard can use the Illusionist's Song to summon an animistic familiar (which is, in all ways, treated as a familiar 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 Advantages (see the 'New Advantages' 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 3-9: STANDARD BARD 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	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 Advantage, but only for mercurial familiars.

Improved Sensory Familiar: The familiar's master benefits from the Improved Sensory Familiar Advantage, 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 3-10: GREATER BARD FAMILIAR (MERCURIAL)

Master Class Level	Deflection Adj.	Int	Special
1 st -2 nd	+1	6	Empathic link, sensory familiar
3 rd -4 th	+2	7	-
5 th -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 3-12 below.

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

TABLE 3-11: SUPREME BARD FAMILIAR (MERCURIAL)

Master Class Level	Deflection Adj.	Int	Special
1 st -2 nd	+1	6	Empathic link, sensory familiar
3 rd -4 th	+2	7	-
5 th -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.

CHAPTER 3:

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 Advantage, but only for mercurial familiars.

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

Greater Familiar Ability: Select one Greater Familiar Ability from Table 3-12 below.

Supreme Familiar Ability: Select one Supreme or Greater Familiar Ability from Tables 3-12 or 3-13 below.

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

TABLE 3-12: 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 3-13: 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. If the mercurial is victorious, it immediately becomes an emancipated spirit (as detailed in Chapter 11 on Illusionist’s Familiars).

CHAPTER 4: 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 Torinoth 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."

Torinoth'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." Torinoth 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.



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.

DOMAIN FAMILIARS

The familiars a cleric may possess depend upon the domains or spheres of influence with which their gods are associated. 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. Indeed, the CK may need to make a judgment call regarding which sphere of influence or domain a particular god represents or over which it has power. In the Codex of Aihrde, for example, deities are listed with "provinces," which are generally equivalent to the domains listed below. The deity Corthain has the provinces "Law, Good, The Wind and Prairies." The CK might then rule that Corthain's domains on the table below include Air, Good and Law, but Prairie becomes a judgment call. Perhaps the CK decides that Animal and Earth both fall under Prairie, but only animals or familiars that would be native to prairies or plains would be available. Generally speaking, a deity should have no more than four or five domains total, and most will have at least two to three.

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 1-4 and 1-5 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 moulder.
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

CHAPTER 4

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 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.

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 4-3: 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 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.

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 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.

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 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

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

THE CLERIC'S FAMILIAR

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. 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 (as listed in both Chapter 1 of this book and Chapter 3 of the Player's Handbook), they instead possess the following abilities:

- **Augury (Sp):** Three times per day, 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:** Once per day, the cleric can use the familiar to ask his god a question, as per the commune spell.
- **Healing/Inflicting Touch:** Five times per day, the communion familiar of a good god can touch any creature and heal 1d8+1 points of damage. A communion familiar of an evil god instead inflicts 1d8+1 points of damage with its touch.

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.

NOTE TO PLAYERS

It goes without saying that the Castle Keeper is the final arbiter of whether or not something will be included in his campaign, but when it comes to communion familiars we really mean it. If you're interested in gaining a communion familiar for your cleric, you need to consult with your Castle Keeper as soon as possible - weaving a communion familiar into the cosmology of a campaign may require a lot of groundwork.

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

Familiar Abilities

Antimagic Field
Astral Projection
Banisher
Blasphemous Call
Charm
Companion's Veil
Confusion
Damage Reduction
Divine Health
Ethereal State
Familiar Growth
Find the Path
Fly
Holy Call
Natural Armor, Supreme
Raise Dead
Spell Resistance, Supreme
Tongues
Zone of Truth

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

COMMUNION FAMILIARS

A communion familiar serves as a direct conduit between a cleric and his god. It foregoes most of the normal benefits of a cleric's



CHAPTER 5: 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 merely a hindrance. It is also a great asset. 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 a Nature Lore check to complete the ritual (Challenge Level 5) for a standard familiar; (Challenge Level 10) for a greater familiar; (Challenge Level 15) 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.

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

CHAPTER 5

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 advantages and disadvantages 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	Porpoise*
Dolphin	Squid*
Frog**	Turtle
Octopus*	
Arctic	
Dog*	Penguin
Ermine**	Pony*
Goat	Rat*
Horse*	Snowy owl**
Lemming**	
Desert	
Baboon*	Lizard*
Bat*	Lizard, venomous
Camel*	Oryx**
Dog*	Pony*
Falcon**	Rat*
Hawk*	Snake (Tiny viper)*
Horse*	Vulture
Jackal**	
Forest	
Badger*	Koala
Bat*	Lizard*
Cat*	Lizard, venomous
Crane	Monkey*
Deer	Owl*
Dog*	Pig
Dove	Raccoon
Eagle*	Raven*
Fox	Snake (Tiny viper)*
Hawk*	Squirrel
Hedgehog	Squirrel, flying
Horse*	Toad*
Hummingbird	
Jungle	
Baboon*	Lizard, venomous
Bat*	Monkey*
Chameleon	Peacock
Crane	Rat*
Koala	Snake (Tiny viper)*
Lizard*	Toad*
Mountain	
Badger*	Owl*
Bat*	Mule*
Deer	Lizard*
Donkey*	Panda, red
Goat	Raccoon
Eagle*	Rat*

Fox	Sheep
Hawk*	Snake (Tiny viper)*
Hedgehog	Weasel*
Plain	
Antelope	Lizard*
Baboon*	Lizard, venomous
Badger*	Mule*
Bat*	Owl*
Cat*	Peacock
Crane	Pig
Deer	Pony*
Dog*	Raccoon
Donkey*	Rat*
Dove	Raven*
Eagle*	Sheep
Fox	Snake (Tiny viper)*
Goat	Squirrel
Hawk*	Squirrel, flying
Hedgehog	Weasel*
Horse*	
Swamp	
Bat*	Rat*
Chameleon	Snake (Tiny viper)*
Heron**	Turtle
Lizard*	Toad*
Lizard, venomous	
Underground	
Badger*	Raccoon
Bat*	Rat*
Fox	Snake (Tiny viper)*
Hedgehog	Toad*
Lizard*	Weasel*
Lizard, venomous	
* These creatures can be found in Monsters and Treasure. All other creature stats can be found in Appendix A.	
** See 'Non-standard Familiars' sidebar for details.	
TABLE 5-2: GREATER FAMILIARS BY TERRAIN	
Aquatic	
Crab, Giant	Snake, constrictor*
Crab, Monstrous	Snake, Large viper*
Crocodile*	Turtle, giant
Shark, Medium or Large*	Turtle, monstrous
Arctic	
Bear, polar*	Snow leopard**
Caribou/Reindeer**	Walrus
Dog, riding*	Wolverine*
Musk ox	Wolf*
Ram	Yak

CHAPTER 5

Desert	
Dire bat*	Kangaroo
Dire rat*	Lizard, giant venomous
Dog, battle	Lizard, monstrous
Dog, riding*	Lizard, monitor*
Giant ant *	Snake, constrictor*
Jackal**	Snake, Large viper*
Forest	
Ape*	Giant bee*
Bear, black*	Leopard*
Bear, brown*	Lizard, giant venomous
Boar*	Lizard, monstrous
Chameleon, giant	Lizard, monitor*
Dire badger*	Panda
Dire bat*	Saber tooth tiger
Dire rat*	Snake, constrictor*
Dire weasel*	Snake, Large viper*
Dog, riding*	Wolf*
Giant ant*	Wolverine*
Jungle	
Ape*	Lizard, monstrous
Chameleon, giant	Lizard, monitor*
Crocodile*	Panda
Dire bat*	Panther**
Dire rat*	Snake, constrictor*
Leopard*	Snake, Large viper*
Lion*	Tiger*
Lizard, giant venomous	
Mountain	
Ape*	Lizard, monitor*
Bear, black*	Mountain lion**
Bear, brown*	Ram
Chameleon, giant	Saber tooth tiger
Dire bat*	Snake, constrictor*
Dire rat*	Snake, Large viper*
Dire weasel*	Tiger*
Hippogriff*	Wolverine*
Lizard, giant venomous	Yak
Lizard, monstrous	
Plain	
Bison	Leopard*
Bull	Lion*
Cheetah*	Lizard, giant venomous
Dire badger*	Lizard, monstrous
Dire bat*	Lizard, monitor*
Dire rat*	Ostrich
Dire weasel*	Musk ox
Dog, riding*	Ram
Giant ant*	Saber tooth tiger

Giant bee*	Snake, constrictor*
Giraffe*	Snake, Large viper*
Hippogriff*	Tiger*
Hippopotamus	Wolf*
Kangaroo	
Swamp	
Alligator**	Underground
Dire bat*	Dire badger*
Dire rat*	Dire bat*
Hippopotamus	Dire rat*
Lizard, giant venomous	Dire weasel*
Lizard, monstrous	Giant ant*
Lizard, monitor*	Lizard, giant venomous
Snake, constrictor*	Lizard, monstrous
Snake, Large viper*	Lizard, monitor*
Turtle, giant	Snake, constrictor*
Turtle, monstrous	Snake, Large viper*

* These creatures can be found in Monsters and Treasure. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

TABLE 5-3: SUPREME FAMILIARS BY TERRAIN

Aquatic	
Crocodile, giant*	Snake, Huge viper*
Dinosaur (elamosaurus)*	Squid, giant*
Octopus, giant*	Whale, orca*
Shark, Huge*	
Arctic	
Dire bear*	Mastodon**
Dire wolf*	Winter wolf*
Desert	
Lizard, monster venomous	Spider eater*
Snake, Huge viper*	
Forest	
Dinosaur (deionychus)*	Elephant*
Dinosaur (megaraptor)*	Giant eagle*
Dire ape*	Giant owl*
Dire bear*	Girallon*
Dire boar*	Lizard, monstrous venomous
Dire lion*	Pegasus*
Dire tiger*	Snake, Huge viper*
Dire wolf*	Spider eater*
Dire wolverine*	Unicorn*
Jungle	
Crocodile, giant*	Snake, Huge viper*
Elephant*	Spider eater*
Lizard, monstrous venomous	

THE DRUID'S FAMILIAR

Mountain	
Dire ape*	Giant owl*
Dire bear*	Giarllon*
Dire lion*	Griffon*
Dire tiger*	Lizard, monstrous venomous
Dire wolf*	Snake, Huge viper*
Dire wolverine*	Spider eater*
Giant eagle*	
Plain	
Ankheg*	Elephant*
Dire bear*	Giant eagle*
Dire boar*	Giant owl*
Dire lion*	Lizard, monstrous venomous
Dire tiger*	Rhinoceros
Dire wolf*	Snake, Huge viper*

Dire wolverine*	Spider eater*
Swamp	
Alligator, giant**	Lizard, monstrous venomous
Dinosaur (deionychus)*	Snake, Huge viper*
Dinosaur (elamosaurus)*	Spider eater*
Dinosaur (megaraptor)*	

Underground	
Ankheg*	Lizard, monstrous venomous
Dire bear*	Snake, Huge viper*

* These creatures can be found in Monsters & Treasure. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

OTHER ANIMALS

Obviously, these lists are not inclusive. With Castle Keeper's approval, a PC druid may seek out any animal appropriate to her elected terrain type as a familiar, even if it does not appear on these lists. In other cases, a particular type of 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.

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.

Frog: Use the stats for a toad.

Heron: Use the stats for cranes as presented in Appendix A.

Jackal: Use the stats for battle dogs 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.

Mastodon: Use the stats for an elephant.

Mountain Lion: Use the stats for a lion.

Oryx: A small horse-like antelope. Use the stats for deer as presented in Appendix A.

Panther: Use the stats for a leopard. However, a panther's racial bonus to Hide checks is +8 instead of +4.

Reindeer: See the stats for caribous as presented in Appendix A.

Snowy Owl: Use the stats for an owl.

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, endure elements, Nature Sense, Track
3 rd -4 th	+2	7	Share spells, woodland stride

CHAPTER 5

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 nature's lure
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 existing 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 (as per the Ranger Ability), regardless of their previous ability to track (if any).

Resist Nature's Lure: As per the druid's class ability.

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, endure elements, 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 nature's lure, 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 existing 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.

Track: All druidic familiar gain the ability to track (as per the Special Ability), regardless of their previous ability to track (if any).

Nature Lore: As per the druid's class ability.

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, endure elements, 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 nature's lure, 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 existing 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.

Track: All druidic familiars gain the ability to track (as per the Ranger Ability), regardless of their previous ability to track (if any).

Resist Nature's Lure: As per the druid's class ability.

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

Animal Trance
Augury
Blessed Companion
Blink
Bull's Strength
Cat's Grace
Commune with Nature
Contagion
Countercall
Courageous Roar
Darkness
Daylight
Death Ward
Deafening Call
Defensive Roll

Detect Scrying
Detect Thoughts
Discern Lies
Disease Immunity
Encompassing Vision
Familiar Rage
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.

ELEMENTAL FAMILIARS

In addition to the animals of her realm, a druid may also call upon the aid and service of the very elements themselves.

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). At the end of the day, the druid must make a successful Nature Lore check (CL equal to 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 (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.

TABLE 5-8: DRUID SUPREME FAMILIAR ABILITIES

Astral Projection
Banisher
Blasphemous Call
Charm
Companion's Veil
Confusion
Damage Reduction
Dimension Slip
Divine Health
Ethereal State
Familiar Growth
Familiar Rage, Greater
Find the Path
Fly
Holy Call
Mind Store
Natural Armor, Supreme
Spell Resistance, Supreme
Supreme Leap
Tongues
Zone of Truth

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

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. For a standard elemental familiar, a druid receives a Small elemental. For a greater elemental familiar, a druid receives a Medium-sized elemental. For a supreme elemental familiar, a druid receives a Large elemental (though in this case, she needs to be at least 11th level overall).

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. However, these creatures are treated as a typical druid familiar, not an elemental familiar (see earlier in this chapter).

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.

CHAPTER 5

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 natural HD double, doubling its natural base attack bonus and saves. (Continue using the master's total if it is higher.)

SIZE: The familiar's size increases one step. Use the AC, attacks, damage, space, reach, saves, and ability scores of an elemental one size larger.

SPECIAL ABILITIES: Treat the familiar's special abilities and attacks as if they were an elemental of one size larger. (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.

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 reduction 5/magic.
- Fire:** The master gains fire resistance 10.
- 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 reduction 10/magic.
- Fire:** The master gains fire resistance 20.
- 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 +8 deflection bonus to AC.
- Earth:** The master gains damage reduction 10/-.
- 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.

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 (1/day)
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Elemental growth (1/day)
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 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/day)
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Elemental growth (2/day)
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 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 (3/day)
13 th -14 th	+7	12	-
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Elemental growth (3/day)
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.

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 suffering that goes with it.

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

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 ability (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 costs of 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).

FOLK RITUAL

When a fighter takes the Summon Familiar Advantage, 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:

CHAPTER 6

- 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 Advantage 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 Advantages 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 costs commonly associated with summoning familiars. Note that if the character begins play with any Summon Familiar Advantages and a familiar, he cannot use the Quest ritual as an excuse to waive 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 roll	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 roll	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.
0	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 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 roll	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.
0	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.”

CHAPTER 6

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

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 Advantages can also be selected as standard familiar special abilities for the fighter's familiar (assuming it meets the requirements). Descriptions of these Advantages can be found in the **Castle Keeper's Guide**, pages 323-332.

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.

THE HERO'S WEAPON

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.

A character may have no more than one hero's weapon familiar.

TABLE 6-10: HERO'S WEAPON

Master Class Level	Hardness Adj.	Int/Wis/Cha	Special
1 st -2 nd	+1	6	Evoke power 1/day, hero's weapon power, telepathic link
3 rd -4 th	+2	7	Hero's weapon standard ability
5 th -6 th	+3	8	Evoke power 2/day, hero's weapon power
7 th -8 th	+4	9	Hero's weapon standard ability
9 th -10 th	+5	10	Evoke power 3/day, hero's weapon ability
11 th -12 th	+6	11	Hero's weapon greater ability
13 th -14 th	+7	12	Evoke power 4/day, hero's weapon power
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Evoke power 5/day, hero's weapon power
19 th -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.

CHAPTER 6

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 6-12: Hero's Weapon Standard Abilities and 6-13: Hero's Weapon Greater Abilities later in this chapter for details on which special abilities are available and an explanation of what each does).

HERO'S WEAPON PROPERTIES

A hero's weapon is an intelligent, magical weapon which may be gifted with extraordinary powers.

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. A hero's weapon alignment always counts as the appropriate alignment trait (i.e. a lawful good hero's weapon counts as both Lawful and Good) for the purposes of overcoming damage reduction.

EGO: Unlike a typical intelligent magic item, a hero's weapon has no ego and the master is always in control.

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 1st level he can summon the hero's weapon's powers once per day. At 5th level and every four levels thereafter, he can summon the powers one additional time per day (to a maximum of 5 times a day at 17th level). Evoking the hero's weapon's power takes no time itself, but the master can do it only during his action and not in response to someone else's action. A master can't, for example, evoke the hero's weapon's power when struck in combat to benefit from the weapon's defending ability (assuming it had it) to improve his armor class and avoid the blow, although the defending ability would be of benefit if he had evoked the hero's weapon's power and had used the defending ability, before he was struck.

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.

A master may choose additional powers from Table 6-11 above and beyond what his character level allows by selecting the Enhance Hero's Weapon Advantage (see the 'New Advantages' section of Chapter 1 for details).

MAGIC WEAPON: A hero's weapon always counts as a +1 magical weapon for the purposes of overcoming damage reduction.

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 low intelligence of a low-level master's hero's weapon limits what the item is able to communicate or understand, and even intelligent hero's weapons see the world differently from humans, 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 seen a room, the master can teleport to that room 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 a number of inherent special abilities as listed on Table 6-11. Hero's weapons may 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 once each day (see 'Evoke Power' above). For every four levels beyond 1st that the hero's 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 table each time the hero's weapon is granted a new power.

TABLE 6-11: HERO'S WEAPON POWERS

+1 enhancement	Merciful
Bane	Mighty cleaving
Defending	Returning
Distance	Seeking
Flaming	Shock
Frost	Throwing
Ghost touch	Thundering
Keen	Vicious

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.

TABLE 6-12: HERO'S WEAPON STANDARD ABILITIES

Alertness	Endurance
Detect Chaos	Familiar's Eye
Detect Evil	Familiar's Flame
Detect Good	Inkling

Detect Law	Know Direction
Detect Magic	Speech
Detect Poison	

NEW COMBAT ADVANTAGES

The following Advantages should all be added to the Combat Advantages options for player characters. A few reprints from the Castle Keeper's Guide are included for completeness and to better explain prerequisites; others are entirely new. In addition, the master can select one of the following Advantages to be granted to him by the hero's weapon as long as he has it draw and ready (ordinary Advantage progression still applies). When placed in a hero's weapon, the only prerequisites that need to be met are those that require another Advantage (Great Cleave, for example, still requires the fighter to have Cleave in their weapon, but not the strength prerequisite of Cleave).

BLIND-FIGHT

Prerequisite: Wisdom 12+

If you miss a foe due to blindness, darkness (magical or mundane) or other forms of concealment, you can reroll the attack.

CLEAVING STRIKE

Prerequisite: Strength 14+

If you fell a foe on an attack, once per round you can make a second immediate attack at an adjacent foe.

COMBAT EXPERTISE

Prerequisite: Dexterity 14+

You may take a penalty to your attack rolls of up to your BtH bonus and add the same number to your AC for the round.

COMBAT REFLEXES

Prerequisite: Dexterity 12+

whenever a foe attempts to break off combat with you, you gain a free attack

DODGE

Prerequisite: Dexterity 15+

Gain +1 to AC against a single foe, chosen at the beginning of each round.

GREAT CLEAVE

Prerequisite: Cleaving Strike

If you cleave and fell your foe, you may make a second additional attack at an adjacent foe.

IMPROVED CRITICAL

Prerequisite: Strength 15+

You deal double damage on a natural, unmodified roll of 19 or 20.

IMPROVED INITIATIVE

You gain +2 to initiative.

POWER ATTACK

Prerequisite: Strength 14+

You may accept a penalty of up to your BtH bonus and add the same as a bonus to damage on all successful strikes in a round.

SPRING ATTACK

Prerequisite: Dodge

When you make a successful attack on an opponent, you may spring back and gain +2 to AC against that opponent until your next turn. This stacks with any other AC bonuses you have, including from Dodge.

SUNDER

Prerequisite: Strength 15+

On a natural 20, you can choose to deal half damage to an opponent and shatter their weapon unless they roll a 12 or better (unmodified) on a d20. Magical weapons may add their bonus to this save against shattering.

WEAPON FINESSE

Prerequisite: Dexterity 13+

When using your hero's weapon, you may use your dexterity bonus to hit and damage instead of your Strength bonus. If chosen as a normal Player Advantage, this applies to the use of light, one-handed melee weapons.

WHIRLWIND ATTACK

Prerequisite: Great Cleave

You may make a single attack roll against each enemy within five feet of you. If you choose to do this, you may not cleave or take any other actions during the round.

TABLE 6-13: HERO'S WEAPON GREATER ABILITIES

Bull's Strength (affects the master)
Cat's Grace (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.



CHAPTER 7: MONK FAMILIARS

Inoue 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'S 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 1-4 and 1-5 in Chapter 1 for more details.

TABLE 7-1: STANDARD MONK FAMILIARS

Cat*	Oryx**
Crane	Owl*
Dhole**	Panda, Red
Dove	Peacock
Eagle*	Raccoon
Hawk*	Raven*
Fennec Fox**	Snake, Tiny viper*
Hummingbird	Weasel*
Mongoose	Wolf*

* These creatures can be found in *Monster & Treasure*. All other creature stats can be found in Appendix A.

** See the Non-standard Familiars sidebar below.

TABLE 7-2: GREATER MONK FAMILIARS

Bear, black*	Lantern archon*
Bear, brown*	Leopard*
Bear, polar*	Mephitis (any)*
Blink dog*	Panda
Cheetah*	Snake, constrictor*
Dire weasel*	Snake, Large viper*
Elemental, small (air, fire, water, earth)*	Tiger*

CHAPTER 7

Hell hound*	Wyrmling (dragon) (any lawful or true neutral)*
-------------	---

* These creatures can be found in Monsters and Treasure. All other creature stats can be found in Appendix A.

** See the Non-standard Familiars sidebar below.

TABLE 7-3: SUPREME MONK FAMILIARS

Dire wolf*	Giant eagle*
Dire lion*	Giant owl*
Dire tiger*	Griffon*
Displacer beast*	Shadow mastiff*
Dragonne*	Snake, Huge viper*
Dragon, very young (any lawful or true neutral)*	Unicorn*
Elemental, Medium (air, earth, fire, water)*	Winter wolf*
Elephant*	Yeth hound*
Ethereal filcher*	

* These creatures can be found in Monsters and Treasure. All other creature stats can be found in Appendix A.

** See the Non-standard Familiars sidebar below.

NON-STANDARD FAMILIARS

The monk has several non-standard familiars:

Oryx - A small horse-like antelope. Use the stats for deer as presented in Appendix A.

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	Blur, 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	Great Leap
Augury	Haste
Blessed Companion	Mystic Disguise
Enhance Attribute	Natural Armor, Greater
Courageous Roar	Nondetection
Darkness	Opportunist
Daylight	Resist Energy
Dazing Tough	Slow Fall
Death Ward	Sleeping Touch
Deafening Call	Sneak Attack
Defensive Roll	Speak with Dead
Detect Thoughts	Speech
Discern Lies	Spider Climb
Disease Immunity	Time Hop
Encompassing Vision	Uncanny Dodge, Improved
Endure Elements	Venom Immunity
Fearful	Water Breathing
Freedom of Movement	Water Walk
Guided Strike	Wholeness of Body

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

TABLE 7-8: MONK SUPREME FAMILIAR ABILITIES

Astral Projection	Fly
Charm	Holy Call
Companion's Veil	Mind Store
Confusion	Natural Armor, Supreme
Damage Reduction	Raise Dead
Dimension Slip	Supreme Leap
Divine Health	Time Regression
Ethereal State	Tongues
Find the Path	

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

ANCESTRAL SPIRITS

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.

CHAPTER 7

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.

During the summoning ritual, the monk calls out to the spirits of his ancestors. 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.

ABILITY CHECKS: Unlike traditional familiars, ancestral familiars cannot interchangeably use their own abilities and knowledge and their master’s. Instead, the ancestral familiar maintains its own knowledge and abilities from life.

When the ancestral spirit takes an animal form, however, it can still use its abilities interchangeably with its animal form. In other words, the ancestral spirit either uses its own normal abilities 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. 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
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
7 th -8 th	+4	*	Speak with animals of its kind
9 th -10 th	+5	*	Standard ancestral ability
11 th -12 th	+6	*	-
13 th -14 th	+7	*	-
15 th -16 th	+8	*	Standard ancestral ability
17 th -18 th	+9	*	-
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.

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

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 the list below.

Greater Ancestral Ability: Select one greater or standard ancestral ability from the lists below.

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

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 the lists below.

Supreme Ancestral Ability: Select one supreme, greater, or standard ancestral ability from the lists 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.

STANDARD ANCESTRAL ABILITIES

ALCHEMIST: The ancestral familiar was an alchemist in its previous life. The familiar gains a +3 bonus to intelligence checks as they pertain to creating Alchemical elixirs. This ability can be selected more than once. Its effects stack.

ANIMAL FRIEND: The ancestral familiar possesses a close kinship with animals. The familiar gains a +3 bonus to Handle Animal checks. This ability can be selected more than once. Its effects stack.

BLOOD BOND: The familiar gains a +2 bonus to all Siege 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 a +4 bonus on saving throws against traps.

DIPLOMAT: The ancestral familiar was a diplomat in its previous life. The familiar gains a +3 bonus to charisma checks as they pertain to diplomacy. 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 Primeval Instincts ability of a Barbarian equal to the Hit Dice of the Familiar.

HEALER: The ancestral familiar was a skilled healer in its past life. The familiar gains the ability to use the first aid spell up to once per Hit Die per day at will.

IMPROVED INITIATIVE: The presence of the familiar gives the master a quicker reaction time. While the familiar is within arm's reach, the master gains a +2 to their initiative check.

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.

CHAPTER 7

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.

LIVING HISTORY: The ancestral familiar gains a +3 bonus to intelligence Checks as they pertain to Ancient History due to its singular perspective. This ability can be selected more than once. Its effects stack.

LUCK OF PROVIDENCE: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +1 luck bonus to all saving throws.

PERFORMER: The ancestral familiar was a great actor, singer, or dancer in its previous life. The familiar gains a +3 charisma checks as they pertain to performance art. This ability can be selected more than once. Its effects stack.

SCOUT: The ancestral familiar was a scout in its previous life. The familiar gains the deerstalker ability like a barbarian of equal hit dice.

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 a spell resistance of 5.

STOIC: The ancestral spirit was a master of meditation and self-control. The familiar gains a +3 bonus on all wisdom based checks where concentration is required. This ability can be selected more than once. Its effects stack.

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.

WARD OF HARM: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +2 luck bonus to AC.

GREATER ANCESTRAL ABILITIES

ACTOR: The ancestral familiar was an actor of legendary talent. The familiar gains a +3 bonus to charisma checks as they pertain to using disguises and performance art. This ability can be selected more than once. Its effects stack.

ADVISOR: The ancestral familiar was a machiavellian advisor in its previous life. The familiar gains a +3 bonus to wisdom checks as they pertain to interpreting the motive of others and noticing subterfuge. This ability can be selected more than once. Its effects stack.

ARCANIST: The ancestral familiar was a researcher and practitioner of the arcane arts. The familiar gains a +3 bonus to intelligence checks as they pertain to magic and arcane lore. This ability can be selected more than once. Its effects stack.

ARTISAN: The ancestral familiar was a great artisan in its previous life. The familiar gains a +3 bonus to intelligence checks as they pertain to crafting goods and equipment as described in the equipment section of the Players Handbook. This ability can be selected more than once. Its effects stack.

AUGURY: Three times per day, 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.

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

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 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 a +3 bonus to Balance and Tumble checks. This ability can be selected more than once. Its effects stack.

IMPROVED AID: When using the aid another action to help its master, the ancestral familiar grants a +4 circumstance bonus to the master's attack roll or AC instead of the standard +2.

LUCK OF PROVIDENCE, GREATER: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +2 luck bonus to all saving throws. This ancestral ability does not stack with Luck of Providence ability (above).

MAGISTRATE: The ancestral familiar was a powerful politician or bureaucrat in its previous life. The familiar gains a +3 charisma based bonus to knowledge based checks as they pertain to law and nobility. This ability can be gained more than once and its effects stack.

MASTER DIPLOMAT: The ancestral familiar was a diplomat of surpassing skill in its previous life. The familiar gains a +2 bonus to charisma checks and to wisdom checks to sense another's motives or falsehoods. This ability can be gained more than once and its effects stack.

NINJA: The familiar was skilled at stealth in its former life. The familiar gains a +3 bonus to dexterity based Stealth checks. This ability can be gained more than once. Its effects stack.

PRIEST: The ancestral familiar was a priest in its previous life. The familiar gains a +3 bonus to intelligence checks based on religious history.

SCHOLAR: The familiar was a skilled scholar in its previous life. The familiar gains Decipher Script as a bard of the same level as its hit dice at a +2 bonus. In addition, the familiar gains a +1 bonus to all intelligence checks involving knowledge or to recall information. This ability can be gained more than once. Its effects stack.

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

SPY: The ancestral spirit was a legendary spy. The familiar gains a +3 bonus on charisma based checks to don disguises and gather information. This ability can be selected more than once. Its effects stack.

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 a spell resistance of 15.

THIEF: The ancestral spirit was a rogue or thief. The familiar gains a +3 bonus on intelligence based checks for Traps. The Familiar can disarm common and magical traps as a thief equal to the Hit Dice of the familiar.

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 gains a +2 to wisdom based checks for noticing approaching or hidden enemies. This ability can be selected more than once. Its effects stack.

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 a +3 bonus Knowledge (nature) and Survival checks. This ability can be selected more than once. Its effects stack.

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 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.

LUCK OF PROVIDENCE, SUPREME: The ancestral familiar watches over and protects its descendant. The familiar's master gains a +3 luck bonus to all saving throws. This ancestral ability does not stack with Luck of Providence or Greater Luck of Providence abilities (above).

KARMIC GREATNESS: The ancestral familiar is a spirit of great power. The familiar gains a +2 bonus to its charisma based checks. This ability can be selected more than once. Its effects stack.

KEEN INTELLECT: The ancestral familiar had a mind of startling power. The familiar moves one slot forward in its intelligence rating. I.E. from Animal to Inferior, or from Superior to Genius.

SAGACIOUS: The ancestral familiar possessed a vast depth of wisdom. The familiar gains a +2 bonus to wisdom based checks. This ability can be selected more than once. Its effects stack.

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 a spell resistance of 18.

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 8: 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 Sahwallis 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 MOUNT

Like the knight, it is not uncommon for holy soldiers of the orders to also be warriors of horse. In the case of the paladin, it is not uncommon for such a horse to be delivered through the agencies of the deity as a holy 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.

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 abilities 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.

STANDARD PALADIN MOUNTS

Small Paladins

Mount	Notes
Antelope	-
Deer	-
Dog, battle	-
Dolphin	Aquatic characters only
Donkey*	-
Mule*	-
Pony, war*	-
Porpoise*	Aquatic characters only
Ram	-

Medium Paladins

Mount	Notes
Camel*	-
Warhorse, heavy*	-
Warhorse, light*	-

GREATER MOUNTS

Small Paladins

Special Mount	Notes
Bear, black*	-
Giant bee*	Flight/Poison

Medium Paladins

Special Mount	Notes
Bear, brown*	-
Bear, polar*	-
Caribou	-
Dire bat*	Flight
Hippogriff*	Flight
Lion*	-
Manta ray	Aquatic characters only
Tiger*	-

Large Paladins

Special Mount	Notes
Giraffe	-

SUPREME MOUNTS

Small Paladins

Special Mount	Notes
Blink dog*	Rider travels with blink/dimension door
Dragon, very young (bronze)*	Flight
Dragon, very young (silver)*	Flight

CHAPTER 8

Medium Paladins	
Special Mount	Notes
Arrowhawk, adult*	Flight
Dire bear*	-
Dire lion*	-
Dire tiger*	-
Dragonne*	Flight
Dragon, very young (gold)*	Flight
Giant eagle*	Flight
Giant owl*	Flight
Giant wasp*	Flight/Poison
Griffin*	Flight
Rhinoceros*	-

Large Paladins	
Special Mount	Notes
Arrowhawk, elder*	Flight
Elephant*	-
Whale, Orca*	Aquatic
Dragon, very young (gold)*	Flight
Giant eagle*	Flight
Giant owl*	Flight
Giant wasp*	Flight/Poison
Griffin*	Flight

* These creatures can be found in the Monsters & Treasure guide. All other creature stats can be found in Appendix A.

MOUNT PROPERTIES AND SPECIAL ABILITIES

Once per day, as a full-round action, a paladin 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).

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 below. A paladin's mount is treated as a magical beast, regardless of the creature's original type, for all practical purposes though it retains the base creature's HD, BtH, saves and other abilities.

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 eight-sided (d8) Hit Dice, Extra Hit Dice improve the mount's base attack and base save bonuses.

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.

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: Once per day per two levels of the master's class, a mount can use this 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 CL 9 Mental 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 against the mount's daily uses. Each target may attempt a wisdom save whose challenge level is equal to 1/2 master's level + master's Cha modifier) to negate the effect.

A standard mount can use its command ability against any animal of its kind. (For a warhorse or war pony, this includes donkeys, mules, and similar creatures.) If the mount is not an animal, it cannot use this ability.

A greater mount can use its command ability against any animal.

A supreme mount can use its command ability against any creature.

SPELL RESISTANCE: The mount's spell resistance equals its master's paladin level. To affect the mount with a spell, a spellcaster must beat the Spell Resistance of the mount on a straight d20 roll. For a Standard mount this Spell resistance is

equal to the Paladin Level -10. For a Greater Mount this Spell resistance is equal to the level -5. For the Supreme Mount this resistance is equal to the paladin's level.

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 8-1: STANDARD PALADIN'S SPECIAL MOUNT

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special Abilities
4 th -7 th	+2	+4	+1	6	Divine Aura, Empathic link, share saving throws
8 th -10 th	+4	+6	+2	7	Improved speed
11 th -14 th	+6	+8	+3	8	Command animals of its kind
15 th -20 th	+8	+10	+4	9	Spell resistance (Master's Level)

TABLE 8-2: GREATER PALADIN'S SPECIAL MOUNT

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special Abilities
5 th -7 th	+2	+4	+1	8	Empathic link, share saving throws, Divine Aura
8 th -10 th	+4	+6	+2	9	Improved speed, special mount ability, Aura of Courage
11 th -13 th	+6	+8	+3	10	Command animals of its kind
14 th -16 th	+8	+10	+4	11	Spell resistance (Master's Level)
17 th -20 th	+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 a +4 to saves vs. fear when they are within 10 ft. of the mount.

TABLE 8-3: SUPREME PALADIN'S SPECIAL MOUNT

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special Abilities
4 th -7 th	+4	+6	+1	10	Empathic Link, Share saving throws, Divine Aura
8 th -10 th	+6	+8	+2	11	Improved speed, Special mount ability, Aura of Courage

PALADIN SPECIAL MOUNTS AND FAMILIARS

11 th -13 th	+8	+10	+3	12	Command animals of its kind, special mount ability, Smite Evil
14 th -16 th	+10	+12	+4	13	Spell resistance (Master's Level), special mount ability
17 th -20 th	+12	+14	+5	14	Special mount ability

Smite Evil: Once per day the mount may add its master's charisma bonus to the attack roll and its rider's level to damage on a successful strike.

TABLE 8-4: SPECIAL MOUNT ABILITIES

Animal Trance	Familiar's Eye
Blessed Companion	Familiar's Flame
Blood Bond	Freedom of Movement
Blur	Great Leap
Enhance Attribute	Healing Touch
Chameleon	Improved Initiative
Commune with Nature	Inkling
Control Light (brighten)	Know Direction
Danger Sense	Low-Light Vision
Darkvision	Nondetection
Daylight	Recall
Death Ward	Speak with Animals of Its Kind
Detect Chaos	Speak with Master
Detect Evil	Speech
Detect Magic	Tongues
Distracting	Trackless Step
Encompassing Vision	Uncanny Dodge
Endurance	

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

CHAPTER 8

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.

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 DOCTRINE

A doctrine is a paladin's reason for doing what she does. It guides her actions and determines her choice of companions,

PALADIN SPECIAL MOUNTS AND FAMILIARS

including familiars and mounts. While most paladins do not officially adopt one of the following doctrines (and any given paladin is likely to encompass several of them during the course of her adventures), 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 doctrines entirely and choose familiars and mounts based entirely on race, on your own preferences, or on your paladin's individual likes and dislikes. The doctrines listed below are common modes of operation for paladins, but they by no means encompass all that it is to be a paladin. Use them or not, as you see fit.

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.

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

CHAPTER 8

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.

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.

HEALER

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.

CHAMPION

The champion is the true hero of the land. It is she who upholds a higher set of morals and law, who travels across lands with the needs of the common people in mind. The peasants cheer her wherever she goes, while the greedy nobles, power-hungry aristocrats, and tyrannical rulers sneak away to concoct some vile plan to bring her to ruin. For it is the champion's credo that all should live under the light of true justice and righteousness, and to this end she combats chaotic, corrupt political systems, battles thieves' guilds, and throws down tyrants. Let others deal with the evils beneath the earth or search for forgotten treasure; the champion believes it is she who is the one who truly makes a difference.

Champions draw their support from the peasants and common people of the land. Without this support, they would not be able to do their duty or fight their battles. The champion must be a celebrity; the people must know her by sight, they must cheer her name, they must sing songs and tell stories of her valor. To this end, the champion often takes on a familiar that is similarly charismatic. It wouldn't do to have a champion walking around with a badger - an eagle simply catches the eyes and imagination of the masses so much better. Champions often supplement their familiars with very visible, impressive abilities to play on this appeal even further.

Special mounts serve a very similar purpose to familiars for the champion. The mount must be magnificent to behold and must carry its master proudly wherever she may go. The sight of the approaching mount should inspire hope and courage to the beleaguered, and dread to all oppressors who would oppose the champion. A champion's mount is therefore a noble, splendid animal, proud and beautiful to look upon.

COMMANDER

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.

CELESTIAL AGENT

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.

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.

THE PALADIN'S FAMILIAR

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.

PALADIN SPECIAL MOUNTS AND FAMILIARS

"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.

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

CHAPTER 8

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. 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.

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 (see Tables 1-4 and 1-5 in Chapter 1 for more details).

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 8-5: STANDARD PALADIN FAMILIAR

Paladin Level	Natural Armor Adj.	Int	Special
1 st -2 nd	+1	6	Empathic link, divine health, detect evil, 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 8-6: GREATER PALADIN FAMILIAR

Paladin Level	Natural Armor Adj.	Int	Special
1 st -2 nd	+5	7	Empathic link, divine health, detect evil, 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 8-8 below.

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

TABLE 8-7: SUPREME PALADIN FAMILIAR

Paladin Level	Natural Armor Adj.	Int	Special
1 st -2 nd	+8	9	Empathic link, divine health, detect evil, 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 8-8 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from the Tables 8-8 or 8-9 below.

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

TABLE 8-8: PALADIN GREATER FAMILIAR ABILITIES

Augury	Guided Strike
Blessed Companion	Great Leap
Enhance Attribute	Haste
Commune with Nature	Natural Armor, Greater
Daylight	Nondetection
Death Ward	Opportunist
Defensive Roll	Recall
Detect Thoughts	Speak with Dead
Discern Lies	Speech
Disease Immunity	Spell Resistance, Greater
Dispel Magic	Venom Immunity
Encompassing Vision	Wholeness of Body

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

TABLE 8-9: PALADIN SUPREME FAMILIAR ABILITIES

Banisher	Fly
Charm	Holy Call
Companion's Veil	Natural Armor, Supreme
Damage Reduction	Raise Dead
Divine Health	Spell Resistance, Supreme
Familiar Growth	Supreme Leap
Find the Path	Tongues

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

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

PALADIN SPECIAL MOUNTS AND FAMILIARS

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 summons one in the same way that she summons any familiar. She gains the Summon Familiar Special Ability (and then perhaps the Summon Greater Familiar and Summon Supreme Familiar Special Abilities), and, after the ritual is complete, the spirit arrives (see the 'New Abilities' section of Chapter 1 for details on these abilities). When the ritual is performed, the paladin must bear the receptacle that the spirit is to occupy. This must be a non-magical, Expert melee weapon or piece of armor, or simply herself.

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).

CHAPTER 8

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, 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, and may even be the soul of one of the paladin's deceased companions. 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 loses no experience if this should transpire, and if the warrior falls again the spirit may be rebound into the weapon at no cost.

Weapon spirits can be summoned as standard, greater, or supreme familiars. 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.

TABLE 8-10: STANDARD SPIRIT WEAPON

Master Class Level	Int/ Wis/ Cha	Special
1 st -2 nd	6	Evoke power 1/day, spirit weapon power, telepathic link, spirit light
3 rd -4 th	7	Warrior knowledge
5 th -6 th	8	Evoke power 2/day, spirit weapon power
7 th -8 th	9	Spirit connection
9 th -10 th	10	Evoke power 3/day, spirit weapon power
11 th -12 th	11	Spirit channeling
13 th -14 th	12	Evoke power 4/day, spirit weapon power
15 th -16 th	13	-
17 th -18 th	14	Evoke power 5/day, spirit weapon power
19 th -20 th	15	-

Int/Wis/Cha: The spirit weapon's intelligence, wisdom and charisma scores.

TABLE 8-11: GREATER SPIRIT WEAPON

Master Class Level	Int/ Wis/ Cha	Special
1 st -2 nd	7	Evoke power 1/day, spirit weapon power, telepathic link, spirit light
3 rd -4 th	8	Warrior knowledge
5 th -6 th	9	Evoke power 2/day, greater spirit weapon power
7 th -8 th	10	Spirit connection
9 th -10 th	11	Evoke power 3/day, spirit weapon power
11 th -12 th	12	Greater spirit connection
13 th -14 th	13	Evoke power 4/day, greater spirit weapon power
15 th -16 th	14	Spirit channeling
17 th -18 th	15	Evoke power 5/day, spirit weapon power
19 th -20 th	16	Divine focus

Int/Wis/Cha: The spirit weapon's intelligence, wisdom and charisma scores.

TABLE 8-12: SUPREME SPIRIT WEAPON

Master Class Level	Int/ Wis/ Cha	Special
1 st -2 nd	8	Evoke power 1/day, spirit weapon power, telepathic link, spirit light
3 rd -4 th	9	Warrior knowledge
5 th -6 th	10	Evoke power 2/day, greater spirit weapon power
7 th -8 th	11	Greater spirit connection
9 th -10 th	12	Evoke power 3/day, supreme spirit weapon power
11 th -12 th	13	Spirit channeling
13 th -14 th	14	Evoke power 4/day, greater spirit weapon power
15 th -16 th	15	Divine focus
17 th -18 th	16	Evoke power 5/day, supreme spirit weapon power
19 th -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 - lawful good. A spirit weapon always counts as both lawful and good alignment traits for the purposes of overcoming damage reduction.

EGO: Unlike a typical intelligent magic item, a spirit weapon has no ego and the master is always in control.

MAGIC WEAPON: It always counts as a +1 magical weapon.

DIVINE FOCUS: The weapon enhances the paladin's divine abilities. The paladin may make one extra smite evil attempt per day with the spirit weapon. In addition, the paladin can be treated as if it is holy when used against evil foes during a single battle weapon once per day. Note that use of this ability renders all other powers of the spirit weapon inoperative for the duration of the spell (including telepathic communication, bonuses to Knowledge checks, and spiritual connection abilities).

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. At 1st level she can summon the spirit weapon's powers once per day. At 5th level and every four levels thereafter, she can summon the powers one additional time per day (to a maximum of 5 times a day at 17th level). Evoking the spirit weapon's power takes no time itself, but the master can do it only during her action, not in response to someone else's action. A master can't, for example, evoke the spirit weapon's power when struck in combat to benefit from the weapon's defending ability (assuming it had it) to improve her armor class and avoid the blow, although the defending ability would be of benefit if she had evoked the spirit weapon's power and had used the defending ability before she was struck.

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, usable three times per day at the paladin's

PALADIN SPECIAL MOUNTS AND FAMILIARS

caster level, 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 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 3d6 + the paladin's level points of holy damage.

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.

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 8-10, 8-11, and 8-12, the master chooses one power from Table 8-13 below. These powers stack with one another and all are manifested at once each time the master evokes them..

TABLE 8-13: SPIRIT WEAPON POWERS

+1 enhancement
Defending
Distance
Featheredged
Flaming
Frost
Mighty cleaving
Returning
Shock
Thundering

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.

Featheredged: On a non-modified roll of 18-20, player severs a limb/hand/foot or head of the target. See Monsters & Treasure "Weapons" Table under "Magical Treasure" for details. Roll a percentile dice to determine the effect from the table therein.

Returning: When hurled the weapon returns to the thrower.

Shocking: Opponents take 1d6 points of additional electrical damage on a successful hit!

CHAPTER 8

Thundering: Deals 1d6 points of sonic damage, and target must save vs. attacker's level or be deafened for 1d6 rounds.

SPIRIT WEAPON POWER, GREATER: 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 8-11 and 8-12, the master chooses one power from Table 8-14 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 8-13, and all are manifested at once each time the master evokes them.

TABLE 8-14: 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.

SPIRIT WEAPON POWER, SUPREME: 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 8-12, the master chooses one power from Table 8-15 below (or from Tables 8-13 or 8-14 if she prefers). These powers stack with one another, and with all Spirit Weapon powers previously chosen from Tables 8-13 and 8-14, and all are manifested at once each time the master evokes them.

TABLE 8-15: 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.

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 the following list. The ability may only be used while the paladin wields the spirit weapon, and she does not need to meet any prerequisites normally associated with that ability. Once chosen, the ability may not be changed.

SPIRITUAL CONNECTION WEAPON ADVANTAGES*

Cleaving Strike*
Cross Block*
Run By Attack*
Swift Strike*

Power Attack*

Weapon Specialization**

*These Advantages are described in detail in the Castle Keepers Guide.

** This ability is described under the Fighter section of the Players Handbook

SPIRITUAL CONNECTION, GREATER: The paladin is able to more fully draw upon the skills and martial prowess of the warrior spirit housed within the spirit weapon. This allows her to gain the free use of one Advantage chosen from the following list. The Advantage may only be used while the paladin wields the spirit weapon, and she does not need to meet any prerequisites normally associated with that Advantage. Once chosen, the Advantage may not be changed.

GREATER SPIRITUAL CONNECTION WEAPON ADVANTAGES*

Intimidating Strike*

Tripping Blow*

Cleaving Strike*

Two Handed Slam*

Blade Breaker***

Weapon Specialization**

*These Advantages are described in detail in the CKG.

** This ability is described under the Fighter section of the Players Handbook

*** **Blade Breaker-** This Advantage allows an attacker to assault the weapon of their opponent in an attempt to destroy it. On a successful strike the weapon deals its weapon damage vs. the weapon. See chapter 9 of the CKG for further details on equipment wastage. Their attack is as if the opponent's weapon is of a challenge class four greater than normal. For example if a steel sword is a CC of 3, against the blade breaker it would be a CC of seven to avoid being damaged.

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.

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 a +2 bonus to any Knowledge checks made that have anything to do with monsters, 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.")

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. 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 8-16: STANDARD SPIRIT ARMOR

Master Class Level	Hardness Adj.	Int/ Wis/ Cha	Special
1 st -2 nd	+1	6	Evoke power 1/day, spirit armor power, telepathic link, spirit light
3 rd -4 th	+2	7	Warrior knowledge
5 th -6 th	+3	8	Evoke power 2/day, spirit armor power
7 th -8 th	+4	9	Spirit connection
9 th -10 th	+5	10	Evoke power 3/day, spirit armor power
11 th -12 th	+6	11	Weightless
13 th -14 th	+7	12	Evoke power 4/day, spirit armor power
15 th -16 th	+8	13	-
17 th -18 th	+9	14	Evoke power 5/day, spirit armor power
19 th -20 th	+10	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 8-17: GREATER SPIRIT ARMOR

Master Class Level	Hardness Adj.	Int/ Wis/ Cha	Special
1 st -2 nd	+2	7	Evoke power 1/day, spirit armor power, telepathic link, spirit light
3 rd -4 th	+3	8	Warrior knowledge
5 th -6 th	+4	9	Evoke power 2/day, greater spirit armor power
7 th -8 th	+5	10	Spirit connection
9 th -10 th	+6	11	Evoke power 3/day, spirit armor power
11 th -12 th	+7	12	Greater spirit connection
13 th -14 th	+8	13	Evoke power 4/day, greater spirit armor power
15 th -16 th	+9	14	Weightless

PALADIN SPECIAL MOUNTS AND FAMILIARS

17 th -18 th	+10	15	Evoke power 5/day, spirit armor power
19 th -20 th	+11	16	Impervious

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 8-18: SUPREME SPIRIT ARMOR

Master Class Level	Hardness Adj.	Int/ Wis/ Cha	Special
1 st -2 nd	+3	8	Evoke power 1/day, spirit armor power, telepathic link, spirit light
3 rd -4 th	+4	9	Warrior knowledge
5 th -6 th	+5	10	Evoke power 2/day, greater spirit armor power
7 th -8 th	+6	11	Greater spirit connection
9 th -10 th	+7	12	Evoke power 3/day, supreme spirit armor power
11 th -12 th	+8	13	Weightless
13 th -14 th	+9	14	Evoke power 4/day, greater spirit armor power
15 th -16 th	+10	15	Impervious
17 th -18 th	+11	16	Evoke power 5/day, supreme spirit armor power
19 th -20 th	+12	17	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 dependant 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: Unlike a typical intelligent magic item, spirit armor has no ego and the master is always in control.

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.

CHAPTER 8

A master can only summon the spirit armor’s powers once per encounter. At 1st 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 per day (to a maximum of 5 times a day at 17th level). Evoking the spirit armor’s power takes no time itself, but the master can do it only during her action, not in response to someone else’s action. A master can’t, for example, evoke the spirit shield’s power when struck in combat by an arrow to benefit from the shield’s arrow catching ability (assuming it had it) to try to avoid the blow. However, the arrow catching ability would be of benefit if she had evoked the spirit shield’s power and had used the arrow catching ability, before she was struck.

IMPERVIOUS: The paladin may speak a special command to the spirit within the armor. This causes the total AC bonus of the armor to double for one full round. For example, a suit of spirit plate mail worn by a 17th-level paladin who invokes its power that counts as +3 full plate grants a total armor bonus of +11. When this ability is invoked, it provides an armor bonus of +22. This ability may be used once per day.

MAGIC ARMOR: Spirit armor always counts as magical armor.

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 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.

SPIRIT ARMOR POWER, GREATER: 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.

SPIRIT ARMOR POWER, SUPREME: 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.

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.

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 the following list. The special ability may only be used while the paladin wears or uses the spirit armor, and she does not need to meet any prerequisites normally associated with that special ability. Once chosen, the special ability may not be changed.

SPIRITUAL CONNECTION ARMOR ADVANTAGES

Dodge
Improved Initiative
Toughness
Uncanny dodge (as a 2 nd -level barbarian)

SPIRITUAL CONNECTION, GREATER: The paladin is able to more fully draw upon the skills and martial prowess of the warrior spirit housed within the spirit armor. This allows her to gain the free use of one advantage or spell, chosen from the following list. The advantage or spell may only be used while the paladin wears or uses the spirit armor, and she does not need to meet any prerequisites normally associated with that advantage or spell. Once chosen, the advantage or spell may not be changed.

GREATER SPIRITUAL CONNECTION ARMOR ABILITIES

Feather fall on wearer 3/day
Haste on wearer only 1/day
Minor globe of Invulnerability on wearer 1/day
Mobility
Shield on wearer 3/day
Any advantage or ability listed on the standard spiritual connection armor ability list

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.

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 a +2 bonus to any Knowledge 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.").

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.

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 Monsters & Treasure.

TABLE 8-19: 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 5 th 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.

PALADIN SPECIAL MOUNTS AND FAMILIARS

TABLE 8-20: GREATER SPIRIT ARMOR POWERS

+2 enhancement*
Animated**
Elven (as Elven Chain)
Spell resistance (13)
*Unlike with standard magic armor, greater spirit armor may be enhanced by stacking enhancement bonuses without paying any exponential penalty. Thus, if a 5 th 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 8-21: SUPREME SPIRIT ARMOR POWERS

+3 enhancement*
Etherealness
Spell resistance (15)
Unlike with standard magic armor, supreme spirit armor may be enhanced by stacking enhancement bonuses without paying any exponential penalty. Thus, if a 9 th level master chose a +1 enhancement bonus for the spirit armor's first power, spell resistance (13) for its second power, and a +3 enhancement for its third power, it would simply count as +4 spell resistance (13) 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

CHAPTER 8

continuous, and activating and deactivating an aura is a free action. Unless otherwise noted, all effects are supernatural.

TYPES OF AURA SPIRITS

COURAGE: This doubles the effectiveness of the paladin's natural aura of courage. Allies within 10 feet of a paladin with a courageous spirit gain a +8 morale bonus against fear effects, as opposed to the normal +4. This aura is always active.

DREAD: Enemies within the radius of the aura suffer a -1 penalty on all attacks, damage rolls, saving throws, and SIEGE checks. This aura can be activated for a total of 10 rounds per day. For every paladin level that the master has, the aura can be activated for one additional round per day.

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 flaming, frost, or shock weapons). 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 flaming is chosen, though if frost 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 per day. For every level of paladin that the master has, the aura may be used for 1 additional round per day.

ELEMENTAL PROTECTION: Allies within the radius of the aura gain Energy Resistance 10 against one energy type (acid, cold, electricity, fire, or sonic), which is selected by the paladin when she activates this aura. The aura can be activated for a total of 5 rounds per day. For every level of paladin that the master has, she may choose to increase the Energy Resistance value by +1 (Energy Resistance 11, Energy Resistance 11, etc.), or she may increase its total duration by 1 additional round per day.

HEALING: 3 times per day, creatures within a 10 ft. radius of the Aura Spirit may be healed for five hit points. The aura can be activated for a total of 3 rounds per day. For every paladin level that the master has, the aura can be activated for 1 additional round per day.

HOLY: The paladin radiates a magic circle against evil when this aura is activated, just as the spell of the same name. This effect is a spell-like ability as cast by a cleric of the paladin's level. This aura may be activated for a total of 10+1 round per level.

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 a +1 morale bonus to all ability checks (but not saving throws). This aura may 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 morale bonus provided by the aura (i.e. +2, +3, etc.), or increase its total duration by 2 additional rounds per day.

LAWFUL: The paladin radiates a magic circle against chaos when this aura is activated, just as the spell of the same name. This effect is a spell-like ability as cast by a cleric of the paladin's level. This aura may be activated for a total of 10 rounds per day. For every paladin level that the master has, it can be activated for one additional round per day.

PAIN: Enemies within the radius of the aura are subjected to holy attacks by the angry spirit, suffering 1d6 points of holy damage per round, on the paladin's turn. This aura can be activated a total of 3 rounds per day. For every paladin level 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.

SLAUGHTER: Allies within the radius of the aura gain a +1 enhancement bonus on all attacks and abilities that deal damage (including spells). This aura can be activated a total of 3 rounds per day. For every paladin level that the master has, she may choose to add +1 to the damage enhancement bonus provided by the aura (i.e. +3, +4, etc.), or increase its total duration by 1 additional round per day.

SPELL RESISTANCE: Allies within the radius of the aura gain Spell Resistance 12. This aura can be activated a total of 5 rounds per day. For every paladin level that the master has, she may choose to add +1 to the effective Spell Resistance provided by the aura (i.e. 13, 14, etc.), or increase its total duration by 1 additional round per day.

VENGEANCE: Every time an enemy within the radius of the aura deals damage to an ally within the aura, the enemy suffers 1 point of holy damage in retribution. The enemy suffers this damage whether its own attack was a melee attack, a spell, a supernatural ability, or anything else, as long as the enemy directly damaged the paladin's ally. This damage occurs for each attack the enemy uses that deals damage to an ally, so a powerful monster with many attacks could take many points of damage from the vengeful spirit. For every 4 paladin levels that the master has, the damage dealt by the spirit increases by 1 point. This aura is always active.

WARRIOR: Allies within 10 feet of the paladin gain a +1 enhancement bonus to all attack and damage rolls with weapons (even natural or unarmed attacks, but not spells, supernatural abilities, etc.). This aura is always active.

CHAPTER 9: THE RANGER'S FAMILIAR

The days had slipped away from Ordin. 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, Ordin 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, Ordin 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 demi-humans 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 a certain 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 unexplainable 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

Ordin 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.



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.

OTHER ANIMALS

Obviously the lists presented in this chapter are not inclusive. With Castle Keeper approval, a ranger may seek out any animal appropriate to his selected terrain type as a familiar, even if it does not appear on the list for his Sacred Site. In other cases, a particular type of animal may not be present in an area, even if a similar habitat is available.

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. Utopia."

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.

CHAPTER 9

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. and 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 Ability (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 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 (Challenge Level 8) 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 Castle Keeper can modify the Challenge Level according to the particulars of his or her campaign world; if the ranger is searching an area notoriously parched, then the Challenge level 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 knowledge as an 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 an attribute skill check, usually relying on Survival checks and calling upon the ranger's instincts and knowledge of nature 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 the 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 Ability (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.

CHAPTER 9

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 that can be 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 Challenge Level 8.

After the Entwined Hut has been erected, the ranger may use the Summon Familiar Ability (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 the 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 wisdom check (CL 3). 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. Dwarves and anyone with a background in masonry can cut this time in half. If using Secondary Skills (see **Castle Keeper's Guide**) Anyone with the skill Profession of Construction (stonemason) can also cut this time in half (see **Castle Keeper's Guide**). (stonemason) 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 Ability Summon Familiar into practice (see the 'New Advantages and 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 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 stonemasons 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 wisdom check at CL 3).

Stone circles grant synergy special bonuses to those using them while practicing engaging in certain skills activities. Anyone with the Knowledge practicing (astronomy) or Knowledge (mathematics) or similar skill, the like enjoys a +4 circumstance bonus 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 Feats' Advantages and Abilities' sections 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 wisdom check (CL 3). 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.

CHAPTER 9

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 featAbility (see the 'New FeatsAdvantages and 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 (CL 2) 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 crawl spaces 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 Ability (see the 'New Advantages and Abilities' section of Chapter 1 for details), spending one day in meditation.

TABLE 9-2: STANDARD FAMILIARS BY TERRAIN

Aquatic	
Crab	Porpoise*
Dolphin	Squid*
Frog**	Turtle
Octopus*	
Arctic:	
Dog*	Penguin
Ermine**	Pony*
Goat	Rat*
Horse*	Reindeer**
Lemming**	Snowy owl**
Desert	
Baboon*	Lizard*
Bat*	Lizard, venomous
Camel*	Oryx**
Dog*	Pony*
Falcon**	Rat*
Hawk*	Snake (Tiny viper)*
Horse*	Vulture
Jackal**	
Forest	
Badger*	KoalaKoala
Bat*	Lizard*
Cat*	Lizard, venomous
Crane	Monkey*
Deer	Owl*
Dog*	Pig
Dove	Raccoon
Eagle*	Raven*
Fox	Snake (Tiny viper)*
Hawk*	Squirrel
Hedgehog	Squirrel, flying
Horse*	Toad*
Hummingbird	
Jungle:	
Baboon*	Lizard, venomous
Bat*	Monkey*
Chameleon	Peacock
Crane	Rat*
Koala	Snake (Tiny viper)*
Lizard*	Toad*
Mountain	
Badger*	Owl*
Bat*	Mule*
Deer	Lizard*
Donkey*	Panda, red
Goat	Raccoon

Eagle*	Rat*
Fox	Sheep
Hawk*	Snake (Tiny viper)*
Hedgehog	Weasel*
Plain	
Antelope	Lizard*
Baboon*	Lizard, venomous
Badger*	Mule*
Bat*	Owl*
Cat*	Peacock
Crane	Pig
Deer	Pony*
Dog*	Raccoon
Donkey*	Rat*
Dove	Raven*
Eagle*	Sheep
Fox	Snake (Tiny viper)*
Goat	Squirrel
Hawk*	Squirrel, flying
Hedgehog	Weasel*
Horse*	
Swamp	
Bat*	Rat*
Chameleon	Snake (Tiny viper)*
Heron**	Turtle
Lizard*	Toad*
Lizard, venomous	
Underground	
Badger*	Raccoon
Bat*	Rat*
Fox	Snake (Tiny viper)*
Hedgehog	Toad*
Lizard*	Weasel*

Lizard, venomous

* These creatures can be found in the MMMonsters & Treasure guide. All other creature stats can be found in Appendix A.

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

TABLE 9-3: GREATER FAMILIARS BY TERRAIN

Aquatic	
Crab, Giant	Snake, constrictor*
Crab, Monstrous	Snake, Large viper*
Crocodile*	Turtle, giant
Shark, Medium or Large*	Turtle, monstrous
Arctic	
Bear, polar*	Snow leopard**
Caribou	Walrus
Dog, riding*	Wolverine*
Musk ox	Wolf*

Ram	Yak
Reindeer**	
Desert	
Dire bat*	Kangaroo
Dire rat*	Lizard, giant venomous
Dog, battle	Lizard, monstrous
Dog, riding*	Lizard, monitor*
Giant ant *	Snake, constrictor*
Jackal**	Snake, Large viper*
Forest	
Ape*	Giant bee*
Bear, black*	Leopard*
Bear, brown*	Lizard, giant venomous
Boar*	Lizard, monstrous
Chameleon, giant	Lizard, monitor*
Dire badger*	Panda
Dire bat*	Sabertooth tiger
Dire rat*	Snake, constrictor*
Dire weasel*	Snake, Large viper*
Dog, riding*	Wolf*
Giant ant*	Wolverine*
Jungle	
Ape*	Lizard, monstrous
Chameleon, giant	Lizard, monitor*
Crocodile*	Panda
Dire bat*	Panther**
Dire rat*	Snake, constrictor*
Leopard*	Snake, Large viper*
Lion*	Tiger*
Lizard, giant venomous	
Mountain	
Ape*	Lizard, monstrous
Bear, black*	Lizard, monitor*
Bear, brown*	Mountain lion**
Chameleon, giant	Ram
Dire bat*	Snake, constrictor*
Dire rat*	Snake, Large viper*
Dire weasel*	Tiger*
Lizard, giant venomous	Wolverine*
Plain	
Bison	Leopard*
Bull	Lion*
Cheetah*	Lizard, giant venomous
Dire badger*	Lizard, monstrous
Dire bat*	Lizard, monitor*
Dire rat*	Ostrich
Dire weasel*	Musk ox
Dog, riding*	Ram
Giant ant*	Saber tooth tiger

CHAPTER 9

Giant bee*	Snake, constrictor*
Giraffe*	Snake, Large viper*
Hippopotamus	Tiger*
Kangaroo	Wolf*
Swamp	
Alligator**	Lizard, monitor*
Dire bat*	Snake, constrictor*
Dire rat*	Snake, Large viper*
Hippopotamus	Turtle, giant
Lizard, giant venomous	Turtle, monstrous
Lizard, monstrous	
Underground	
Dire badger*	Lizard, giant venomous
Dire bat*	Lizard, monstrous
Dire rat*	Lizard, monitor*
Dire weasel*	Snake, constrictor*
Giant ant*	Snake, Large viper*

* These creatures can be found in the MMMonsters & Treasure guide. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

TABLE 9-4: SUPREME FAMILIARS BY TERRAIN

Aquatic	
Crocodile, giant*	Snake, Huge viper*
Dinosaur (elasmosaurus)*	Squid, giant*
Octopus, giant*	Whale, orca*
Shark, Huge*	
Arctic	
Dire bear*	Mastodon**
Dire wolf*	
Desert	
Lizard, monster venomous	Snake, Huge viper*
Forest	
Dinosaur (deionychus)*	Dire wolverine*
Dinosaur (megaraptor)*	Dire wolf*
Dire ape*	Elephant*
Dire bear*	Giant eagle*
Dire boar*	Giant owl*
Dire lion*	Lizard, monstrous venomous
Dire tiger*	Snake, Huge viper*
Jungle	
Crocodile, giant*	Lizard, monstrous venomous
Elephant*	Snake, Huge viper*
Mountain	
Dire ape*	Dire wolverine*
Dire bear*	Giant eagle*
Dire lion*	Giant owl*

Dire tiger*	Lizard, monstrous venomous
Dire wolf*	Snake, Huge viper*
Plain	
Dire bear*	Elephant*
Dire boar*	Giant eagle*
Dire lion*	Giant owl*
Dire tiger*	Lizard, monstrous venomous
Dire wolf*	Rhinoceros
Dire wolverine*	Snake, Huge viper*
Swamp	
Alligator, giant**	Dinosaur (megaraptor)*
Dinosaur (deionychus)*	Lizard, monstrous venomous
Dinosaur (elasmosaurus)*	Snake, Huge viper*
Underground	
Dire bear*	Snake, Huge viper*

Lizard, monstrous venomous

* These creatures can be found in the MMMonsters & Treasure guide. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

NON-STANDARD FAMILIARS BY TERRAIN

Rangers have several non-standard familiars:

Alligator: Use the stats for a crocodile.

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.

Frog: Use the stats for a toad.

Heron: Use the stats for cranes as presented in Appendix A.

Jackal: Use the stats for battle dogs 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.

Mastodon: Use the stats for an elephant.

Mountain Lion: Use the stats for a lion.

Oryx: A small horse-like antelope. Use the stats for deer as presented in Appendix A.

Panther: Use the stats for a leopard. However, a panther's racial bonus to Hide checks is +8 instead of +4.

Reindeer: See the stats for caribous as presented in Appendix A.

Snowy Owl: Use the stats for an owl.

RANGER FAMILIAR ABILITIES

Jubaxi sniffed the black insides of the hollow log. Half a mile away, Ordriin smelled the sharp blood odor of death.

Ordriin 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?" Ordriin 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." Ordriin 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 9-5: STANDARD RANGER FAMILIAR

Master Class Level	Natural Armor Adj.	Int	Special
1 st -2 nd	+1	6	Conceal, Combat Marauder, Move Silently, Survival, Traps, Track
3 rd -4 th	+2	7	-
5 th -6 th	+3	8	Speak with master, Favored Enemy
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	-
11 th -12 th	+6	11	Speak with any animal
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 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 (see the 'Ranger' entry of Chapter 3 of Classes in the PHB Player's Handbook, p. 13) 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 9-6: GREATER RANGER FAMILIAR

Master Class Level	Natural Armor Adj.	Int	Special
1 st -2 nd	+1	7	Conceal, Combat Marauder, Move Silently, Survival, Traps, Track
3 rd -4 th	+2	8	
5 th -6 th	+3	9	Speak with master, greater familiar ability, Favored Enemy
7 th -8 th	+4	10	Speak with animals of its kind
9 th -10 th	+5	11	Greater familiar ability
11 th -12 th	+6	12	Speak with any animal
13 th -14 th	+7	13	-
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 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 (see the 'Ranger' entry of Chapter 3 of Classes of the PHB Player's Handbook, p. 13) 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 9-8 below.

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

TABLE 9-7: SUPREME RANGER FAMILIAR

Master Class Level	Natural Armor Adj.	Int	Special
1 st -2 nd	+1	9	Conceal, Combat Marauder, Move Silently, Survival, Traps, Track
3 rd -4 th	+2	10	-
5 th -6 th	+3	11	Speak with master, greater familiar ability, Favored Enemy
7 th -8 th	+4	12	Speak with animals of its kind
9 th -10 th	+5	13	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.: 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.

CHAPTER 9

Favored Enemy: A ranger’s familiar shares the favored enemies of the ranger (see the ‘Ranger’ entry of Chapter 3 Classes in the PHB (Player’s Handbook, p.13) and gains the same benefits against those enemies.

Track: All ranger familiars gain the ability to track (as per the featAbility), regardless of their previous ability to track (if any).

Greater Familiar Ability: Select one greater familiar ability from Table 9-8 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from Tables 9-8 or 9-9 below.

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

TABLE 9-8: RANGER GREATER FAMILIAR ABILITIES

Animal Trance	Freedom of Movement
Antiplant Shell	Guided Strike
Blessed Companion	Great Leap
Blink	Haste
Enhance Attribute	Natural Armor, Greater
Commune with Nature	Nondetection

Countercall	Opportunist
Courageous Roar	Resist Energy
Deafening Call	Spell Resistance, Greater
Defensive Roll	Uncanny Dodge, Improved
Encompassing Vision	Wholeness of Body
Endure Elements	Woodland Stride
Familiar Rage	

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

TABLE 9-9: RANGER SUPREME FAMILIAR ABILITIES

Antimagic Field	Familiar Rage, Greater
Blasphemous Call	Find the Path
Companion’s Veil	Holy Call
Damage Reduction	Natural Armor, Supreme
Divine Health	Spell Resistance, Supreme
Familiar Growth	Supreme Leap

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



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 (Challenge Level 4) for a standard familiar, Challenge Level 7 for a greater familiar, or Challenge Level 10 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*	Monkey*
Bat*	Octopus*
Cat*	Owl*
Chameleon	Porpoise*
Dog*	Raccoon
Fox	Rat*
Hawk*	Raven*
Hedgehog	Snake (Tiny viper)*
Hummingbird	Squid*
Lizard*	Squirrel
Lizard, venomous	Toad*
Mongoose	Weasel*

For more information on the special abilities that these familiars grant their masters, see Chapter 1.

TABLE 10-2: GREATER ROGUE FAMILIARS

Blink dog*	Elemental, Small (water)*
Chameleon, giant	Mephitis (any)*
Crocodile*	Quasit*
Darkmantle*	Snake, constrictor*
Dire bat*	Snake, Large viper*
Dire rat*	Tiger*
Dire weasel*	Wolf*
Eagle*	Wolverine*
Elemental, Small (air)*	Worg*



TABLE 10-3: SUPREME ROGUE FAMILIARS

Dire lion*	Ethereal filcher*
Dire tiger*	Gargoyle*
Dire wolf*	Giant eagle*
Dire wolverine*	Giant owl*
Displacer beast*	Imp*
Dragon, very young (any)*	Phase spider*
Elemental, Medium (air)*	Shadow mastiff*
Elemental, Medium (water)*	

* These creatures can be found in the Monsters and Treasure guide. All other creature stats can be found in Appendix A.

** 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 1-4 and 1-5 in Chapter 1 for more details.

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). Familiars are as smart as people, though not necessarily as smart as smart people.

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). Familiars are as smart as people, though not necessarily as smart as smart people.

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). Familiars are as smart as people, though not necessarily as smart as smart people.

CHAPTER 10

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	Familiar’s Eye
Chameleon	Familiar’s Flame
Control Light	Fast Movement
Control Shadow	Inkling
Darkvision	Know Direction
Detect Poison	Low-Light Vision
Detect Secret Doors	Talons
Distracting	Trackless Step
For more information on these special abilities, see Chapter 1.	
The rogue can also select the following Advantages as a standard ability for her familiar though all prerequisites must still be met:	
Acrobatic Maneuver	Sacrificing Riposte
Climbing Fighter	Swift Strike
Charmed Existence	Sure Footed Warrior
Dodge	Tripping Blow
Fleet of Foot	

TABLE 10-8: ROGUE GREATER FAMILIAR ABILITIES

Augury	Discern Lies
Blessed Companion	Encompassing Vision
Blink	Find Traps
Enhance Attribute	Freedom of Movement
Darkness	Guided Strike
Daylight	Great Leap
Dazing Touch	Haste
Death’s Harbinger	Opportunist
Death Ward	Silence
Defensive Roll	Speech
Detect Thoughts	Spider Climb

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

TABLE 10-9: ROGUE SUPREME FAMILIAR ABILITIES

Charm	Familiar Growth
Companion’s Veil	Find the Path
Confusion	Supreme Leap
Dimension Slip	Tongues
Ethereal State	

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.

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 requires an intelligence check (Challenge Level 10) and consumes half the resources required for the summoning ritual. Once a potion has been successfully prepared, performing the ritual requires an additional intelligence Check (Challenge Level 5) for a standard shadow familiar, Challenge Level 10 for a greater shadow familiar, and Challenge Level 15 for a supreme shadow familiar). If the ritual is successful, 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 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 FAMILIAR TRAITS

HIT DICE: Treat as the master's character level (for effects related to Hit Dice).

HIT POINTS: For a standard shadow familiar, use one-fourth (1/4) the master's hit points. For a greater shadow familiar, use one-half (1/2) the master's hit points. For a supreme shadow familiar, use the master's actual hit points.

INITIATIVE: Same as master's.

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:

SHADOW ATTACKS

SHADOW ATTACK: When its master reaches 10th level, a shadow familiar can attack the shadows of other creatures. 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 REDUCTION: 5/magic for a standard shadow familiar. 10/magic for a greater shadow familiar. 15/magic for a supreme shadow familiar.

LOW-LIGHT VISION: The familiar can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. It retains the ability to distinguish color and detail under these conditions.

SHADOW FORM: A shadow familiar has the incorporeal trait (see **Monsters & Treasure** for details).

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.). It can pass through any space which is not air-tight. Shadow familiars make no noise.

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 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 each day. A greater shadow familiar can jump up to a total of 40 feet each day. A supreme shadow familiar can jump a total of 80 feet each day. 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.)

SPECIAL ABILITIES: Same as the master's.

CLASS ABILITIES: 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, Hide, Move Silent, Back Attack
3 rd -4 th	+2		Standard familiar ability
5 th -6 th	+3	8	Speak with master, Sneak Attack
7 th -8 th	+4	9	-
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	-

CHAPTER 10

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 on the other special abilities listed on this chart, see Chapter 1.

TABLE 10-11: GREATER SHADOW FAMILIAR

Master Class Level	Deflection Armor Adj.	Int	Special
1 st -2 nd	+1	7	Empathic link, danger sense, shadow traits, Sneak, Hide, Back Attack
3 rd -4 th	+2	8	Standard familiar ability
5 th -6 th	+3	9	Speak with master, Greater Familiar Ability, Sneak Attack.
7 th -8 th	+4	10	-
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	-

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
1 st -2 nd	+1	9	Hide, Move Silent, Back Attack, Shadow Traits
3 rd -4 th	+2	10	Standard familiar ability
5 th -6 th	+3	11	Speak with Master, Greater Familiar Ability, Sneak Attack
7 th -8 th	+4	12	-

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

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.

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 on the other special abilities listed on this chart, see Chapter 1.

TABLE 10-13: ROGUE SHADOW FAMILIAR ABILITIES

Blur	Distracting
Control Shadow	Familiar's Eye
Darkvision	Fast Movement
Detect Magic	Inkling
Detect Poison	Know Direction
Detect Secret Doors	

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

TABLE 10-14: ROGUE GREATER SHADOW FAMILIAR ABILITIES

Augury	Find Traps
Darkness	Freedom of Movement
Detect Thoughts	Mirror Image
Discern Lies	Nondetection
Encompassing Vision	Recall
Fearful	Speech

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

TABLE 10-15: ROGUE SUPREME SHADOW FAMILIAR ABILITIES

Cloak of Darkness	Find the Path
Companion's Veil	Mind Store
Confusion	Tongues

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

CHAPTER 11: THE ILLUSIONIST'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 illusionist out on his coming-of-age quest to claim a familiar.

"The first times were always the most difficult," Igolixo thought, remembering his own...

ILLUSIONIST FAMILIARS

THE METHETHERIAL

Igolixo led the boy to the threshold. Beyond the pale curtain lay the domain of the spirits. The old Illusionist 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. Methetherial 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 Illusionist's intuition is his most important, most vital belonging. It is our compass, our power source, our heart. Open yourself up to it. Follow where it points."

"Uh, I suppose it's telling me to cross over."

"Indeed."

"But, Master, all those colors, they look . . . perilous."

"And so they are. We hover on the border of a land that some say doesn't exist. And perhaps they're right, for no plane-hopper has ever chanced upon this place. Only those with business with the familiar spirits may come here. Those colors you see are the spirits themselves, ready to repulse 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 Methetherial.

Silently applauding the boy's courage, Igolixo followed.

The illusionist'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 an Illusionist go about contacting one and binding it to service?

Though the answers to these questions vary from one Illusionist to the next, there are a few traits common to all Illusionists, and a few things the apprentice should know before inviting the familiar to serve him.

The Illusionist 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 Illusionists 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 Illusionist 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 Illusionists 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 Plane of Idea.

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 demi-plane 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 Illusionist attempts to enter it. Regardless of its nature, however, Illusionists have learned 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 Illusionist'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 Illusionist’s material plane, they become familiars.

Before a Illusionist 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.

SUMMONING RITUAL: THE ENNEAGRAM

Hours before he escorted his apprentice to Methetherial, Igolixo had to render a magic circle on the floor of his private chamber. Ringed with consecrated candles, the circle would focus the Illusionist’s mental energy and permit his consciousness to seek out the Plane of Idea. 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. . . .

Like most other classes, Illusionists are required to take the Summon Familiar Special Ability (see the ‘New Abilities’ section of Chapter 1 for details) to bind familiars to their service.

The ability to control more than one familiar from the Methetherial, however, requires additional training - which means that the Illusionist must take the Summon Familiar Ability to gain additional familiars. Similarly, summoning more powerful spirits requires special knowledge - again, represented through the Summon Greater Familiar and Summon Supreme Familiar Abilities.

To commence the Ritual of Summoning, the Illusionist 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.)

Illusionists usually reserve a place in their libraries or laboratories for their summoning rituals, though technically no one area is more “attuned” to Methetherial than another. Thus, some Illusionists 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 Illusionist 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 Illusionists during their time as apprentices, but many Illusionists 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 Illusionist 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 Illusionist alternates between spellcasting and restful meditation, he unlocks a gateway to the otherwise inaccessible realm known as Methetherial.

While traveling the Plane of Idea, the Illusionist leaves his tangible body behind, a mental projection of himself passing beyond the bounds of reality and into the misty mindscape of the Methetherial. 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 Illusionists refer to the Keeper on the Cusp as a spirit guide, while others assume it is a lesser deity charged with overseeing the Methetherial.

Either way, the Keeper on the Cusp asks after the Illusionist’s reason for coming. The Illusionist 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 Illusionist. The Illusionist can choose not to bind the familiar the Keeper on the Cusp chooses for him - but doing so prevents the Illusionist from attempting to summon another familiar for a year and a day from the Methetherial.

Alternatively, the Illusionist 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 Illusionist 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 11-1: SUMMONING CHALLENGE

Familiar Type	Ability Check
Animistic	Wisdom
Automaton	Strength
Fetish	Constitution
Mercurial	Charisma
Wyrms	Intelligence

CHAPTER 11

The Challenge Level for this check is 10 for standard familiars, 15 for greater familiars, and 20 for supreme familiars. If the check succeeds, the Illusionist has passed the test - the Keeper on the Cusp steps aside and permits the Illusionist'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 Illusionist 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 Illusionist effectively settles into an unspoken arrangement with it. In exchange for the spirit's service as a familiar, the Illusionist 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 wrym spirit becomes emancipated if its summoner dies. Refer to the information later in this chapter regarding each individual familiar type for more information.

Normally an Illusionist only binds spirits of an alignment that matches his own. In other words, good Illusionists don't have much need of evil familiars. Neither does a wicked Illusionist want a noble-hearted, self-righteous familiar hanging around to nettle him about his actions. However, if for some reason an Illusionist wants to bind a spirit of an opposing alignment (known as an unwilling spirit), then he must make a second charisma check (see Table 11-1 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 an Illusionist 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.

GAINING MULTIPLE FAMILIARS

Illusionists who summon and bind a familiar form an integral bond with familiar spirits of that type. By default, Illusionists cannot summon familiars of more than one type at a time. If all of their familiars die or free themselves, however, the bond is broken and the Illusionist is free to summon a different type of familiar. The Dichotomous Spirit Special Ability (see the 'New

Abilities' section of Chapter 1) also provides a work-around to this limitation.

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

THE ALBATROSS

If an Illusionist in the Methetherial fails his ability check when attempting to bind an animistic familiar, something terrible occurs. Instead of simply coming away from the Methetherial 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 Illusionist 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 Illusionist 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 Illusionist. 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 Illusionist may choose to return to the Methetherial to seek guidance from the Keeper of the Cusp, who commands that he perform a powerful ritual requiring an expenditure of 250 gp per Illusionist class level and one point of permanent charisma loss. By sacrificing this portion of his personal power and skill, the Illusionist can assuage the enraged spirit.

TYPES OF FAMILIARS

Igolixo and his apprentice floated through the Methetherial 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 Illusionist makes his choice depending on several factors, most important of which is simply his own personal taste. See that spirit there? It's called a mercurial. And that one? That's a wrym."

"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. You see, every one is capable of quite different abilities. Take the animistic familiar for example . . ."

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 Illusionist several special abilities, and they may be combined with other fetishes to magnify their powers.

Mercurial familiars, though sometimes hard to control, are the most mobile of all familiars, with unsurpassed skills of movement and observation. Mercurial familiars have no physical form, but exist as incorporeal spirits that do the Illusionist's bidding.

Wyrms familiars maintain a mysterious tie with the essence of dragons. Though potentially the most powerful of all familiars, they are notoriously self-serving.

The five types of spirits are all very different. Their range of powers and their loyalty to the Illusionist vary greatly.

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 Illusionist binds an animistic spirit from the Methetherial 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 Illusionists of evil intent. While some of these stories are true, they remain the exception to the rule. Though evil Illusionists do indeed invite equally

malevolent spirits into an animal's host body, most Illusionists have no desire to risk making a deal with such entities. Most Methetherial spirits of evil intent work toward their own end, rather than for the good of the Illusionist who summoned them.

To bind the Methetherial spirit, the Illusionist 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 Illusionist PC. If the Illusionist favors the wilderness, he might choose to bind his familiar spirit into an owl, while an Illusionist who often interacts with others might choose a more personable familiar, such as a dog. Illusionists hailing from the jungle aren't likely to select a rat, though an urban-dwelling Illusionist most certainly would. And, while a cheetah might not bear relevance to one Illusionist's homeland, a coyote might fit the bill. Feel free to invent more familiars, depending on the campaign setting.

The Illusionist can select any type of familiar from Tables 1-3, 1-4, or 1-5 in Chapter 1 (assuming he has the proper Abilities) 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 11-2: STANDARD ILLUSIONIST FAMILIAR (ANIMISTIC)

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 Illusionist'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 11-3: GREATER ILLUSIONIST FAMILIAR (ANIMISTIC)

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

CHAPTER 12

11 th -12 th	+6	12	Spell resistance, greater familiar ability
13 th -14 th	+7	13	Scry on familiar, detect 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 sorcerer'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 11-4: SUPREME ILLUSIONIST FAMILIAR (ANIMISTIC)

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	Blur, greater familiar ability
11 th -12 th	+6	14	Spell resistance, supreme familiar ability
13 th -14 th	+7	15	Scry, detect scrying, 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 Illusionist'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.

AUTOMATON FAMILIARS

Automaton familiars are created from the non-sentient spirits of the Methetherial. 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 Methetherial, the Illusionist 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 Illusionist might have a small cat carved of mahogany, easily able to blend in with the shadows, while another Illusionist might prefer an eight-foot monstrosity with four arms and two heads. Many Illusionists 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 Illusionist'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.

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 Illusionist 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!

Illusionists can select Tiny, Small, or Medium automatons as a standard familiar. Illusionists 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 performs tasks much like an unseen servant. They are perfectly obedient. Automatons 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 11-5: STANDARD ILLUSIONIST FAMILIAR (AUTOMATON)

Master Class Level	Hardness Adj.	Special
1 st -2 nd	+1	Distracting, share spells, telepathic command
3 rd -4 th	+2	Deliver touch spells
5 th -6 th	+3	Freedom of movement
7 th -8 th	+4	Spider climb
9 th -10 th	+5	-
11 th -12 th	+6	Spell resistance
13 th -14 th	+7	Scry on familiar
15 th -16 th	+8	-
17 th -18 th	+9	-
19 th -20 th	+10	-

Hardness Adj.: This number noted here is an improvement to the automaton's existing hardness 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 11-6: GREATER ILLUSIONIST FAMILIAR (AUTOMATON)

Master Class Level	Hardness Adj.	Special
1 st -2 nd	+1	Distracting, share spells, telepathic command
3 rd -4 th	+2	Deliver touch spells
5 th -6 th	+3	Freedom of movement, greater familiar ability
7 th -8 th	+4	Spider climb
9 th -10 th	+5	Spell resistance
11 th -12 th	+6	Greater spell resistance, greater familiar ability
13 th -14 th	+7	Scry on familiar, resist energy (choose one type)
15 th -16 th	+8	-
17 th -18 th	+9	Resist energy (choose another type), greater familiar ability
19 th -20 th	+10	-

Hardness Adj.: This number noted here is an improvement to the automaton's existing hardness 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 11-8 below.

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

TABLE 11-7: SUPREME ILLUSIONIST FAMILIAR (AUTOMATON)

Master Class Level	Hardness Adj.	Special
1 st -2 nd	+1	Distracting, share spells, telepathic command
3 rd -4 th	+2	Deliver touch spells
5 th -6 th	+3	Freedom of movement, greater familiar ability
7 th -8 th	+4	Spider climb
9 th -10 th	+5	Greater spell resistance
11 th -12 th	+6	Supreme spell resistance, greater familiar ability, supreme familiar ability
13 th -14 th	+7	Scry on familiar, resist energy (choose two types)
15 th -16 th	+8	-
17 th -18 th	+9	Resist energy (choose another type), greater familiar ability
19 th -20 th	+10	Supreme familiar ability

Hardness Adj.: This number noted here is an improvement to the automaton's existing hardness 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 11-8 below.

Supreme Familiar Ability: Select one supreme or greater familiar ability from Tables 11-8 or 11-9 below.

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

TABLE 11-8: ILLUSIONIST GREATER FAMILIAR ABILITIES (AUTOMATON)

Blink	Haste
Bull's Strength	Mirror Image
Cat's Grace	Nondetection
Contagion	Recall
Darkness	Shocking Touch
Daylight	Silence
Disenchanter	Sleeping Touch
Dispelling Magic	Water Walk
Encompassing Vision	Self Repair (Wholeness of Body)

Fearful

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

TABLE 11-9: ILLUSIONIST SUPREME FAMILIAR ABILITIES (AUTOMATON)

Antimagic Field	Familiar Growth
Banisher	Fly
Cloak of Chaos	Mind Store
Destruction's Touch	Supreme Leap
Dimension Slip	Zone of Truth

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

CHAPTER 12

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 Illusionist, and each Illusionist must find his own type of favorite fetish. Feral or wilderness Illusionists favor medicine pouches, animal claws, and bird plumes, while Illusionists hailing from an urban environment tend toward fetishes such as monocles, ornate walking sticks, and skeleton keys. Illusionists 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 Illusionist binds the spirit from the Methetherial 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 Illusionist level for this purpose). During this time, the familiar cannot communicate or bestow any other benefits upon the Illusionist.

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 Illusionist. Clever Illusionists 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 Illusionists 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, 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 Illusionist’s spellcasting abilities (as described below).

All fetish familiars radiate conjuration magic if examined with detect magic. As such, many Illusionists 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 Abilities (see the ‘New Abilities’ section of Chapter 1 for details), fetish familiars are limited to the special abilities listed on the Arcane Enhancer tables below.

TABLE 11-10: STANDARD ILLUSIONIST FAMILIAR (FETISH)

Master Class Level	Hardness Adj.	Int/ Wis/ Cha	Special
1 st -2 nd	+1	6	Share spells, empathic link, danger sense, recall
3 rd -4 th	+2	7	Speak with master (telepathy), standard arcane enhancer
5 th -6 th	+3	8	Inkling
7 th -8 th	+4	9	-
9 th -10 th	+5	10	Standard arcane enhancer, detect scrying
11 th -12 th	+6	11	Spell resistance (affects master)
13 th -14 th	+7	12	Scry on the familiar
15 th -16 th	+8	13	Standard arcane enhancer
17 th -18 th	+9	14	-
19 th -20 th	+10	15	-

Hardness Adj.: This number noted here is an improvement to the fetish familiar’s existing hardness 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 11-13 below.

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

TABLE 11-11: GREATER ILLUSIONIST FAMILIAR (FETISH)

Master Class Level	Hardness Adj.	Int/ Wis/ Cha	Special
1 st -2 nd	+1	7	Share spells, empathic link, danger sense, recall, familiar’s flame
3 rd -4 th	+2	8	Speak with master (telepathy), standard arcane enhancer
5 th -6 th	+3	9	Inkling, greater arcane enhancer
7 th -8 th	+4	10	-
9 th -10 th	+5	11	Standard arcane enhancer, detect scrying
11 th -12 th	+6	12	Greater spell resistance (affects master), greater arcane enhancer
13 th -14 th	+7	13	Scry on familiar, augury
15 th -16 th	+8	14	Standard arcane enhancer
17 th -18 th	+9	15	Greater arcane enhancer
19 th -20 th	+10	16	-

Hardness Adj.: This number noted here is an improvement to the fetish familiar’s existing hardness 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 11-13 below.

Greater Arcane Enhancer: Select one greater or standard arcane enhancer from Tables 11-13 or 11-14 below.

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

TABLE 11-12: SUPREME ILLUSIONIST FAMILIAR (FETISH)

Master Class Level	Hardness Adj.	Int/ Wis/ Cha	Special
1 st -2 nd	+1	9	Share spells, empathic link, danger sense, recall, familiar's flame
3 rd -4 th	+2	10	Speak with master (telepathy), standard arcane enhancer
5 th -6 th	+3	11	Inkling, greater arcane enhancer
7 th -8 th	+4	12	-
9 th -10 th	+5	13	Standard arcane enhancer, detect scrying
11 th -12 th	+6	14	Supreme spell resistance (affects master), greater arcane enhancer, supreme arcane enhancer
13 th -14 th	+7	15	Scry on familiar, augury
15 th -16 th	+8	16	Standard arcane enhancer
17 th -18 th	+9	17	Greater arcane enhancer
19 th -20 th	+10	18	Time regression (affects master), supreme arcane enhancer

Hardness Adj.: This number noted here is an improvement to the fetish familiar's existing hardness 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 11-13 below.

Greater Arcane Enhancer: Select one greater or standard arcane enhancer from Tables 11-13 or 11-14 below.

Supreme Arcane Enhancer: Select one supreme, greater, or standard arcane enhancer from Tables 11-13, 11-14, or 11-15 below.

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

TABLE 11-13: ILLUSIONIST 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

Know Direction

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

In addition to the abilities listed above, the following Abilities can also be selected as standard arcane enhancers, essentially granting the Ability to the master while he carries the fetish:

Enlarge Spell

Extend Spell

Heighten Spell

Silent Spell

Spell Focus*

Spell Penetration

Still Spell

*This Ability may be chosen more than once.

TABLE 11-14: ILLUSIONIST GREATER FAMILIAR ARCANES ENHANCERS (FETISH)

Blessed Companion

Commune with Nature

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

Mirror Image

Nondetection

Resist Energy

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)

Speak with Dead

Speech (telepathy)

Time Hop

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

CHAPTER 12

In addition to the abilities listed above, the following Abilities can also be selected as standard arcane enhancers, essentially granting the Ability to the master while he carries the fetish:

Combat Casting
Greater Spell Focus
Empower Spell
Maximize Spell
Quicken Spell
Widen Spell
Ability progressions must still be met if these Abilities are being selected.

TABLE 11-15: ILLUSIONIST SUPREME FAMILIAR ARCANES ENHANCERS (FETISH)

Absorption*
Arcane Channeler*
Antimagic Field
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
Confusion
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*
Raise Dead (the master must touch opponents with the fetish)
Tongues
Zone of Truth

*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 Illusionist's arcane spells per day are doubled for one specific spell level (1st, 2nd, 3rd, or 4th - selected at the time the arcane enhancer is chosen). Bonus spells from high ability scores or school specialization are not doubled.

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 new school of magic. The effects of this enhancer do not stack with a ring of wizardry or similar item.

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 saving throw as detailed under the Rod of Cancellation as described in Monsters & Treasure. If a creature is holding it at the time, the item can use the holder's wisdom save bonus in place of its own, if the holder's is better. The fetish familiar can use this ability three times per day.

CRYSTAL BALL (SU): The fetish familiar can be used as a crystal ball. An Illusionist whose fetish familiar possesses this arcane enhancer can further enhance it using standard or greater arcane enhancers. As a standard arcane enhancer, the Illusionist can give the fetish familiar the properties of a crystal ball with see invisibility. As a greater arcane enhancer, the Illusionist 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 gains the properties of a rod of negation.

USING ANOTHER'S FETISH

Like all familiars, the spirit bound to a fetish shares a communion with the Illusionist that can't be "borrowed" by anyone else. An Illusionist gains no benefit from possession of another's fetish familiar. However, an arcane spellcaster can use a Illusionist's fetish to make use of the new spell provenance (see Appendix C).

MERCURIAL FAMILIARS

While the fetish familiar is contained in a solid object, constant and immutable, 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 Illusionist as insubstantial ghosts, usually assuming a vague and misty shape of an animal or object with which the Illusionist is well acquainted. An Illusionist 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 Illusionist's disposition. Mercurials are often summoned by chaotic Illusionists.

MERCURIAL FAMILIAR PROPERTIES

Illusionists can summon mercurials as standard familiars, greater mercurials as greater familiars, or supreme mercurials as supreme familiars (see Appendix B). 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 Abilities (see the 'New Abilities' section of Chapter 1), mercurial familiars are limited to the special abilities listed on the tables below.

TABLE 11-16: STANDARD ILLUSIONIST 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	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 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.

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

TABLE 11-17: GREATER ILLUSIONIST 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	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 Table 11-19 below.

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

TABLE 11-18: SUPREME ILLUSIONIST 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	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 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 Table 11-19 below.

Supreme Familiar Ability: Select one supreme or greater familiar abilities from Tables 11-19 or 11-20 below.

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

TABLE 11-19: ILLUSIONIST GREATER FAMILIAR SPECIAL ABILITIES (MERCURIAL)

Augury	Find Traps
Blessed Companion	Freedom of Movement
Blink	Guided Strike
Cat's Grace	Haste
Commune with Nature	Mirror Image
Contagion	Mystic Disguise

CHAPTER 12

Darkness	Nondetection
Daylight	Opportunist
Dazing Touch	Recall
Death's Harbinger	Resist Energy
Death Ward	Shocking Touch
Defensive Roll	Silence
Detect Scrying	Sleeping Touch
Detect Thoughts	Speak with Dead
Discern Lies	Speech
Dispel Magic	Time Hop
Encompassing Vision	Uncanny Dodge, Improved
Fearful	Wholeness of Body

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

TABLE 11-20: ILLUSIONIST SUPREME FAMILIAR SPECIAL ABILITIES (MERCURIAL)

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

Dimension Slip

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. If the mercurial is victorious, it immediately becomes an emancipated spirit (see the 'Emancipated Spirits' section below for details).

WYRM FAMILIARS

No spirit in the Methetherial is as enigmatic as that known as the wyrm. No spirit is as difficult to placate, nor capable of such a wide array of abilities. It is said that, like Illusionists themselves, the wyrm spirits bear kinship to the dragons. Indeed, some say

that the wyrm spirits are the souls of dragons themselves - drawn to the Methetherial 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 wyrm spirits and Illusionists - a heritage that provides the means for an Illusionist to bind a wyrm familiar, but which is also a great risk, for Illusionists who summon these creatures must accept the risks inherent in dealing with dragons and their kin.

WYRM FAMILIAR PROPERTIES

Though an extensive treatise on wyrm familiars has yet to be written, most Illusionists 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 wyrm spirit in the Methetherial. Thus, Illusionists might call upon the aid of a green wyrm familiar or a silver wyrm familiar, depending upon the Illusionist's particular ethical bent. Just as each dragon type has its own strengths, idiosyncrasies, and weaknesses, so too do the sundry wyrm familiars. Gold wyrms are arrogant yet noble; green wyrms are cunning and duplicitous; red wyrms are violent and quick to anger; and so forth (use **Monsters & Treasure** for guidelines).

Wyrms are the most sagacious of all familiars. Their keen intelligence makes them superior allies as well as dangerous traveling companions. All wyrm familiars, regardless of alignment, maintain their own agendas, which they may or may not share with the Illusionist who summoned them.

A wyrm spirit has two forms, the possessive and the corporeal. Unlike other familiars, a wyrm spirit may alternate between these two different "bodies."

An Illusionist can take a wyrm spirit as a supreme familiar.

POSSESSIVE STATE

In its possessive state, the wyrm spirit actually exists within the Illusionist's own body. At the Illusionist's command, the wyrm spirit merges its essence with the Illusionist's, so that the two establish a kind of psychological symbiosis in which each benefits from the presence of the other. If the wyrm spirit doesn't wish to merge with the Illusionist, the Illusionist must succeed at an opposed charisma check with the wyrm in order to force the symbiosis. In order to expel the familiar from his body, the Illusionist must succeed at an opposed intelligence check. Failure gives the wyrm an opportunity to stick around in order to further its own machinations.

While in symbiosis with the wyrm spirit, the Illusionist gains rudimentary physical properties of the dragon subtype which they are in symbiosis with. This translates as follows:

+2 natural armor class bonus

Damage Resistance 5/Breath weapon type (I.E. Fire, Cold, Lightning)

Attack: 2 Claws (1d4)

Breath Weapon: 1/day the illusionist can unleash a breath weapon of the same subtype as the wyrm, dealing 1d8 points of damage to any creature in either a cone, cloud, or line, depending on the subtype of the wyrm. For example, an illusionist 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

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 Illusionist lose control, the wyrm can exert influence on the body. Control is lost in any of three situations: (1) The Illusionist tries to release the familiar from possessive form and fails his ability check, (2) The Illusionist falls victim to a mind-influencing spell such as charm or suggestion, or (3) The Illusionist 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 Illusionist’s body. In the event that the Illusionist falls asleep while the wyrm possesses him, the wyrm takes advantage of the mental lapse and takes command.

A wyrm in charge of an Illusionist’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 an Illusionist 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 Illusionist’s possessions, mounts, and NPC contacts.

The wyrm spirit speaks with the Illusionist’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 Illusionist 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 Illusionist remains completely aware of his surroundings during this time (just as the wyrm does when the Illusionist’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 Illusionist are slain. Every 24 hours, the Illusionist may attempt an intelligence check whose Challenge Level is equal to 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 Illusionist 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 an Illusionist 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 Illusionist 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 Illusionist. With a free action, the Illusionist may order the wyrm to change to possessive form, but once in that state, the wyrm must remain for at least 24 hours.

TABLE 11-21: SUPREME ILLUSIONIST 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 Illusionist’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.

CHAPTER 12

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 Illusionist dies, the spirit dies as well. However, a familiar in corporeal form is freed if its master dies. Even if the Illusionist is later restored to life, the wyrm has permanently gained its freedom.

In corporeal form the wyrm spirit cannot directly attack the Illusionist. In possessive form, the wyrm spirit cannot take actions which physically imperil the Illusionist. But this doesn't 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 Illusionist'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 Methetherial of low intelligence or higher are capable of attaining freedom from the Illusionists who summoned them (automatons are the only exception). This can happen in one of several ways:

- If an Illusionist 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 Illusionist fails a summoning check there is a 10% chance that the spirit will seize the opportunity to escape the Methetherial.
- If an Illusionist's fetish is broken, the fetish spirit becomes emancipated.
 - A mercurial becomes an emancipated spirit if the Illusionist fails a mercurial challenge.
 - A wyrm can break free and become a permanently emancipated spirit if the Illusionist 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 spirititor (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.



CHAPTER 12: 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.

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 Challenge Level 10. 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 (Challenge Level 10). Once again, a wizard of greater skill is often available to assist and correct neophytes, reducing the challenge level 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 12-1: 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 12-2: 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, detect 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 12-3: 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	Blur, greater familiar ability
11 th -12 th	+6	14	Spell resistance, supreme familiar ability
13 th -14 th	+7	15	Scry on familiar, detect scrying, 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). 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.

CHAPTER 12

GUARDIAN FAMILIARS

When taking the Summon Greater Familiar and Summon Supreme Familiar Abilities, 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 Ability). The transformation is accomplished by performing a day-long ritual which consumes 500 gp and 100 XP.

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 Ability). This transformation requires a day-long ritual which consumes 2,500 gp and 500 XP.

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 12-2: 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 12-3: 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 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 Ability (see the 'New Abilities' section of Chapter 1 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

In addition to the homunculus described in the Monsters and Treasure, a character may choose from a variety of homunculi types to create. These new homunculi are described in Appendix B, and each requires its own, specific creation ritual. 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 (Challenge Level 10).
- 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 (but not XP). 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).

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: ANIMALS

ANTELOPE

NO. ENCOUNTERED: 1 or 6-30

SIZE: Medium

HD: 2d8

MOVE: 60 ft.

AC: 15

ATTACKS: Gore (1d8), 2 hooves (1d6)

SPECIAL: Charge*

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: None

XP: 15+2

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.

COMBAT: Antelopes are grazing animals that instinctively flee in the face of danger. If cornered or otherwise unable to escape, however, they use their horns, hooves or even bite to fend off foes.

***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 double damage 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.

BULL

NO. ENCOUNTERED: 1 or 1-6

SIZE: Large

HD: 5d8

MOVE: 40 ft.

AC: 16

ATTACKS: Gore (3d6), 2 hooves (1d8)

SPECIAL: Ferocity, stampede, trample, rage

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 200+5

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.

COMBAT: Bulls are notorious for their ill tempers and are easily provoked. Once enraged, their wildly attack any nearby moving target.

FEROCITY: A bull is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

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 size Large or smaller that gets in their way, dealing 1d12 points of damage for every five cattle in the herd (CL 5 Dexterity for half).

TRAMPLE: When a bull attempts to overrun an opponent, the target may not choose to avoid it. 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 CL 10 Constitution Save. 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.

CARIBOU

NO. ENCOUNTERED: 1, 2 or 5-30

SIZE: Large

HD: 4d8

MOVE: 60 ft.

AC: 14

ATTACKS: Gore (1d8)

SPECIAL: Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 60+4

The domesticated version of the caribou, the reindeer, is bred to have a slightly better speed (Speed 40 ft.), but is generally somewhat smaller (3d8 Hit Dice).

COMBAT: Caribou are herd animals that instinctively flee in the face of danger. If cornered or otherwise trapped, however, their horns and hooves can be formidable weapons.

CHAMELEON

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 1d4

MOVE: 20 ft.

AC: 14

ATTACKS: Bite 1d2

SPECIAL: Climb, Hide

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: None

XP: 5+1

Chameleons are small, non-venomous lizards - perhaps one

APPENDICES

to two feet in length. Their skin is capable of shifting color to match that of nearby objects, including floors and walls - making them particularly adept at concealing themselves.

Chameleons gain a +10 to hide and climb checks, and may climb up even sheer “impossible” to climb surfaces such as glass.

CHAMELEON, GIANT

NO. ENCOUNTERED: Solitary
SIZE: Medium Animal
HD: 3d8
MOVE: 30 ft., Climb 30 ft.
AC: 15
ATTACKS: Bite (1d10)
SPECIAL: Climb, Hide
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: None
XP: 40+3

These stats represent a giant, carnivorous creature which does not exist in our natural world. Giant chameleons range from 3 to 5 feet long.

COMBAT: Giant chameleons prefer to attack with surprise from a concealed position.

Chameleons gain a +10 to hide and climb checks, and may climb up even sheer “impossible” to climb surfaces such as glass.

CRAB

NO. ENCOUNTERED: 5-30, or 10-1000
SIZE: Small
HD: 1d6
MOVE: 10 ft. Swim 15 ft.
AC: 18
ATTACKS: 2 pincers (1d4)
SPECIAL: Immune to Mind Influencing Effects, Hide
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aquatic Animal
TREASURE:
XP: 5+1

Small crustaceans - marked by a wide, flat shell - crabs have five pairs of legs, with the first two attached to the side and sporting vicious, painful pincers. Their eyes are raised to a pair of short stalks.

Combat

Crabs aggressively attack using their pincers.

Immunities: Crabs are immune to mind-influencing effects.

+10 to Hide checks in water and sandy ground.

CRAB, GIANT

NO. ENCOUNTERED: 1d4
SIZE: Medium
HD: 4d8
MOVE: 20 ft. Swim 30 ft.
AC: 20
ATTACKS: 2 pincers (1d8)
SPECIAL: Immune to Mind Influencing Effects, Hide
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aquatic Animal
TREASURE: None
XP: 80+4

Giant crabs are unnaturally large crabs, standing roughly waist-high to an adult human and well-protected by a thick, natural carapace.

COMBAT: Crabs aggressively attack using their pincers.

Immunities: Crabs are immune to mind-influencing effects.

+10 to Hide checks in water and sandy ground.

CRAB, MONSTROUS

NO. ENCOUNTERED: 1-2
SIZE: Large
HD: 7d8
MOVE: 30 ft., 50 ft swim
AC: 23
ATTACKS: 2 pincers (2d8)
SPECIAL: Immune to mind-influencing effects
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aquatic Animal
TREASURE: None
XP: 360+7

An incredibly large crab, standing as high as a man.

COMBAT: Monstrous crabs aggressively attack using their pincers.

IMMUNITIES: Crabs are immune to mind-influencing effects.

+5 to Hide checks in water and sandy ground.

CRANE

NO. ENCOUNTERED: 1, 2, or 4-16
SIZE: Medium
HD: 1d6
MOVE: 20 ft, fly 50 ft.
AC: 13
ATTACKS: Bite 1d4
SPECIAL: -
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Bird
TREASURE: None
XP: 5+1

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.

DEER

NO. ENCOUNTERED: 1 or 6-30
SIZE: Medium
HD: 1d8
MOVE: 60 ft.
AC: 15
ATTACKS: Gore (1d8), 2 Hooves (1d6)
SPECIAL: Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: None
XP: 9+1

Well-known herbivorous mammals, deer are distinguished by the solid, bony outgrowths of their antlers. In most species, the antlers are a masculine trait - and are shed each year.

COMBAT: Deer are grazing animals that instinctively flee in the face of danger. If cornered or otherwise unable to escape, however, they use their horns, hooves or even bite to fend off foes.

*Does (female deer) lack antlers and cannot gore

DOG, BATTLE

NO. ENCOUNTERED: 1-2
SIZE: Medium
HD: 4d8
MOVE: 40 ft.
AC: 17
ATTACKS: Bite (1d8)
SPECIAL: Lockjaw, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: None
XP: 80+4

Dogs bred and trained for combat.

COMBAT: Battle dogs are aggressive animals trained to participate in combat situations. They attack using their deadly fangs.

LOCKJAW: When a battle dog scores a hit with its fangs, it has the option of locking its extremely powerful jaws onto its victim. While so locked, the dog loses its Dexterity bonus to AC, but each round thereafter it does bite damage automatically.

SCENT: Battle Dogs can use their scent ability to track as a ranger of equal hit dice.

DOLPHIN

NO. ENCOUNTERED: Solitary or School (2-20)
SIZE: Medium
HD: 2d8
MOVE: Swim 80 ft.
AC: 15
ATTACKS: Butt (2d4), or Bite (1d6)
SPECIAL: Blindsight
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal, Aquatic mammal
TREASURE: None
XP: 15+2

Friendly, playful marine mammals, dolphins are highly intelligent. Species of dolphins can be found in almost any body of water.

COMBAT: Dolphins attack opponents by butting them with their powerful snouts.

BLINDSIGHT: Dolphins can "see" underwater by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the dolphin to rely to its vision, which is approximately as good as a human's.

Dolphins gain a +4 racial bonus to Strength based Jump checks. They also gain a +4 racial bonus Wisdom based to Listen and Spot checks while underwater.

*These bonuses are lost if blindsight is negated.

DOVE

NO. ENCOUNTERED: Solitary or 15-24
SIZE: Tiny
HD: 1d2
MOVE: Fly 40ft.
AC: 14
ATTACKS: Claws 1d2-1
SPECIAL:-
SAVES: -
INT: Animal
ALIGNMENT: Neutral
TYPE: Tiny Animal (Bird)
TREASURE: None
XP: 5+1

A small, peaceful bird - white in color, and representing peace in many cultures.

EEL, ELECTRIC

NO. ENCOUNTERED: 1
SIZE: Large
HD: 2d8
MOVE: Swim 40 ft.
AC: 14
ATTACKS: Bite 1d4

APPENDICES

SPECIAL: Electricity
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Large Aquatic Animal
TREASURE: None
XP: 15+2

The electric eel resembles a snake ranging from 9 to 20 feet long and weighing 50 to 120 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).

COMBAT: Other than its sharp bite, the electric eel depends on electricity in combat.

ELECTRICITY: The eel's most feared attack is its electrical discharge, which deals 2d6 points of damage to anyone within 10 feet (Fortitude save at CL 2 for half damage). The electric eel may use this ability once per minute.

FOX

NO. ENCOUNTERED: 1, or 1d4
SIZE: Small
HD: 1d8
MOVE: 40 ft.
AC: 17
ATTACKS: Bite 1d4
SPECIAL: Scent
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Small Animal
TREASURE: None
XP: 5+1

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.

COMBAT: Foxes attack using their sharp fangs.

Foxes Scent allows them to track as a ranger of equal Hit Dice.

Foxes have the innate ability to Hide as a rogue, and gain a +4 natural bonus to their Hide checks.

GIRAFFE

NO. ENCOUNTERED: Solitary or herd (2-12)
SIZE: Huge Animal
HD: 5d8
MOVE: 50 ft.
AC: 16
ATTACKS: Kick (2d6)
SPECIAL: None

SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Huge Animal
TREASURE: None
XP: 80+5

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.

GOAT

NO. ENCOUNTERED: 1 or Herd (5-20)
SIZE: Medium
HD: 2d8
MOVE: 30 ft.
AC: 13
ATTACKS: Headbutt (1d6) or 2 hooves (1d4)
SPECIAL: None
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Medium Animal
TREASURE: None
XP: 10+2

Closely related to sheep, goats are typically cliff dwellers, denoted by their hollow horns. The domestic goat (raised for milk, fur, and flesh) is usually possessed of short horns and coarse, gray fur. Other varieties include the spiral-horned ibex and markhor, cashmere goats, and mountain goats.

COMBAT: Goats can be aggressive, charging at opponents and head butting them with their horned head.

Goats are naturally agile and gain a natural +5 bonus to Strength and Dexterity checks as they pertain to balance, climbing, and jumping.

HEDGEHOG

NO. ENCOUNTERED: 1
SIZE: Tiny
HD: 2-3 hp
MOVE: 15 ft.
AC: 14
ATTACKS: Bite (1 hp)
SPECIAL: Defensive Ball
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Tiny Animal
TREASURE: None
XP: 5+1

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.

COMBAT

DEFENSIVE BALL: When threatened, hedgehogs roll up into a ball - presenting nothing but their spiny quills to would-be attackers. Hedgehogs in this state cannot take any other action, but gain a +2 circumstance bonus to AC. Creatures who make unarmed attacks against a hedgehog in a defensive ball must make a Dexterity save CL 3 or suffer 1d2 points of damage from their quills.

HIPPOTAMUS

NO. ENCOUNTERED: Solitary or Herd (2-12)

SIZE: Large

HD: 10d8

MOVE: 20 ft. Swim 30 ft.

AC: 16

ATTACKS: Slam (2d6) or Bite 1d12

SPECIAL: Trample

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 900+10

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.

COMBAT: Hippopotami are extremely aggressive and are known to viciously attack anything that gets too close with their powerful maws.

TRAMPLE: When fighting on land, a hippopotamus can trample Medium or smaller creatures for 5d6 points of damage. Opponents who do not make attacks of opportunity against the hippopotamus can attempt a Dexterity save (CL 10) to halve the damage.

HUMMINGBIRD

NO. ENCOUNTERED: 1 or 2

SIZE: Tiny

HD: 1 Hp

MOVE: 5 ft. Fly 80 ft.

AC: 17

ATTACKS: Bite (1 point of damage)

SPECIAL: None

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Tiny Bird

TREASURE: None

XP: 1+1

A small, quick-moving bird which feeds upon the nectar of flowers. The hummingbird’s rapidly beating wings allow it to hover, fly backwards, and perform other feats of flying that most birds cannot.

KANGAROO

NO. ENCOUNTERED: One or Mob 2d6

SIZE: Medium

HD: 4d8

MOVE: 60 ft.

AC: 15

ATTACKS: Kick (2d8)

SPECIAL: Leap

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Medium Animal

TREASURE: None

XP: 60+4

A large Marsupial with a small head, short fore-limbs, large powerful legs, and a thick tail. They move by hopping on their back legs. The thick tail allows for better balance than most two-legged creatures and adds a +2 circumstance bonus. Whilst generally peaceful herbivours, these animals can be provoked into attacking, usually by getting between a male and his females or a mother and her joey.

COMBAT: When attacking, a Kangaroo appears to start boxing. In actual fact it attempts to grapple. Once grappling, it uses its tail for support and kicks with both of its legs.

Note that there are 2 other attack patterns that real ‘roos make - one is to attempt to disembowel once grappled (their rear legs have large, strong nails) and the other is to lead the attacker into a body of water. They are powerful swimmers and will use their front feet to drown their attacker.

KOALA

NO. ENCOUNTERED: 1

SIZE: Small

HD: 2d8

MOVE: 10 ft. Climb 20 ft.

AC: 12

ATTACKS: Claw (1d2)

SPECIAL: Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Small Animal

TREASURE: None

XP: 15+2

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. They are essentially defenseless creatures.

Koalas are natural climbers, gaining a +8 natural bonus to climb checks.

APPENDICES

LEOPARD, SNOW

NO. ENCOUNTERED: 1 or pack (2d4)

SIZE: Medium

HD: 5d8

MOVE: 40 ft.

AC: 14

ATTACKS: 2 claws (1d6), or bite (1d8)

SPECIAL: Pounce, Rake, Rend, Scent, Climb, Hide

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 120+5

Snow leopards are a great cat, weighting between 90 and 130 lbs. They are native to mountainous climates and are accustomed to climbing through snow, ice, and rock. Their typical prey is mountain sheep, though they are not above hauling off other small creatures if they can get away with it.

COMBAT: Snow leopards prefer to leap upon prey from an elevated or hidden position, quickly rending their innards with their rear claws.

POUNCE: If a snow leopards leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

IMPROVED GRAB: To use this ability, the snow leopard must hit with a claw or bite attack. If it gets a hold with a bite attack, it can rend. If it gets a hold with a claw attack, it may rake.

RAKE: A snow leopard that gets a hold with its claws can make two rake attacks with its hind legs for 1d6+6 damage each. If the snow leopard pounces on an opponent, it can also rake.

SCENT: Snow leopards can track by scent and gain a +2 to their die roll when following prey by their smell.

HIDE: Snow leopards hide as a rogue of equivalent hit dice.

REND: A snow leopard that latches onto its opponent's body with its massive front teeth can rend and tear the opponent's flesh. This attack automatically deals 2d6+6 points of damage.

LIZARD, HUGE

NO. ENCOUNTERED: 1

SIZE: Huge

HD: 15d8

MOVE: 50 ft.

AC: 18

ATTACKS: Bite 3d8, and 2 claws (2d6)

SPECIAL: None

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Huge Animal

TREASURE: None

XP: 2,800+15

These statistics can be used for huge, carnivorous lizards - ranging in size from 15 feet to 25 feet in length.

COMBAT: Huge lizards attack by snatching prey into their powerful maws.

Huge lizards gain a +8 racial bonus to Hide and Move Silently checks in forested or overgrown areas.

LIZARD, MONSTROUS

NO. ENCOUNTERED: Solitary

SIZE: Large

HD: 8d8

MOVE: 40 ft. Swim 40ft.

AC: 17

ATTACKS: Bite (3d6)

SPECIAL: None

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 250+8

These statistics can be used for unnaturally large, carnivorous lizards - ranging in size from 8 feet to 12 feet in length.

COMBAT: Monstrous lizards attack by snatching prey into their powerful maws.

Monstrous lizards gain a +8 racial bonus to Hide checks in forested or overgrown areas.

LIZARD, VENOMOUS

NO. ENCOUNTERED: Solitary

SIZE: Tiny

HD: 1d4

MOVE: 20 ft., climb 20 ft.

AC: 14

ATTACKS: Bite (1d2+ plus poison)

SPECIAL: Poison

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Tiny Animal

TREASURE: None

XP: 9+1

These statistics represent any small, venomous lizard of perhaps a foot or two in length.

COMBAT: Venomous lizards attack prey by biting and then letting their venom incapacitate them.

POISON: Bite, Constitution save (CL 11); initial and secondary damage 1d4 temporary Constitution.

Venomous lizards use their Dexterity modifier for Climb checks and bonus to Balance checks.

LIZARD, GIANT VENOMOUS**NO. ENCOUNTERED:** 1 or 2-6**SIZE:** Medium**HD:** 4d8**MOVE:** 30 ft., Swim 30 ft.**AC:** 15**ATTACKS:** Bite (1d8 + poison)**SPECIAL:** Poison**SAVES:** Physical**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Medium Animal**TREASURE:** None**XP:** 70+4

COMBAT: Giant venomous lizards attack prey by biting with their powerful maws, pinning victims until their venom can incapacitate them.

POISON: Bite, Constitution save (CL 4); initial and secondary damage 1d6 temporary Constitution.

SKILLS: Giant venomous lizards receive a +4 racial bonus to Hide and Move Silently based Dexterity checks.

*In forested or overgrown areas, the Hide bonus improves to +8.

LIZARD, HUGE VENOMOUS**NO. ENCOUNTERED:** 1**SIZE:** Huge**HD:** 15d8**MOVE:** 50 ft. Swim 50 ft.**AC:** 18**ATTACKS:** Bite 2d10 + poison**SPECIAL:** Poison**SAVES:** Physical**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Huge Animal**TREASURE:** None**XP:** 3,300+15

This statistics can be used for huge, venomous lizards - ranging in size from 15 feet to 25 feet in length.

COMBAT: Huge venomous lizards attack prey by biting with their powerful maws, pinning victims until their venom can incapacitate them.

POISON: Bite, Constitution save (CL 15); initial and secondary damage 2d6 temporary Constitution.

Huge venomous lizards receive a +4 racial bonus to Hide and Move Silently checks.

*In forested or overgrown areas, the Hide bonus improves to +8.

MONGOOSE**NO. ENCOUNTERED:** 1 or 2**SIZE:** Tiny**HD:** 1d6**MOVE:** 30 ft.**AC:** 17**ATTACKS:** Bite 1d4**SPECIAL:** Scent**SAVES:** Physical**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Tiny Animal**TREASURE:** None**XP:** 7+1

These statistics are primarily meant to represent the gray mongoose - which is weasel-like in appearance, but larger in body. (For smaller varieties of mongoose, feel free to use the stats for a weasel.) The gray mongoose is famed for its ability to kill snakes - particularly cobras - by provoking attacks (which it avoids by agile dodging) in order to wear the snake down. (This skill at dodging is learned, and many young mongooses die of snakebites.) Mongooses have been known to be raised domestically.

COMBAT: Mongooses attack by latching onto opponents with their powerful teeth.

Mongooses receive a +4 racial bonus to Dexterity based checks Such as Hide and Move Silently use their Dexterity modifier for Climb checks.

MUSK OX**NO. ENCOUNTERED:** Summer Herd (10-20), Winter Herd (10-100)**SIZE:** Large**HD:** 6d8**MOVE:** Speed 20ft.**AC:** 16**ATTACKS:** Ram (3d6)**SPECIAL:** Stampede**SAVES:** Physical**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Large Animal**TREASURE:** None**XP:** 180+6

The stout bodies of the musk ox are covered in thick, shaggy fur, adapting them well to their tundra habitats. Their horns are broad and flat, and nearly meet across their broad foreheads.

COMBAT

STAMPEDE: A frightened herd of musk ox flees as a group in a random direction (but always from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for every five oxen in the herd. (Dexterity save CL 6 for half)

APPENDICES

OSTRICH

NO. ENCOUNTERED: 1 or flock (2-6)

SIZE: Large

HD: 4d8

MOVE: 40 ft.

AC: 15

ATTACKS: 2 kicks (1d8)

SPECIAL: None

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 40+4

Ostriches are large, flightless birds that trek across plains and steppes to forage for food. They eat plants and insects. The statistics presented here are for a healthy male ostrich that is suited for being used as a mount for a small or medium creature. Smaller males and females are Medium sized, but retain the statistics listed above. An ostrich ranges from roughly 6 to 9 feet and weighs in at 150 to 300 pounds.

Certain primitive civilizations or nomadic tribes domesticate ostriches and use them as pack animals or mounts and even battle. Ostriches used for war are tougher, more aggressive, and are specially bred and trained to carry a rider into battle. A war ostrich is 8 and a half to 9 feet tall and weighs in at about 280 pounds.

Ostriches are considered unusual mounts; saddles, packs and riding tools customized for ostriches are exotic.

CARRYING CAPACITY: A light load for an ostrich is up to 150 pounds; a medium load, 151-300 pounds; and a heavy load, 301-450 pounds. An ostrich can drag 2,250 pounds. A war ostrich has double the carrying capacity of a normal ostrich in every load category, and can drag 4,500 pounds.

COMBAT: Ostriches fiercely retaliate with their sharp beaks if disturbed.

STRIDE: Ostriches are swift runners. They can hustle for indefinite periods of time, and never accrue nonlethal damage due to hustling. Furthermore, ostriches can run for a number of minutes equal to their HD before having to make any Physical checks. When they do have to make checks to keep running, they make checks every minute instead of every round.

SUREFOOTED: Though standing on two feet, an ostrich has the carrying capacity of a large quadruped with a similar HD score, and gains a +4 bonus on Physical checks made to defend against bull rush, overrun and trip attempts as if it were a quadruped.

PANDA

NO. ENCOUNTERED: 1 or band (2-5)

SIZE: Medium

HD: 5d8

MOVE: 40 ft.

AC: 15

ATTACKS: 2 claws (1d6), bite (1d4)

SPECIAL: Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Medium Animal

TREASURE: None

XP: 160+5

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 (LESSER PANDA)

NO. ENCOUNTERED: 1 or 2

SIZE: Small

HD: 1d8

MOVE: 20 ft.

AC: 16

ATTACKS: Claws (1d4)

SPECIAL: Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Small Animal

TREASURE: None

XP: 7+1

The lesser, or red, panda is a small, tree-climbing mammal - bear-like in appearance, 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.

PEACOCK

NO. ENCOUNTERED: 1 or flock (2-16)

SIZE: Small

HD: 1d8

MOVE: 30 ft.

AC: 13

ATTACKS: Bite (1d2)

SPECIAL: None

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Small Animal (Bird)

TREASURE: None

XP: 5+1

Peacocks are relatively large birds famed particularly for the impressively colorful plumage of the male - who displays their beautiful tail feathers as part of their courtship of the unremarkably plain female.

PENGUIN

NO. ENCOUNTERED: 1 or (2-16)
SIZE: Small
HD: 1d8
MOVE: 15 ft. Swim 40 ft.
AC: 13
ATTACKS: Bite (1d2)
SPECIAL: None
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Small Animal (Bird)
TREASURE: None
XP: 5+1

The largest type of penguin, the emperor, stands nearly four feet tall, while the smallest is barely over one foot tall. Penguins typically live in the cold regions south of their planet's equator. Penguins cannot fly, but are expert swimmers.

PIG

NO. ENCOUNTERED: 1 or Sty (3-12)
SIZE: Small
HD: 1d8
MOVE: 30 ft.
AC: 14
ATTACKS: Gore (1d4)
SPECIAL: Scent
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Small Animal
TREASURE: None
XP: 5+1

These statistics can be used for domesticated pigs. For wild swine, use the statistics for boars found in the MM.

RACCOON

NO. ENCOUNTERED: 1 or pack (2-5)
SIZE: Small
HD: 1d8
MOVE: 30 ft.
AC: 16
ATTACKS: Bite (1d4)
SPECIAL: Scent
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Small Animal
TREASURE: None
XP: 5+1

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).

RAM

NO. ENCOUNTERED: 1 or 1-4 rams and 8-80 sheep
SIZE: Medium
HD: 4d8
MOVE: 30 ft.
AC: 17
ATTACKS: Head butt (1d8), or 2 hooves (1d6)
SPECIAL: Ram
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Medium Animal
TREASURE: None
XP: 60+4

Wild sheep are agile mountain climbers found in a variety of mountainous regions. The males - known as rams - defend themselves with large, spiraling horns. (Female sheep - also known as ewes - are given separate stats, see below.)

COMBAT: Rams can be aggressive, charging at opponents and head butting them with their horned heads.

RAM: A ram which deals damage with a head butt attack after a charge can automatically initiate a bull rush attempt as a free action. The ram can also move with the target as part of this bull rush (although their movement before and after the charge still cannot exceed their normal movement limit).

SKILLS: Rams gain a +5 racial bonus to Dexterity Based checks as they pertain to balancing, jumping and climbing.

SABER TOOTH TIGER

NO. ENCOUNTERED: 1 or pack (2-12)
SIZE: Large
HD: 7d8
MOVE: 40 ft.
AC: 14
ATTACKS: 2 claws (2d6), or bite (2d8)
SPECIAL: Pounce, Rake, Rend, Scent
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Large Animal
TREASURE: None
XP: 540+7

A prehistoric animal, famed for their enlarged incisor teeth - an adaptation presumably for hunting, but possibly for social displays (such as a deer's antlers or a peacock's feathers).

COMBAT: Saber tooth tigers prefer to leap upon prey from an elevated or hidden position.

POUNCE: If a saber tooth tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

APPENDICES

IMPROVED GRAB: To use this ability, the saber tooth tiger must hit with a claw or bite attack. If it gets a hold with a bite attack, it can rend. If it gets a hold with a claw attack, it may rake.

RAKE: A saber tooth tiger that gets a hold with its claws can make two rake attacks with its hind legs for 1d6+6 damage each. If the sabertooth tiger pounces on an opponent, it can also rake.

REND: A saber tooth tiger that latches onto its opponent's body with its massive front teeth can rend and tear the opponent's flesh. This attack automatically deals 2d6+6 points of damage.

SHEEP

NO. ENCOUNTERED: Herd (1-4 rams, 8-80 sheep)

SIZE: Medium Animal

HD: 1d8

MOVE: 30 ft.

AC: 13

ATTACKS: Hoof (1d4)

SPECIAL: Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Medium Animal

TREASURE: None

XP: 7+1

These statistics are for ewes and domesticated sheep. For wild rams, use the statistics for "rams." (Those statistics may also be appropriate for certain species of wild ewes.)

SKUNK

NO. ENCOUNTERED: 1 or family (2-5)

SIZE: Tiny Animal

HD: 1d4

MOVE: 30 ft.

AC: 13

ATTACKS: Bite (1d2)

SPECIAL: Musk, Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Small Animal

TREASURE: None

XP: 7+1

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.

MUSK: Once per round, and no more than 5 times per day, a skunk can release a stinking musk in a 5-foot cloud. An affected creature must succeed at a Constitution save (CL 10) or become nauseated for 1d4 rounds. A second save must also be made to avoid being blinded (as the spell) for 1d4 rounds.

The stench is highly potent, and short of magical means of cleaning, all sprayed cloth and material continues to reek for 1d6 months. The odor is so strong that it doubles all chances for wandering monster encounters and imposes a -12 circumstance penalty on Hide checks if attempted while wearing clothing contaminated with the skunk's musk. Flesh, leather goods, metal goods (weapons, armor, and the like) must be washed in a concentrated mixture of vinegar 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 to wandering monster encounters and Hide checks.

SQUIRREL

NO. ENCOUNTERED: 1 or group (2-17)

SIZE: Tiny

HD: 1d4

MOVE: 20 ft.

AC: 14

ATTACKS: Bite (1d2)

SPECIAL: Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Tiny Animal

TREASURE: None

XP: 5+1

A species of rodent found in almost any clime or terrain, but most commonly referring to tree-living species. These statistics can be used for gray squirrels, ground squirrels, chipmunks, woodchucks, prairie dogs, and marmots (among others). Flying squirrels are given their own set of statistics below.

SKILLS: Squirrels receive a +4 racial bonus to Move Silently and Search checks and a +8 racial bonus to Dexterity based checks.

SQUIRREL, FLYING

NO. ENCOUNTERED: 1 or 6-30

SIZE: Tiny

HD: 1d4

MOVE: 20 ft. climb 20 ft. glide up to 100 ft.

AC: 14

ATTACKS: Bite 1d2

SPECIAL: Glide, Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Tiny Animal

TREASURE: None

XP: 5+1

A species of squirrel renowned for their ability to "fly" short distances. They do not actually fly, but instead glide using the broad flaps of skin which extend between their front and rear legs.

COMBAT

GLIDE: 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.

SKILLS: Flying squirrels receive a +6 bonus to dexterity based checks for hide, climb, and moving silently.

TAPIR

NO. ENCOUNTERED: 1 or herd (2-6)

SIZE: Large

HD: 4d8

MOVE: 40 ft.

AC: 17

ATTACKS: Slam (1d8)

SPECIAL: Scent

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 60+4

Docile, nocturnal creatures, tapirs are large, hoofed mammals with elongated, flexible snouts. They bear a superficial 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. They can move with surprising speed through the underbrush.

TURTLE

NO. ENCOUNTERED: 1 or 2

SIZE: Tiny

HD: 1d4

MOVE: 10 ft.

AC: 17

ATTACKS: Bite (1d2)

SPECIAL: Withdraw

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Tiny Animal (Reptile)

TREASURE: None

XP: 7+1

Offensively, the only challenge a turtle provides is its 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.

WITHDRAW: As a move-equivalent action, a turtle can withdraw its vulnerable parts into its shell. The turtle is unable to take actions or move while withdrawn (but are not treated as helpless). While withdrawn, a turtle gains a +10 circumstance bonus to their AC. The turtle can cease the withdrawal as a move-equivalent action.

TURTLE, GIANT

NO. ENCOUNTERED: 1 or 2

SIZE: Medium

HD: 4d8

MOVE: 15 ft. Swim 20 ft.

AC: 18

ATTACKS: Bite (1d6)

SPECIAL: Withdraw

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Medium Animal

TREASURE: None

XP: 60+4

A very large turtle (or tortoise) - usually living in the ocean - standing roughly waist-high on an adult human.

WITHDRAW: As a move-equivalent action, a giant turtle can withdraw its vulnerable parts into its shell. The giant turtle is unable to take actions or move while withdrawn (but are not helpless). While withdrawn, a giant turtle gains a +10 circumstance bonus to their AC. A giant turtle can cease the withdrawal as a move-equivalent action.

TURTLE, MONSTROUS

NO. ENCOUNTERED: 1 or herd (6-30)

SIZE: Large

HD: 8d8

MOVE: 15 ft. Swim 30 ft.

AC: 19

ATTACKS: Bite (2d8)

SPECIAL: Withdraw

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Large Animal

TREASURE: None

XP: 375+8

An incredibly large turtle or tortoise, standing nearly as high as a man.

WITHDRAW: As a move-equivalent action, a monstrous turtle can withdraw its vulnerable parts into its shell. The monstrous turtle is unable to take actions or move while withdrawn (but are not helpless). While withdrawn, a monstrous turtle gains a +10 circumstance bonus to their AC. A monstrous turtle can cease the withdrawal as a move-equivalent action.

VULTURE

NO. ENCOUNTERED: 1 or flock (2-5)

SIZE: Small

HD: 1d8

MOVE: 10 ft. fly 50 ft.

AC: 16

ATTACKS: 2 claws (1d2), Bite (1d2)

SPECIAL: Scent

APPENDICES

SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Small Animal (Bird)
TREASURE: None
XP: 7+1

The vulture is a large carrion bird found in any temperate to hot climate. They have a wingspan in excess of five ft. and are covered with dark brown or black feathers. Exceptional to vultures is a lack of plumage covering their neck and head, and their large hooked beaks, known for tearing putrid flesh from bone.

COMBAT: Vultures circle above battlefields, or anywhere that travelers appear to be in danger. Their scent ability is very keen, allowing them to smell a lack of minerals in sweat or urine that indicate imminent organ failure and death in their perspective prey. Vultures wait until a victim has reached 1 or fewer hit points to swoop in and attack, if they feel that a victim can be finished off quickly.

WALRUS

NO. ENCOUNTERED: 1 or Herd 2d20+10
SIZE: Large
HD: 6d8
MOVE: 20 ft., Swim 30 ft.
AC: 16
ATTACKS: Tusk Gore (1d10), or Tail Slap (2d6)
SPECIAL: Scent
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Large Animal
TREASURE: Special
XP: 210+6

Walrus 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.

COMBAT: Walrus, though slow-moving, can display aggressive behavior when approached. They use their large bulk to ram their blunt tusks into any creature that threatens them.

The ivory tusks of the Walrus are highly sought by wizards, clerics, alchemists, and artisans. They have an un-carved value of 100 gp each.

YAK

NO. ENCOUNTERED: 1 or herd (10-100)
SIZE: Large
HD: 5d8
MOVE: 60 ft.
AC: 16
ATTACKS: Gore (1d8)
SPECIAL: Stampede, Scent
SAVES: Physical
INT: Animal
ALIGNMENT: Neutral
TYPE: Large Animal
TREASURE: None
XP: 160+5

Covered in a thick, heavy coat of fur which hangs down to their ankles, yaks are typically found only at high altitudes among mountains and steppes. They possess an ox-like physique, supported by short, strong legs. Humped shoulders and a pair of twin horns lend themselves to powerful goring attacks.

STAMPEDE: A frightened herd of yak 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 1d12 points of damage for each five yak in the herd (Dexterity save CL 5 for half damage).

OTHER ANIMALS

There are literally hundreds of thousands of animals in the world. Attempting to provide customized stats for each and every one of them would not only be impossible, it would be far beyond the scope of this book.

Having said that, you should be able to use the stats found here and in *Monsters & Treasure* to cover just about any type of animal not specifically covered. For example, there may be a half dozen different types of elephants in the world, but they are all adequately covered by the single set of stats for elephants found in the *Monsters & Treasure*. In fact, even mammoths can be modeled using the elephant stats. Similarly, if you wanted to use a taur (a type of Asian ram), simply reference the generic stats for rams found in this appendix.

APPENDIX B: NEW MONSTERS

Monsters herein offer new alternatives for characters as companions, familiars, and foes.

MONSTER SIZE

Monster sizes as listed differ mildly from those presented in the **Monsters & Treasure**. It is understood that monsters are typically small, medium, and large. However these sizes do not fully describe creatures that are extremely small, nor creatures that are exceptionally large. For this reason a broadened description of creature sizes is detailed below.

FINE: Creatures that are classified as Fine are creatures measuring in inches or smaller. Fine creatures measure from six inches and smaller. Taken as an example, certain individual insects such as the tsetse fly are no larger than a common house fly but spread sleeping sickness which can ultimately lead to the death of a victim thus bitten. These creatures would be classified as fine. Fine creatures may have an inherent bonus to armor class, attack bonus, or hide bonuses that are not indicative of their actual Hit Dice.

DIMINUTIVE: Diminutive creatures are any creatures ranging from 7 inches to 23 inches tall or long.

TINY: Tiny creatures are any creatures between two and three feet tall or long.

SMALL: Small creatures are creatures between three feet and five feet tall.

MEDIUM: Medium creatures are creatures between five and seven feet tall or long.

LARGE: Large creatures are creatures between seven and ten feet tall or long.

HUGE: Huge creatures are creatures between ten and fifteen feet tall or long. Creatures of Huge or larger size may be easier to hit, though more difficult to actually damage. Huge and larger creatures may do significantly more damage and have a great movement rate due to their increased gait or stride.

GARGANTUAN: Gargantuan creatures are creatures between fifteen and twenty feet tall or long.

COLOSSAL: Colossal creatures are creatures that are greater than 20 feet tall or long.

DARK FAMILIAR

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 2d12

MOVE: 20 ft. Fly 30 ft.

AC: 14

ATTACKS: Vampiric Touch (1d8+1 per master's caster level)

SPECIAL: Darkness, Hide, Vampiric Touch, Darkvision, 60 ft. incorporeal, undead, +2 turn resistance

SAVES: Mental

INT: Low

ALIGNMENT: Any Evil

TYPE: Tiny Incorporeal Undead

TREASURE: None

XP: 130+3

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.

See the new dark familiar spell in Appendix C for more details.

COMBAT: Dark familiars use Hide 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.

HIDE: Dark familiars can Hide as a 9th-level Rogue.

Darkness: A dark familiar can create darkness three times per day as the spell (caster level 5th).

VAMPIRIC TOUCH: As a melee touch attack, a dark familiar inflicts 1d8 +1 per master's caster level (up to +5) points of damage. The familiar's master gains temporary hit points equal to the damage inflicted, though the master must be within 1 mile of the dark familiar to benefit from this ability. These temporary hit points disappear after one hour. This ability is usable at will. It has no effect on undead creatures and is not affected by range.

FAMILIAR EATER

NO. ENCOUNTERED: 1

SIZE: Small

HD: 9d10

MOVE: 5 ft. Fly 60 ft.

AC: 19

ATTACKS: Stinger (1d6-3 and familiar infection)

SPECIAL: Familiar Infection

SAVES: Physical

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Small Magical Beast (Reptilian)

TREASURE: None

XP: 600+9

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.

APPENDICES

COMBAT: 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 INFECTION (SU): This supernatural disease (injury, constitution save (CL 20), incubation period 2d4 weeks, (Dmg see below) only works on a mage's familiar (using the rules presented in this book, any character's familiar will do). The familiar eater implants larvae using its stinger. The larvae incubate inside the familiar, feeding off both the familiar itself and its magical link connecting it to its master. Each week, the infected familiar loses 1 point of constitution, while the CL to save against any spells cast by the master suffer a -1 penalty and the damage dealt by offensive spells cast by the master suffer -1 point per die (to a minimum of 1 point per die). Thus, after the third week of incubation, the familiar has lost 3 points of constitution, while any spells cast by the master suffer a -3 penalty to their CLs and the damage from offensive spells cast by the master suffer a -3 points per die. An infected familiar cannot be cured, though a remove disease spell halts the growth of the larvae for a period of 2 days, after which another remove disease spell must be cast or growth will continue.

The infected familiar's master may notice the detrimental effects after casting any spell affected by the aforementioned penalties. For example, the spell light would not be affected, but sleep or magic missile would be. After casting an affected spell, the master must make a successful Spellcraft check (CL 20) to notice the diminished effect.

If the infected familiar can speak directly with its master, it immediately lets its master know that it was attacked and stung, though it cannot know it has been infected. It is not until two weeks later that the familiar begins to feel physically ill. A detect evil spell reveals a faint aura of evil from within the familiar, unless, of course, the master and familiar are both evil themselves. In its last week of infection, the familiar cannot move, and is in constant pain. Five days before its death, small nodules appear on the skin of the familiar. Touching or otherwise disturbing these nodules causes the familiar great pain.

Finally, the nodules burst, killing the familiar, and small familiar eaters fly out of the carcass. If the familiar can communicate only with the empathic link, it communicates its pain and fear through emotions.

FAMILIAR SENSE: The familiar eater can pinpoint the position of any familiar within 1 mile. The familiar eater doesn't need to have ever seen the familiar before, but in all other ways this ability operates as per a locate creature spell (caster level 8th).

FAMILIAR MORPH

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d8

MOVE: 30 ft.

AC: 16

ATTACKS: Slam (1d4)

SPECIAL: Bond drain, paralyzing touch, Darkvision 60 ft. familiar sense, morph

SAVES: Mental

INT: Superior

ALIGNMENT: Typically Evil

TYPE: Small Aberration

TREASURE: None

XP: 160+4

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. Familiar morphs speak only those languages that their latest victim did.

COMBAT: 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.

FAMILIAR SENSE: The familiar morph can pinpoint the position of any familiar within 1 mile. The familiar morph doesn't need to have ever seen the familiar before, but in all other ways this ability operates as per a locate creature spell (caster level 8th).

PARALYZING TOUCH (SU): A creature successfully hit by the familiar morph's slam attack must make a strength save or become paralyzed for 1d4+2 rounds. A paralyzed creature is considered helpless. Familiars suffer a -8 penalty 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 like alter self as cast by an 18th level sorcerer, but the familiar morph can remain in the chosen form indefinitely. 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. 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, requiring a standard action to do so.

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 use this ability.

BOND DRAIN: Each day after the familiar morph assumes a familiar's form using its morph ability, its new "master" must make a wisdom save. Regardless of whether the saving throw succeeds or fails, the master gains 1 negative level. In addition, if the save fails, the "master" is unaware of what's happening to him (the CK should secretly apply the penalties for a negative level). If the save is successful, however, the "master" becomes aware that something is wrong - that something is draining levels from him - but he won't know what. 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!")

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 (XP loss, inability to summon a replacement for a year and a day, etc.). To make matters worse, the familiar morph won't make this easy - and the bond between familiar and master works at effectively any distance.

MERCURIAL

NO. ENCOUNTERED: 1

SIZE: Small

HD: 1d8

MOVE: Fly 90 ft.

AC: 16

ATTACKS: Incorporeal Touch (1d2 temporary charisma)

SPECIAL: charisma Damage, Bound, Darkvision 60 ft. Incorporeal Traits, Spell Resistance 10

SAVES: Physical

INT: High

ALIGNMENT: Always Chaotic

TYPE: Small Incorporeal Outsider

TREASURE: None

XP: 24+1

A mercurial is an insubstantial spirit from the Methethereal plane, blithe and carefree, existing only to experience 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.

Mercurials speak Auran and either Celestial or Infernal, and many speak other languages as well.

COMBAT: The mercurial has only one attack form, an incorporeal touch that drains 1d2 points of temporary charisma from its victim. Anyone reduced to a charisma score of 0 or less loses all sense of self and is considered an object, a non-sentient entity incapable of all activity. The victim's body rapidly begins to shut down, with death occurring in 1d20 minutes.

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.

SPELL RESISTANCE: Mercurials have a spell resistance of 10, with the exception of against the spell dispel magic. If a caster can make a successful dispel magic on a mercurial, he forces it back to the Methethereal plane for a period of 1d6+1 hours.

Mercurials gain a +5 racial bonus to wisdom based checks for spotting and noticing concealed or hidden items.

GREATER MERCURIAL

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5d8

MOVE: Fly 90 ft.

AC: 15

ATTACKS: Incorporeal touch (1d4 Temporary Charisma)

SPECIAL: Charisma Damage, Bound, Darkvision 60 ft. Incorporeal Traits, Spell Resistance (15)

SAVES: M/P

INT: High

ALIGNMENT: Any Chaotic

TYPE: Medium Incorporeal Outsider

TREASURE: None

XP: 380+5

A greater mercurial is an insubstantial spirit from the Methethereal plane, blithe and carefree, existing only to experience visual sensations. They have no physical form, existing as incorporeal creatures. A greater mercurial is a more powerful version of a mercurial.

Greater mercurials have no sense of taste, touch, or smell. They can hear and see normally.

Greater mercurials speak Auran and either Celestial or Infernal, and many speak other languages as well.

COMBAT: The greater mercurial has only one attack form, an incorporeal touch that drains 1d4 points of temporary charisma from its victim. Anyone reduced to a charisma score of 0 or less loses all sense of self and is considered an object, a non-sentient

APPENDICES

entity incapable of all activity. The victim's body rapidly begins to shut down, with death occurring in 1d20 minutes.

BOUND: A greater mercurial can travel to a distance away from its master of no more than 500 feet per level of the master. If a greater mercurial attempts to travel beyond this range, it encounters an unseen and impenetrable barrier.

SPELL RESISTANCE: Greater mercurials have a spell resistance of 15, with the exception of against the spell dispel magic. If a caster can make a successful dispel magic on a mercurial, he forces it back to the Methetherial plane for a period of 1d6+1 hours.

Greater Mercurials gain a +5 racial bonus to wisdom based checks for spotting and noticing concealed or hidden items.

SUPREME MERCURIAL

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 9d8

MOVE: Fly 90 ft.

AC: 15

ATTACKS: Incorporeal Touch (1d6 temporary Charisma)

SPECIAL: Charisma Damage, Darkvision 60 ft., Incorporeal Traits, Spell Resistance (19)

SAVES: M/P

INT: High

ALIGNMENT: Any Chaotic

TYPE: Medium Incorporeal Outsider

TREASURE: None

XP: 1900+

A greater mercurial is an insubstantial spirit from Methetherial, blithe and carefree, existing only to experience visual sensations. They have no physical form, existing as incorporeal creatures. A greater mercurial is a more powerful version of a mercurial.

Supreme mercurials have no sense of taste, touch, or smell. They can hear and see normally.

Supreme mercurials speak Auran and either Celestial or Infernal, and many speak other languages as well.

COMBAT: The supreme mercurial has only one attack form, that of an incorporeal touch that drains 1d4 points of temporary charisma from its victim. Anyone reduced to a charisma score of 0 or less loses all sense of self and is considered an object, a non-sentient entity incapable of all activity. The victim's body rapidly begins to shut down, with death occurring in 1d20 minutes.

BOUND: A supreme mercurial can travel to a distance away from its master of no more than 500 feet per level of the master. If a supreme mercurial attempts to travel beyond this range, it encounters an unseen and impenetrable barrier.

SPELL RESISTANCE: supreme mercurials have a spell resistance of 19, with the exception of against the spell dispel magic. If a caster can make a successful dispel magic on a mercurial forces it back to the Methetherial plane for a period of 1d6+1 hours.

Supreme Mercurials gain a +5 racial bonus to wisdom based checks for spotting and noticing

MUSE

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 3d8+

MOVE: 30 ft. or fly 90 ft.

AC: 19

ATTACKS: By weapon type

SPECIAL: bonded, incorporeal traits, manifestation, spell resistance (9)

SAVES: M/P

INT: High

ALIGNMENT: Any

TYPE: Medium Outsider

TREASURE: None

XP: 80+3

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).

COMBAT: Unable to have any effect upon the physical form when not manifested, a muse rarely takes any action during combat. In rare circumstances they may pick up arms to defend themselves or their master but this is so uncommon as to be unheard of.

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.

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).

SPIRITOR

NO. ENCOUNTERED: 1

SIZE: Small

HD: 2d8

MOVE: Fly 80 ft.

AC: 18

ATTACKS: Slam (1d4)

SPECIAL: Air Mastery, Dazzle

SAVES: Physical

INT: Low

ALIGNMENT: Any
TYPE: Small Elemental (All Elements)
TREASURE: None
XP: 29+2

The spirititor 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 spirititor was once an Illusionist's familiar, but it has gained freedom, and thus form. Spirititors 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. Spirititors advance in Hit Dice by aging, gaining one HD per five years of freedom, so that after a century, the spirititor has advanced to a staggering 20 Hit Dice.

Spirititors speak Auran.

COMBAT Spirititors attack by slamming into their opponents, the tiny flecks of earth and other elements composing their forms causing physical damage to their enemies.

AIR MASTERY: Airborne creatures suffer a -1 penalty to attack and damage rolls against spirititors.

DAZZLE: Once per day the spirititor may discharge a fan-shaped burst of prismatic energy, affecting creatures as per the spell color spray.

FEY COMPANIONS

AALEEAR

NO. ENCOUNTERED: 1, troupe (3-18), village (10-100)
SIZE: Tiny
HD: 1d6
MOVE: 20 ft.
AC: 12
ATTACKS: Fey bow (1d4), Staff (1d4)
SPECIAL: Spell Like Abilities, Spells, fey bow, Damage Reduction 5/cold iron, low-light vision, bard abilities.
SAVES: M
INT: Average
ALIGNMENT: Usually good
TYPE: Tiny Fey
TREASURE: Standard
XP: 51+2

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 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.

Most aaleear are bards. The information in the statistics block is for one of 1st level.

Aaleear speak Sylvan.

COMBAT: As the tales of old warn, aaleear can still be fierce combatants if forced to fight, though they now prefer to settle disputes with artistic challenges rather than a blade. Still, when push comes to shove, aaleear use their spell-like powers and bardic abilities to confound their foes and enhance their allies. Always preferring to withdraw to safety when able, aaleear are not afraid to bring the battle to the enemy if the situation demands it.

SPELL-LIKE ABILITIES: 1/day—detect magic, ghost sound, mending. Caster level 1st. 1/day—enlarge (self only). Caster level 4th.

AALEEAR AS CHARACTERS: An aaleear with a charisma of 12 or higher gains additional spell-like abilities when it reaches a certain level. In all cases, these are usable once per day and are treated as a caster level equal to the aaleear's class levels. The following is a list of the additional spell-like abilities aaleear can gain:

CHARISMA MODIFIER	GAINED AT LEVEL	SPELL-LIKE ABILITY
+1	2 nd	charm person
+2	4 th	invisibility
+3	7 th	charm monster
+4	10 th	improved invisibility
+5	13 th	dominate person
+6	16 th	mass suggestion

FEY BOW: All aaleear are proficient in this remarkable exotic weapon. Despite its tiny size, it is treated in all other ways as a shortbow (see Chapter 7 of the PHB for details).

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.

Aaleear gain a +2 racial bonus on Listen and Move Silently

BLOODSPRITE

NO. ENCOUNTERED: Gang 1d4, or nest 10-100
SIZE: Tiny
HD: 1d6
MOVE: 15 ft., Fly 60 ft.
AC: 16

ATTACKS: Pin (1d2+ poison)

SPECIAL: Damage Reduction 5/Cold Iron, low Light vision, poisoned weapons.

APPENDICES

SAVES: Physical/Mental

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Tiny Fey

TREASURE: Standard

XP: 29+2

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, for they are a constant source of destruction and pain.

Although not clever enough to manufacture tools, bloodsprites are certainly bright enough to use them.

Bloodsprites speak Sylvan.

COMBAT: Most bloodsprites carry pins, sharpened bits of wire, or razor-edged fragments of glass they use for self-defense among their own kind or from aggressive animals. Despite their uncanny durability, they prefer to avoid combat with things larger than themselves. Bloodsprites typically attack with poison, pitfall, and ambush as a last resort.

POISONED WEAPONS: Anyone stabbed by a bloodsprite weapon must succeed on a constitution save (CL 13) or take 1d4 points of constitution damage. Each weapon retains its poison for only one stab, after which the bloodsprite must coat it with poison again by licking it with their tongue (this requires a move action and provokes an attack of opportunity).

BREWER FAIRIES

NO. ENCOUNTERED: 1 or clan (5-14)

SIZE: Small

HD: 2d6

MOVE: 20 ft.

AC: 13

ATTACKS: Club (1d6)

SPECIAL: Belch, Flame Breath, Spells, Spell-Like Abilities

SAVES: Physical + Mental

INT: High

ALIGNMENT: Chaotic neutral

TYPE: Small fey

TREASURE: Standard

XP: 62+2

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.

Brewer faeries speak Sylvan and Gnome. Some also speak common.

COMBAT: Brewer fairies prefer the bottle to the bastard sword, and never enter combat voluntarily. If they are attacked or their possessions are stolen, the strange gnomes either attempt to escape with what goods they can, or to try and drive off the attacker, depending on the situation.

BELCH: A brewer fairy may spend a full round action imbibing some of its Silver Moon Ale, only to then belch the powerful fumes caused by the brew at any opponent within 5 feet in the subsequent round as a standard action. Victims caught in the area of affect (a single adjacent 5-ft. space) must succeed at a constitution save (CL 12) or pass out. 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: As a full round action, a 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 2d4 points of damage. Characters that make a successful dexterity save (CL 12) take only half damage.

MAGICAL BREWING: Brewer fairies create many wonderful concoctions. The following are but a few of the possible brews. In general, all brews cause the drinker to suffer a -1 penalty to dexterity, wisdom, and intelligence per mug, and a +1 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). These bonuses and penalties fade at a rate of one point per hour once the drinking stops. The brews are stored in casks, each holding a dozen mugs of the drink. Specific variable brews follow:

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 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 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 Ale - 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 (as per "Belch" above).

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 Wine - This bubbly white wine grants the ability to breathe underwater for one hour per drink.

SPELLS: A brewer fairy casts arcane spells as a 4th-level Illusionist.

SPELL-LIKE ABILITIES: 2/day—invisibility.

DREAM FAUN

NO. ENCOUNTERED: 1 or Herd (21-40, plus a patriarch of 9d10 HD)

SIZE: Large

HD: 6d10

MOVE: 50 ft.

AC: 17

ATTACKS: Horn (2d10)

SPECIAL: Darkvision 60 ft., Gift of Sustenance, Low-Light Vision, Spells, Turn Undead

SAVES: Mental/Physical

INT: Superior

ALIGNMENT: Neutral Good

TYPE: Large Magical Beast

TREASURE: Standard

XP: 855+6

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.

Dream fauns speak Celestial, Common and Sylvan. Many speak other languages as well.

COMBAT: Dream fauns have special powers related to sleep and dreams. They are often called upon to perform these abilities by travelers who know of their powers, and they rarely refuse.

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 CL 16 to resist falling asleep. The power can be used in this fashion only a number of times per day equal to the dream faun's hit dice (6 by default). Elves and Half Elves are immune to this effect.

GIFT OF SUSTENANCE: Once per day, a dream faun can create enough food and water for one person for one day.

SPELLS: A dream faun patriarch and his wife are spellcasters, the equivalent of 9th-level clerics.

TURN UNDEAD: Dream fauns may turn undead six times per day as 6th-level clerics.

IMMUNITIES: Dream fauns are completely immune to all forms of mind control; they are affected by sleep and paralysis only if they choose to be.

FOREST NYMPH

NO. ENCOUNTERED: 1 or glade (2-7)

SIZE: Medium

HD: 10d8

MOVE: 50 ft. climb 30 ft.

AC: 20

ATTACKS: slam (2d8)

SPECIAL: Sneak Attack, Camouflage, Low-Light Vision, Plant Traits, Sylvan Allies

SAVES: Physical

INT: High

ALIGNMENT: Usually Neutral

TYPE: Medium Plant

TREASURE: Standard

XP: 2850+10

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.

Although forest nymphs do not attack all those who enter their forests, they do mark them - and note those with axes as potential threats. They often cooperate with druids, treants, and even unicorns.

Forest nymphs communicate with each other telepathically, but most can also speak a halting, uncertain Common.

APPENDICES

COMBAT: Forest nymphs do not enjoy combat, but they fight to defend their woods if they judge intruders to be too great a threat. Many have learned to draw away male stragglers by pretending to be ordinary girls, then murdering the interlopers apart from their group. They prefer using their superior mobility and camouflage to attack those on the fringe of intruding groups, lashing out with powerful blows and then disappearing back into the forest until another opportunity presents itself.

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.

SNEAK ATTACK: Forest nymphs can sneak attack as a rogue of a level equivalent to half their Hit Dice (3 by default), 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 summon beasts or plants spell 3/day (caster level 8th).

SWAMP NYMPH

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

NO. ENCOUNTERED: Gang (2-4), Flock (6-11), or band (10-20)

SIZE: Fine (insect size)

HD: 1 hp

MOVE: 5 ft., fly 40 ft.

AC: 24

ATTACKS: stinger* (1 point and charm)

SPECIAL: Spell-like abilities, stinger, damage reduction 5/cold iron, glow, keen sight, low-light vision, spell resistance 18, unnaturally fast.

SAVES: Physical

INT: High

ALIGNMENT: Neutral Evil

TYPE: Fine Fey

TREASURE: No Coins, 50% goods; 50% items

XP: 34+10

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.

Mantrids speak Elven, Gnome, and Sylvan.

COMBAT: Being tricksters and pranksters, mantrids usually avoid direct combat by either flying away or hiding from danger until it passes. When forced to fight, they fly around the weakest looking target, repeatedly stinging them until they are charmed. They then use the newly acquired pawn to create a distraction while they escape. Mantrids enjoy luring individuals away from parties of mortals, charming them, and then returning them back to the party as secret allies.

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. Only by remaining perfectly still do such creatures have a chance of avoiding the mantrid's notice, though even while totally motionless, the mantrid is able to perceive the hidden creature if it makes a successful wisdom check (CL 6).

SPELL-LIKE ABILITIES: 3/day - darkness, detect thoughts, entangle, permanent image, scare, seeming, and summon swarm (praying mantis). Caster level 7th.

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 cast by a 9th-level caster. 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, though the action cannot be the same as the previous action.. (For example, it cannot use two spells, or sting twice in the same round.)

MOON CAT

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 1d10

MOVE: 40 ft.

AC: 14

ATTACKS: Bite 1d2, 2 Claws (1d2)

SPECIAL: Mass Charm Monster, Paralysis, Darkvision 60 ft. Flawless Teleport, Low-Light Vision, Portent, Scent.

SAVES: Physical

INT: Inferior

ALIGNMENT: Neutral

TYPE: Tiny Magical Beast

TREASURE: Standard

XP: 73+1

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.

COMBAT: A moon cat can use its claws and teeth in combat, but prefers to rely on its paranormal abilities for defense.

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. Treat the creature as a 10th-level sorcerer to determine the number of Hit Dice affected. Subjects must make a successful wisdom save CL 8 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 CL 8 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 CL 6 to resist. The CK rolls a 1d8 to determine the effect based on the current moon phase:

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 home 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.

NOBLE STAG

NO. ENCOUNTERED: 1, 2 or nest (4)

SIZE: Large

HD: 6d10

MOVE: 20 ft., fly 50 ft.

AC: 14

ATTACKS: 2 claws (1d10, gore 1d12)

SPECIAL: Darkvision, Limited Telepathy, Low-Light Vision, Plane Shift

SAVES: Mental/Physical

INT: Average

ALIGNMENT: Neutral

TYPE: Large Magical Beast

TREASURE: None

XP: 450+6

Noble stags are forest spirits, living in peace within forests which have been untainted with evil. As a result, woodsmen, 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 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.

COMBAT: 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.

When encountered in their nesting grounds, intruders risk attack by the male noble stag, who first attempts to frighten intruders away by performing threatening aerial dives. If unsuccessful on the first passes, the male makes a low retreat, attempting to lure the invaders away from the nest. If ignored, he returns to attack the interlopers from above, diving with renewed determination. This time around, the male makes claw attacks attempting to grab his foes and drop them from great heights; or swoop down to slash and gore with his tough, sharp antlers.

LIMITED TELEPATHY: Noble stags are intelligent creatures, and even possess a limited telepathic ability which allows them to read the thoughts and motives of those near them.

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') at will (caster level 12th).

ARCANE USES OF A NOBLE STAG

If the preservation spell is cast upon the corpse of a noble stag (see Appendix C), its feathers and antlers 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 several levels higher than the caster who inscribes it. This enhancement amounts to +1 caster level per

APPENDICES

hit die of the noble stag (+5 by default). 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). All spell effects operate at a caster level equal to the minimum caster level, but their durations are increased to a number of days equal to the noble stag's Hit Dice. There is a 5% chance that the effects become permanent (that is, the duration of the spell never ends). The heart of a noble stag is large enough to bestow its properties on a number of Medium characters equal to its Hit Dice (5 by default), or half again that number of Small creatures.

Since the noble stag is the physical embodiment of nature's power, using its carcass to benefit from its mystical powers is considered an evil act - particularly the eating of its heart. Using the noble stag's carcass in this manner is a serious affront to nature and the CK should treat it accordingly. For most campaigns, repercussions for such an act should ensue. Recommended punishments include changing of alignment, loss of druidhood or paladinhood, the bestow curse spells, etc.

RIVER NYMPH

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5d6

MOVE: Swim 90 ft.

AC: 14

ATTACKS: Bite (1d6), 2 claws (1d4)

SPECIAL: Siren Song, Damage Reduction 5. Cold iron, low-light vision

SAVES: Mental

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Medium Fey

TREASURE: Standard

XP: 380+6

River nymphs are the solitary spirits of the 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, river 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.

River nymphs speak Aquan, Common and Sylvan.

COMBAT: River nymphs lure land-dwellers to their doom with their powerful glamour, filling their target's minds with an aching loneliness that draws them into the water. Victims don't realize they're drowning until it is too late. Those that somehow break the spell frighten the nymphs, who look sadly at their would-be victim before fleeing into the dark waters of the night.

SIREN SONG: A river 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 CL 10 to avoid being drawn in. Once the victim has succumbed, nothing breaks the charm unless it is dispelled or the river nymph is driven off or defeated. Blocking one's ears is partially effective, lowering the CL to 5. This ability is treated as a sonic charm attack.

River nymphs have a +8 racial bonus on strength related swim checks and can always choose to take 10 on a Swim check, even if distracted or endangered. When in the water, they also have a +5 racial bonus to dexterity related Hide checks.

SKITTERWING

NO. ENCOUNTERED: 1, Scouts (2), Watchers (4-6), or Swarm (30-40)

SIZE: Fine

HD: 1d6

MOVE: 5 ft., fly 30 ft.

AC: 25

ATTACKS: 2 claws (1d2)

SPECIAL: Charm Monster, Damage Reduction 5/cold iron, low-light vision, magic aura

SAVES: Mental & Physical

INT: High

ALIGNMENT: Neutral Evil

TYPE: Fine Fey

TREASURE: None

XP: 23+1

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.

Uncorrupted stitterwings speak Elven, Gnome, and Sylvan. Those under the dark influences also speak Infernal.

COMBAT: Skitterwing do not like direct confrontation. Instead, a skitterwing selects any target that might provide some amusement from a hidden position and uses its powers on this victim. In a party of PCs, this means the skitterwing focuses on whichever characters it thinks would be the most interesting to watch behave badly. The skitterwing then uses its dominate person special ability to wreak havoc.

Dominated characters find that they like the swamp and decide to stay in it. Dangerous predators and vicious humanoids seem friendly, and dominated PCs would like to talk to them. They find the swamp pretty and they can think of no reason to continue on whatever quest brought them here, or even try to leave. If the other PCs do not agree with these actions, the dominated PCs attack.

If a character presents a threat to whatever dark power the skitterwing currently serves, the skitterwings attack en masse - 30 to 40 of them at a time - stinging and harassing the party.

DOMINATE PERSON: By buzzing its wings near the ears of its victim, a skitterwing can use Charm Monster on any Medium humanoid creature or smaller (as per the spell cast by a 9th-level wizard). This ability may be used once per day, and only one subject can be dominated at a time.

MAGIC AURA: Skitterwings enjoy a +4 deflection bonus to their AC, similar to a permanent shield spell.

SPIRIT FLOWER

NO. ENCOUNTERED: 1

SIZE: Medium Fey

HD: 10d6

MOVE: 30 ft.

AC: 12

ATTACKS: None

SPECIAL: Damage Reduction

15/cold iron and magic, invisibility,

low-light vision, plant home,

spell resistance 14

SAVES: Physical/Mental

INT: Average

ALIGNMENT: Chaotic Good

TYPE: Medium Fey

TREASURE: Standard

XP: 2850+10

As the name suggests, the spirit flower is a small, fragile, and succulent desert flower with long yellow petals. It is typically found in desert climes, where it grows flat on the sands and is virtually unnoticeable. Many of them are perfectly normal plants. But a rare few of these flowers truly hold spirits. These fey creatures manifest themselves as beautiful, translucent women wandering

the desert and moving from one spirit flower to the next (and it is for these creatures that the statistics here are provided).

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.

It is rumored that some sorcerers have perfected techniques for capturing the spirits and binding them to their flowers, making their homes their prisons. The sorcerer is then free to command the spirit as he will.

COMBAT: Spirit flowers never participate in combat, even to prevent the destruction of their flowers. Instead, they always try to escape to another flower, perhaps one in a hidden locale.

INVISIBILITY: Spirit flowers may become invisible (as the spell) twice a day for up to one hour.

SPELLS: Spirits flowers cast spells as a 9th-level druid, focusing on spells which heal, provide food and water, and give other means of succor. Note that a spirit flower uses all these spells as spell-like abilities.

PLANT HOME: As a full-round 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 return to one of their namesake flowers within one day after leaving another plant, or it dies immediately.

TREE WARRIOR

NO. ENCOUNTERED: 1, Pack (2-5), Grove (3-18)

SIZE: Large

HD: 10d8

MOVE: 20 ft.

AC: 16

ATTACKS: Branch (2d8)

SPECIAL: Entangle, Constriction,

Low-Light Vision, Plant Traits

SAVES: Physical

INT: Average

ALIGNMENT: Neutral

TYPE: Large Plant

TREASURE: None

XP: 2100+10

The tree warriors 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.

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.

Tree warriors speak Druidic and Sylvan.

APPENDICES

COMBAT: Tree warriors carry on fighting until they perish, unless the situation calls for a strategic retreat. Depending on the odds, tree warriors generally use one branch-arm for entanglement and the other for strikes against entangled opponents or other nearby foes.

ENTANGLE: The tree warrior may attempt to entangle opponents using the vine-like finger-branches of its hands. The tree warrior may either make a touch attack if it chooses only to entangle, or it may attempt to entangle an opponent while striking with its normal branch attack (in addition to causing the normal damage from the attack). If the tree warrior succeeds with its attack, the opponent is entangled as if by an entangle spell. Once a tree warrior has used one of its two branch-arms to entangle an opponent, it cannot use that arm to attack until the ensnared opponent breaks free. Like a net with a control rope, the tree warrior may choose to restrict an entangled opponent's movement.

CONstriction: Any opponent entangled by a tree warrior takes 1d6+6 damage automatically each round.

WOODSHADE

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 5d8

MOVE: Fly 240 ft.

AC: 22

ATTACKS: --

SPECIAL: Wilderness mastery, damage reduction 5/cold iron and magic, incorporeal traits, immunities, low-light vision, spell resistance 17.

SAVES: Physical

INT: High

ALIGNMENT: Neutral Evil

TYPE: Tiny Incorporeal Fey

TREASURE: Standard

XP: 460+5

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, 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.

Woodshades speak Elven, Gnome, and Sylvan.

COMBAT: A woodshade uses its powers of illusion to lure forest travelers into many dangerous situations - tricking them into walking in circles for days on end, deceiving them as to the strength and depth of a river, or leading them straight to the lair of a fearsome predator, to name just a few examples. Druids may sometimes be able to draw out the spirit and convince it to cease its

interference, but something is always demanded in return (a special act of devotion, a hazardous errand on behalf of the forest, etc.).

WILDERNESS MASTERY: The woodshade's affinity with the forest is so strong that it can create powerful and subtle illusions to confuse and deceive travelers. A woodshade can affect up to ten targets at once, and victims must each make a successful intelligence save or be tricked into seeing what the woodshade wants them to see. In game terms, this means that the woodshade may use any Illusion spell of 5th level or lower at will. 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.).

IMMUNITIES: Woodshades are not affected by critical hits, death from massive injury, poison, paralysis, sleep, disease, or any attack that must target a living subject.

SKILLS: A woodshade can typically only be seen by mortal eyes through the manner in which it affects the woods around it. Woodshades have a +4 racial bonus on Hide checks. This is in addition to their standard HD bonus.

NEW HOMUNCULI

BONE HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Small

HD: 5d10

MOVE: 30 ft, fly 60 ft.

AC: 13+1 per special bone

ATTACKS: 2 claws (1d3)

SPECIAL: Bones, Construct, Darkvision 60 ft., low-light vision, spell resistance +1 per special bone.

SAVES: Physical

INT: Superior

ALIGNMENT: (Same as Creator)

TYPE: Small Construct

TREASURE: None

XP: 440+5

A bone homunculus has the appearance of a small humanoid skeleton with skeletal wings. In truth, however, they are far more dangerous than any common skeleton - each of their bones is inscribed with glowing, arcane runes, imbuing each with the power of a specific spell.

Bone homunculi serve as powerful magical aids and guardians for their creators.

COMBAT: Bone homunculi land on their victims and claw with their bony nails. In addition, they can cast their ensorcelled bones to unleash magic upon their foes.

BONES: Several special rib bones (maximum 16) in a bone homunculus are imbued with a specific spell. As a standard action, a bone homunculus can cast one of its bones to the ground, releasing its magic. In doing so, it physically removes the bone from itself and throws it - casting the spell with which that bone is imbued (see Construction below). In casting one of its bones, a bone homunculus permanently loses the benefit of that bone (including AC bonus).

CONSTRUCTION

The cost for creating a bone homunculus is dependent on the number of special bones used in its construction. The cost is the same as listed under the 'Creating a Homunculus' section of Chapter 12, in addition to the cost of creating the magical bones it can cast. The cost of each special bone is its spell level multiplied by its caster level multiplied by 25 gp and 1/25th of this base price in XP (the same cost as a scroll of the same spell). A special bone which stores a spell with a costly material component or an XP cost also requires the material component or XP.

The ritual to animate the bone body requires a 9th level character with the Scribe Scroll in addition to all other requirements outlined under the 'Creating A Homunculus' section of Chapter 12). Over the course of the ritual, the creator must create each bone as if he were scribing a scroll. Completing the ritual requires the casting of animate dead and mending (in addition to the spells listed in Chapter 12) on the final day of the ritual. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

CELESTIAL HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 5d10

MOVE: 20 ft., fly 60 ft.

AC: 17

ATTACKS: Bite (1d6)

SPECIAL: Smite Evil, Construct traits, Darkvision 60 ft., low-light vision, detect evil, acid resistance 10, cold resistance 10, electricity resistance 10, damage reduction 5/magic, SR (special).

SAVES: Physical

INT: Average

ALIGNMENT: Always good (same as creator)

TYPE: Tiny Construct

TREASURE: None

XP: 640+5

A celestial homunculus is brought to life through a magical infusion of pure, elemental good. They are often employed by spellcasters who have some cause to fear the powers of evil. In particular, their ability to detect evil makes them invaluable as guardians against the forces of darkness.

COMBAT: Less powerful celestial homunculi are often employed in swarms, or used individually to lead or control the other guardians of their masters. More powerful celestial homunculi are likely to be found individually. But in either case, their powerful smite ability makes them a fearsome opponent for any who walk the path of evil.

SMITE EVIL: Once per day, a celestial homunculus can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against an evil foe.

DETECT EVIL: A celestial homunculus can detect evil at will, as per the spell of the same name.

SPELL RESISTANCE: Equal to twice the celestial homunculus' HD (maximum 20).

CONSTRUCTION

A celestial homunculus costs 10,000 gp to create, including 1,000 gp for the body. Creating the body requires a successful intelligence check of CR 15. The ritual to animate the body requires a 12th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of fabricate and magic circle against evil on the final day of the ritual and drains 500 XP from the creator. The creator must cast the spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating a Homunculus' section of Chapter 12.

In order to create a more powerful celestial homunculus, the creator can expend an additional 1,000 gp and 100 XP for each additional HD (up to a maximum of 15 HD). This increases some of its special abilities, as follows:

HIT DICE	ACID/COLD/ELECTRICITY RESISTANCE	DAMAGE REDUCTION
4-7	10	5/magic
8-11	15	5/magic
12-15	20	10/magic

CLOCKWORK HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Tiny Construct

HD: 2d10

MOVE: 20 ft.

AC: 18

ATTACKS: 2 claws (1d4)

SPECIAL: Attack Routine, Construct, Darkvision 60 ft. Low-light vision, damage reduction 5/magic, fast healing 2, rust vulnerability

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Tiny Construct

TREASURE: None

XP: 110+2

A clockwork homunculus can be made in any form, but typically stands 2 feet tall and weighs roughly 8 pounds. Tiny rivets and arcane engravings cover its copper body. It has small pincer-like hands and flat feet studded for traction, allowing it to scurry about.

COMBAT: The pincer-like claws of the clockwork homunculus can inflict vicious wounds, while the natural armor of its metallic body can withstand great punishment.

ATTACK ROUTINE: A clockwork homunculus can follow a pre-programmed series of attack routines. These routines are highly effective, granting the clock homunculus a +2 competence bonus to attack rolls and AC (these bonuses are not reflected in the stats above). The routines can also be deciphered, however, at which point they become a liability - a character engaged in melee combat with a clockwork homunculus (or deliberately observing the clockwork homunculus during melee combat) can make an intelligence check vs. the homunculus' hit dice to note an inconsistency or pattern in the routine. If the check is successful, the character has identified the attack routine and can take advantage of its repetition. A clockwork homunculus

APPENDICES

suffers a -2 penalty to its attack rolls and AC against any opponent who has deciphered its attack routine.

FASTING HEALING: A clockwork homunculus is constantly repairing itself, regaining 2 hit points of damage per round.

RUST VULNERABILITY: A clockwork homunculus is affected normally by rust attacks, such as those delivered by a rust monster or a rusting grasp spell. A clockwork homunculus cannot use its fast healing ability to heal damage inflicted by a rust attack.

CONSTRUCTION

Creating the body of a clockwork homunculus requires a successful intelligence check (CL 10) as well as the proper tools and experience in metal work. The ritual to animate the clockwork body requires a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of grease on the final day of the ritual and drains 50 XP from the creator. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

In order to create a more powerful greater clockwork homunculus, the creator can expend an additional 1,000 gp and 75 XP for each additional HD (up to a maximum of 20 HD). A Small clockwork homunculus has fast healing 4. A Medium clockwork homunculus has fast healing 6.

CONTAGION HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Tiny Construct

HD: 2d10

MOVE: 20 ft. fly 50 ft.

AC: 14

ATTACKS: Bite (1d4)

SPECIAL: Disease, Construct traits, Darkvision 60 ft. low-light vision.

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Tiny Construct

TREASURE: None

XP: 60+2

A contagion homunculus is similar to a normal homunculus, except that it is imbued with a deadly disease, and its mere presence is infectious. They are often the tools of evil spellcasters, employed to spread dismay and terror wherever they go.

COMBAT: Contagion homunculi typically try to avoid combat.

DISEASE: Each contagion homunculus is imbued with a single disease (see Construction, below). Any character within 20 feet of the contagion homunculus must make a constitution save as if he had been infected by the disease, regardless of the disease's normal method of infection. Characters that remain within 20 feet of the contagion homunculus for more than a minute must make an additional saving throw for each minute they spend in the presence of the contagion homunculus.

CONSTRUCTION

A contagion homunculus costs 500 gp to create, including 50 gp for the body, plus an additional amount of gold depending on the disease chosen (see below). Creating the body requires a successful intelligence check (CL 5). 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 contagion on the final day of the ritual and drains and drains 50 XP from the creator, plus an additional amount of XP depending on the disease chosen (see below). The creator must cast the spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating a Homunculus' section of Chapter 12.

DISEASE	CL	INCUBATION	DMG	GP COST	XP COST
Blinding Sickness*	6	1d3 days	1d4 Str	3,000	150
Cackle Fever	6	1 day	1d6 Wis	2,000	100
Demon Fever**	8	1 day	1d6 Con	4,000	250
Devil Chills***	4	1d4 days	1d4 Str	3,000	150
Filth Fever	2	1d3 days	1d3 Dex, 1d3 Con	2,000	100
Mindfire	2	1 day	1d4 Int	2,000	100
Mummy Rot****	10	1 day	1d6 Con	10,000	500
Red Ache	5	1d3 days	1d6 Str	2,000	100
Shakes	3	1 day	1d8 Dex	3,000	150
Slimy Doom	4	1 day	1d4 Con	3,000	150

* Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

** When damaged, the character must succeed at another saving throw or 1 point of temporary damage is a permanent drain instead.

*** The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

**** Successful saves do not allow the character to recover. Only magical healing can save the character.

ETHEREAL HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 2d10

MOVE: 20 ft. Fly 50 ft.

AC: 14

ATTACKS: Bite (1d4)

SPECIAL: Construct Traits, Darkvision 60ft., Low-Light Vision, Ethereal Jaunt

SAVES: Fort +0, Ref +4, Will +0

INT: High

ALIGNMENT: Any

TYPE: Tiny Construct

TREASURE: None
XP: 75+2

Able to exist and live on both the Ethereal and Material Planes, ethereal homunculi are often employed as invisible guardians, spies, and assassins.

COMBAT: Although relatively weak, an ethereal homunculus is a patient, cunning, and ultimately deadly foe. It stalks its prey from the safety of the Ethereal Plane. Often it waits until its victims are asleep before striking. Otherwise it leaves the ethereal, strikes, and then disappears again - waiting until its opponents lower their guard before striking again.

ETHEREAL JAUNT: An ethereal homunculus can shift from the Material to the Ethereal plane and back again as a move-equivalent action (or as part of any move action). The ability is otherwise identical with ethereal jaunt cast by a 15th level Wizard.

CONSTRUCTION

An ethereal homunculus costs 5,000 gp to create, including 500 gp for the body. Creating the body requires a successful intelligence check (CL 15). The ritual to animate the body requires a 15th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of ethereal jaunt on the final day of the ritual and drains 500 XP from the creator. The creator must cast the spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

FIENDISH HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Tiny

HD: 4d10

MOVE: 20 ft., fly 60 ft.

AC: 17

ATTACKS: Bite 1d6

SPECIAL: Smite Good, Construct Traits, Darkvision 60 ft., low-light vision, detect evil, acid resistance 10, cold resistance 10, electricity resistance 10, damage reduction 5/magic, spell resistance (See Below)

SAVES: Physical

INT: Average

ALIGNMENT: Always Evil

TYPE: Tiny Construct

TREASURE: None

XP: 380+4

A fiendish homunculus is brought to life through a magical infusion of pure, elemental evil. They are often employed by masters of the dark arts, and their detect good ability allows them to detect the approach of those who would oppose the foul designs of their masters.

COMBAT: Fiendish homunculi are often employed in swarms, overwhelming the forces of good through the use of their powerful smite ability.

SMITE GOOD: Once per day, a fiendish homunculus can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

DETECT GOOD: A fiendish homunculus can detect good at will, as per the spell of the same name.

SPELL RESISTANCE: Equal to twice the celestial homunculus' HD (maximum 24).

CONSTRUCTION

A fiendish homunculus costs 10,000 gp to create, including 1,000 gp for the body. Creating the body requires a successful intelligence check (CL 5). The ritual to animate the body requires a 12th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of fabricate and magic circle against good on the final day of the ritual and drains 500 XP from the creator. The creator must cast the spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

In order to create a more powerful fiendish homunculus, the creator can expend an additional 1,000 gp and 100 XP for each additional HD (up to a maximum of 15 HD). This increases some of its special abilities, as follows:

HIT DICE	ACID/COLD/ELECTRICITY RESISTANCE	DAMAGE REDUCTION
4-7	10	5/magic
8-11	15	5/ magic
12-15	20	10/ magic

ELEMENTAL HOMUNCULUS (AIR)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 30 ft. Fly 60 ft.

AC: 17

ATTACKS: 2 slams (1d4)

SPECIAL: Air Mastery, Spell-like abilities, Construct traits, darkvision 60 ft., low-light vision, fast healing 2, damage reduction 5/magic

SAVES: Physical

INT: Normal

ALIGNMENT: Any

TYPE: Small Construct

TREASURE: None

XP: 240+4

An elemental homunculus of air is crafted from the wind itself. They are agile and quick, appearing as an amorphous, shifting cloud.

COMBAT: An air elemental homunculus attacks foes by buffeting them with wind blasts.

AIR MASTERY: Airborne creatures suffer a -1 penalty to attack and damage rolls against an elemental homunculus of air.

APPENDICES

SPELL-LIKE ABILITIES: Once per hour, an elemental homunculus of air can surround itself with vapor, duplicating the effects of a blur spell. Once per day it can use gust of wind. Caster level 6th.

FAST HEALING: An elemental homunculus of air heals only if exposed to moving air - be it a breeze, a draft, a spell effect, or even the homunculus fanning itself. The air elemental homunculus heals itself 2 hp per round in this manner.

CONSTRUCTION

An elemental homunculus of air costs 2,000 gp to create, including 500 gp to create the rarefied air from which its body is formed. Creating the rarefied air requires an intelligence check (CL 5). The ritual to animate the air requires a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of blur, gaseous form, and gust of wind on the final day of the ritual and drains 50 XP from the creator. The creator must cast these spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

ELEMENTAL HOMUNCULUS (EARTH)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 20 ft.

AC: 18

ATTACKS: Slam (1d6)

SPECIAL: Earth Mastery, Spell Like abilities, Construct traits, darkvision 60 ft. low-light vision, fast healing/2, damage reduction 5/magic

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Small Earth Construct

TREASURE:

XP: 240+4

An elemental homunculus of earth is slow and ponderous, but powerful and tough.

COMBAT: An earth elemental homunculus attacks foes by pummeling them with its earthen arms.

EARTH MASTERY: An elemental homunculus of the earth gains a +1 attack and damage bonus if both it and its foe touch the ground (bonuses not included in the stat line above).

SPELL-LIKE ABILITIES: 1/hour—enlarge; 1/day—soften earth and stone. Caster level 6th.

FAST HEALING: An elemental homunculus of earth heals only if it is underground or buried up to its waist in earth. In this instance it gains 2 hp per round.

CONSTRUCTION

An elemental homunculus of earth costs 2,000 gp to create, including 500 gp to purify the earth from which its body is formed. Purifying the earth requires a successful intelligence check (CL 5). The ritual to animate the earth requires a 7th level. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of enlarge, soften earth and stone, and stonewall on the final day of the ritual and drains 50 XP from the creator. The creator must cast these spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows

ELEMENTAL HOMUNCULUS (FIRE)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 30 ft. Fly 50 ft.

AC: 16

ATTACKS: Slam (1d4+1d6 fire)

SPECIAL: Burn, Spell-like abilities, construct traits, darkvision 60 ft. low-light vision, fast healing /2, damage reduction 5/magic, fire subtype.

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Small Construct (Fire)

TREASURE: None

XP: 240+4

Elemental homunculi of fire burn with their very touch and move with the speed of a flickering flame.

COMBAT: A fire elemental homunculus attacks foes by pummeling them with its fiery arms.

BURN: Those hit by the slam attack of an elemental homunculus of fire must make a successful dexterity save or catch fire. The flame burns for 1d4 rounds dealing 1d6 points of damage per round until extinguished. Creatures hitting an elemental homunculus of fire with natural weapons or unarmed attacks take fire damage as though hit by the homunculus' attack, and also catch fire unless they make a successful dexterity save whose CL is equal to the homunculus' HD.

SPELL-LIKE ABILITIES: 1/hour—burning hands; 1/day—heat metal. Cast level 6th.

FAST HEALING: An elemental homunculus of fire heals only if it is touching a flame at least as large as a torch. This flame restores 2 hp per round to the homunculus.

CONSTRUCTION

An elemental homunculus of fire costs 2,000 gp to create, including 500 gp for the special fuel required to create the pure flame from which its body is formed. Creating the purified flame requires a successful intelligence check (CL 5). The ritual to animate the flame requires a 7th level character.

In addition to the spells listed in Chapter 12, completing the ritual requires the casting of burning hands, heat metal, and continual flame on the final day of the ritual and drains 50 XP from the creator. The creator must cast these spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

ELEMENTAL HOMUNCULUS (WATER)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 30 ft., Swim 90 ft.

AC: 16

ATTACKS: Slam (1d6)

SPECIAL: Water mastery, drench, spell-like abilities, construct traits, darkvision 60 ft. low-light vision, fast healing/2, damage reduction 5/magic

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Small construct (water)

TREASURE:

XP: 240+4

Created from pure water, these elemental homunculi are at home among the waves, but can easily emerge to bring their powers onto land.

COMBAT: A water elemental homunculus attacks foes by pummeling them with its watery arms.

WATER MASTERY: An elemental homunculus of water gains a +1 attack and damage bonus if both it and its opponent touch water (these bonuses are not included in the stat line above).

DRENCH: The touch of the water elemental homunculus puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The homunculus can dispel a magical fire it touches as per a dispel magic cast by a sorcerer whose level equals the homunculus' HD total.

SPELL-LIKE ABILITIES: Once per hour, elemental homunculi of water can hurl an acidic blob that functions like acid arrow. Once per day it can create a mass of fog that duplicates the effects of an obscuring mist. The spells are cast as a 6th level wizard.

FAST HEALING: An elemental homunculus of water heals only if it is exposed to rain or submerged up to its waist in water. When thus submerged it regains 2 hp per round.

CONSTRUCTION

An elemental homunculus of water costs 2,000 gp to create, including 500 gp for the alchemical process required to purify the water which forms its body. Purifying the water requires a successful intelligence check (CL 5). The ritual to animate the water requires a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of acid arrow, control water, and obscuring mist on the final day of the ritual and drains 50 XP from the creator. The creator must cast these spells

personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

ELEMENTAL HOMUNCULUS (ICE)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 30 ft. Swim 90 ft.

AC: 16

ATTACKS: 2 slams (1d4)

SPECIAL: Water mastery, freeze, spell-like abilities, construct traits, darkvision 60 ft. low-light vision, fast healing/2, damage reduction 5/magic, cold subtype.

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Small Construct (Cold, Water)

TREASURE: None

XP: 240+4

Formed of elemental cold and water, elemental homunculi of ice possess both great strength and speed.

COMBAT: An ice elemental homunculus attacks foes by pummeling them with its watery arms.

WATER MASTERY: An elemental homunculi of ice gains a +1 attack and damage bonus if both it and its opponent touch snow or ice (these bonuses are not included in the stat line above).

FREEZE: The touch from an elemental homunculi of ice instantly causes any non-magical water to freeze solid.

SPELL-LIKE ABILITIES: At will—ray of frost; 1/day—chill metal. These are cast as a 6th level wizard.

FAST HEALING: An elemental homunculus of ice heals only if it is exposed to rain, submerged up to its waist in water, touching a piece of ice of at least Tiny size, or in an ambient temperature of freezing or below. When exposed to such cold the homunculus recovers 2 hp per round.

CONSTRUCTION

An elemental homunculus of ice costs 2,000 gp to create, including 500 gp for the alchemical process required to purify the water which forms its body. Purifying the water requires a successful intelligence check (CL 5). The ritual to animate and freeze the water requires a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of chill metal, control water, and ray of frost on the final day of the ritual and drains 50 XP from the creator. The creator must cast these spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

APPENDICES

ELEMENTAL HOMUNCULUS (MAGMA)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 30 ft.

AC: 17

ATTACKS: 2 slams (1d4+1d4 fire)

SPECIAL: Burn, earth mastery, construct traits, darkvision 60 ft., low-light vision, fast healing/2, damage reduction 5/magic, fire subtype.

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Small Construct (Earth, Fire)

TREASURE: None

XP: 240+4

Formed of molten stone and burning lava, elemental homunculi of magma are possessed of the speed of liquid flame and the strength of solid earth.

COMBAT: A magma elemental homunculus attacks foes by pummeling them with its fiery lava arms.

BURN: Those hit by the slam attack of an elemental homunculus of magma must make a successful dexterity save or catch fire. The flame burns for 1d4 rounds dealing 1d6 damage per round.

Creatures hitting an elemental homunculus of magma with natural weapons or unarmed attacks take fire damage as though hit by the homunculus' attack, and also catch fire unless they make a successful dexterity Save whose challenge level is equal to the HD of the homunculus.

EARTH MASTERY: An elemental homunculus of magma gains a +1 attack and damage bonus if both it and its foe touch the ground (these bonuses are not included in the stat line above).

FAST HEALING: An elemental homunculus of magma heals only if it is touching magma, lava, or a flame at least as large as a torch.

CONSTRUCTION

An elemental homunculus of magma costs 2,000 gp to create, including 500 gp for the container required to maintain the molten magma (this container is destroyed in the process). Handling the molten magma requires an intelligence check (CL 5). If the check fails, the creator suffers 2d6 points of fire damage from the molten magma. The ritual to animate the magma requires a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of fire shield on the final day of the ritual and drains 50 XP from the creator. The creator must cast these spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

REAPER

NO. ENCOUNTERED: 1

SIZE: Large

HD: 4d8

MOVE: Fly 50 ft.

AC: 20

ATTACKS: Scythe 2d6+3

SPECIAL: Assassination, Noncorporeal, Paralysis, Darkvision 50 ft. Low Light vision 50 ft., Cause Fear, Spell Resistance 5, Soul Collection, Plane Shift.

SAVES: Physical, Mental

INT: High

ALIGNMENT: Neutral

TYPE: Extra Planar

TREASURE: None

XP: 320+4

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.

COMBAT: When discovered by mortals reapers actually prefer to avoid combat, using their cause fear ability to terrify mortals into fleeing so that they may continue their task of soul collection. If pressed into combat they attack with their enchanted +3 featheredged scythe. If they are close to being destroyed they shift back to the nether planes to recharge, returning within 1d2 days to collect the soul they were tasked with collecting.

ASSASSINATION: Reapers may attempt to assassinate a being whose destiny has run out as an assassin of equal hit dice.

PARALYSIS: Beings struck with the reaper's scythe must make a save vs. paralysis or become paralyzed for 1d4+4 rounds.

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. Beings that succeed in their save vs. Fear may not be affected by that particular reaper again.

PLANE SHIFT: The reaper may transport between the mortal planes of existence and the plane of their Extra Planar master at will. The shift is a full round action. They do not have the power to bring the living with them to the land of the dead.

SOUL COLLECTION: A reaper 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.

INCORPOREAL: Reapers are generally insubstantial outsiders, and may only be damaged by silver or magical weapons. They may be attacked normally on their home plane and the astral plane.

SHADOW HOMUNCULUS

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d10

MOVE: 30 ft, Fly 40 ft.

AC: 15

ATTACKS: Incorporeal Touch

SPECIAL: Enfeeble, Construct traits, darkvision 60 ft., low-light vision, incorporeal traits.

SAVES: Physical

INT: Average

ALIGNMENT: Any

TYPE: Small Construct

TREASURE: None

XP: 200+4

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.

COMBAT: Shadow homunculi attack by touching foes with their enfeebling incorporeal touches.

ENFEEBLE: A character struck by the shadow homunculus' touch must make a successful strength save or suffer a -1d3 enhancement penalty to strength. The victim's strength score cannot drop below 1 in this way. The Challenge Level of the save is based on the HD of the homunculus.

CONSTRUCTION

A shadow homunculus costs 1,500 gp to create and does not require a body. Performing the ritual requires an intelligence check (CL5) to manage the arcane and negative energies which make up the shadow homunculus' form. If the check fails, the ritual is spoiled and must be begun again. The ritual must be performed by a 7th level character. In addition to the spells listed in Chapter 12, completing the ritual requires the casting of enfeeble and unseen servant on the final day of the ritual and drains 25 XP from the creator. The creator must cast these spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

WIZARD'S POPPET

NO. ENCOUNTERED: 1

SIZE: Diminutive

HD: 1d10

MOVE: 20 ft.

AC: 18

ATTACKS: Tiny Halberd (1d4)

SPECIAL: Assassination, Construct Traits, Damage reduction 10/slashing, darkvision 60 ft., low-light vision, find target, self-repair.

SAVES: Physical

INT: Inferior

ALIGNMENT: Neutral

TYPE: Diminutive Construct

TREASURE: None

XP: 68+1

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.

COMBAT: A wizard's poppet is stealthy, relying on its size and skill at remaining concealed to avoid a straightforward fight. Instead, it usually attacks while its target is asleep, at which point it strikes with whatever weapon it has been given by its creator (usually a tiny halberd). If a poppet is discovered, it attempts to flee, with the intention of trying again later.

ASSASSINATION: Once per day, a wizard's poppet can attack with an assassination strike gaining a +20 insight bonus to its attack. If it hits with this ability, the poppet automatically scores a critical hit and triples damage.

FIND TARGET: When ordered to find its chosen target, a poppet does so unerringly, as though guided by a discern location spell cast by a 16th level caster.

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. This takes one hour per hit point regained.

CONSTRUCTION

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 (CL 5). 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 and drains 100 XP from the creator. The creator must cast the spells personally, but they can come from outside sources, such as scrolls. The creation process otherwise follows all the specifics outlined under the 'Creating A Homunculus' section of Chapter 12.

APPENDIX C: NEW SPELLS

CREATE DARK FAMILIAR, LEVEL 3 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 HD 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 an ability 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 rebuke or command undead as an evil cleric of your arcane spellcaster level (through which you cast the spell). 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.

CREATE DARK FAMILIAR, LEVEL 3 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 ability (see Chapter 1 for details).

FAMILIAR SHAPE LEVEL 2 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, WIZ 1

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, DRUID 8

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 drop the target to -10 hit points. If either you or your familiar are dropped to -10 or less hit points while this spell is active, the other must make an immediate successful Fortitude 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 -10 or less 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.

PRESERVATION, WIZARD 3

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 CK 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).

TEETH OF ICE, CLAWS OF FIRE, WIZARD 3

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 1d2-4 points of

damage with each of its claws and 1d3-4 points of damage with its bite. With this spell, the cat familiar can inflict 1d2-4 plus 1d4 points of acid damage with its claws and 1d3-4 plus 1d4 points of acid damage with its bite (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.

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 softly 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 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 one of the following potions: darkvision, heroism, hide from animals (or undead), jump, magic fang, or pass without trace. 1d4+1 biscuits are made/found in a batch. The magic contained in the biscuits is only usable by animals, beasts, and magical beasts.

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 a +4 bonus to 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.

APPENDICES

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.

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 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; Cost to Create: 1,250 gp + 5,100 xp; 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; Cost to Create: 1,250 gp + 5,100 xp; 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; Cost to Create: 2,500 gp + 10,200 xp; 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 a +4 bonus to 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 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 give up 1d8+1 hit points in order to grant the other a healing boost, just as if the recipient creature had quaffed a potion of cure light wounds (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. Hit points given up in this manner may be healed or restored by the usual means. This ability functions as long as the two remain within 2 miles of one another and cannot be blocked by

APPENDICES

non-magical hindrances, even stone. This ability can be used no more than five times each day.

- 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.

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.



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.

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 high-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.

APPENDICES

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 perfectly worded and drawn from the years of knowledge the character has accumulated.

The hero must make a SIEGE 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 a Prime." 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 Dragonkind 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.

APPENDICES

RULES AND SYSTEMS

The Challenge Level for all SIEGE checks during the process of Binding is equal to the hit dice of the dragon. Thus, it's possible that the character must face a series of CL 19 (or even higher) checks. While this seems insurmountable, never forget that player characters add their own level to these checks. In addition, characters can apply their own class abilities to their efforts, if they can justify those uses to the CK. If a class ability can be effectively applied, the CK may apply an additional bonus to the effort.

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 keeping with the "bare knuckles" simplicity of the SIEGE Engine, 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.

TABLE 13-1: BINDING CHECK MODIFIERS

Circumstance	Bonus/Penalty
Character has succeeded at a prior stage	+2/stage
Each failed prior effort (even with subsequent success)	-2/failure
Clever use of class ability (CK's discretion)	+1 to +10
Successfully appealing to the dragon's ego	+5
Demonstrating prowess, exceptional skill, expertise that impresses the dragon	+1 to +10
Insulting the dragon	-5 to -10
Fumbling any die roll (natural 1; cumulative per failure)	-2/failure
Critical success on any die roll (natural 20; cumulative for each)	+2/success

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

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 a +5 bonus to 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. Armor functions as +4 chain armor which grants its bonus on saves against the kind of damage the dragon's breath weapon deals (acid for black dragons, fire for red, lightning for blue, etc.).

Weapons formed from the dragon's claws or spines are +2 weapons which deal an additional 1d6 damage on a successful hit—again, of the same energy type as the beast's breath weapon. The character can usually salvage 1-4 claws and/or spines total; a single claw or spine can be used to form a long sword, 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.

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.

BLACK DRAGONS

Black dragons may be the vilest, most corrupt and degenerate of all dragons. They are pure chaotic evil and seek only to spread misery, destruction and decay wherever they go. They make their lairs in stinking swamps and the darkest depths of ancient jungles.

For all their vaunted corruption, however, black dragons tend to be somewhat cowardly when it comes to facing other dragons. They will generally avoid conflict with other dragons, especially those older or more powerful, and have been known to leave their treasure hordes behind to be plundered, feeling it easier to just go destroy a town and build a new hoard rather than fight for what they've got.

THE BLACK DRAGON'S LAIR

Approaching the lair of a black dragon, the character will encounter all manner of foul creatures; giant poisonous reptiles and amphibians, horrific humanoid mutations of swamp creatures—frog men, lizard men, gibbering mouthers and other abominations surround the lair, often worshipping the dragon as a god.

Even worse are the environmental conditions surrounding the lair. The acid breath of the dragon taints everything, causing

armor, weapons, clothing and equipment to rapidly decay the longer a character remains in the area.

Every day, the character must make a saving throw for all clothes and equipment (whether this is a single save for everything, multiple saves for each piece or saves by category—weapons, armor, clothing, equipment—is left to the CK). Detailed rules for equipment-based saving throws can be found in the Castle Keeper's Guide, but as a quick guideline, roll a d20. If the result is 10 or better, the equipment is fine. Magic items add their bonus to the roll. High quality items (including magic) may add an additional +1 to +5 at the CK's option. Each week spent in the area, this save suffers a cumulative -2 penalty.

In addition, the character must make a constitution saving throw each day for themselves, as breathing in the noxious air is damaging to their lungs. The CL for this save is 1; each day it increases by 1. Failure means suffering 3d6 acid damage. Once a saving throw is failed, the character need make no more saves; rather, they automatically suffer an additional 2d6 damage every day they spend in the area.

BLACK DRAGON RIDER BENEFITS

Black Dragon Riders gain a number of benefits in addition to those that come with having a dragon as a Supreme Familiar, as listed above. Their damage type is acid, and their breath weapon forms in a 15ft cone.

BLUE DRAGONS

If there is a such thing as nobility among chromatic dragons, blue dragons come as close as it gets. They are haughty, arrogant and believe that mortals exist to be subjugated and live in servitude, but they also value the servitude mortals provide, and understand that they have unlocked great secrets in the universe. Blue dragons believe in the rule of law, so long as they are the ones ruling, and tend to exercise their authority with an iron claw. As such, they are empire builders, calling vast forces to their command and seeking to build great kingdoms centered upon their tempestuous lairs.

They believe unerringly in their superiority over all other dragons, and often find themselves at odds with red dragons when the two come into contact. Battles between blues and reds have resulted in legendary and apocalyptic consequences to the surrounding areas. Of all the chromatic dragons, blues are the most likely to agree to a binding, for the mutual benefits gained, and are also the most demanding of a constant give-and-take (more give on the Rider's part and take on the dragon's) with their partners. Still, they can even be agreeable and amicable companions, clever, bright-eyed and eager to explore the world around them.

THE BLUE DRAGON'S LAIR

Blue dragons make their lairs in barren wastelands and desert regions that are largely devoid of civilization, so they can exercise absolute control over the landscape and conditions surrounding them. This is not to say they seek out deserted

APPENDICES

areas—more than one blue has simply decided it likes the area where a village or town lies, laid the area to waste, and taken up residence in the ruins.

Finding a blue dragon in its lair can be exceptionally difficult. First, one will have to get past its guards, which often consist of skilled warriors and sorcerers who serve the dragon as though it were a monarch, general or perhaps even a god. Air elementals are also drawn to the blue dragon, serving it as everything from pets to friends and even lovers. If one does get past the dragon's guardians, blues have a natural ability to burrow deep under the sand and stone of the wastelands where they live. This enables them to conduct a sudden ambush at almost any time, automatically gaining surprise.

Even worse, vicious storms tend to whip around the areas where blues lair. Gale-force winds and thunderstorms hurl debris and dust, and lightning strikes are everywhere within several miles of the dragon's lair. At any given time (but a minimum of once per day) a character could find themselves assaulted by the landscape, suffering 6d6 damage (CL 10 dexterity save for half) from lightning, debris, viciously whipping sand and particulates or even falling into a sudden sinkhole.

BLUE DRAGON RIDER BENEFITS

Blue dragon riders gain the benefits of a dragon rider as described above. Their breath weapon is in the form of a 15ft. stream of lightning, and lightning is the type of damage that applies to their dragon armor and weapons.

GREEN DRAGONS

Green dragons are anything but trustworthy. The exemplify the worst in cunning and treachery among dragonkind. As a result, very few seek them out for the Binding. A green dragon rider is only successful if they have the sharpest wit and are able to outthink their partner in crime—and crime is almost always the end result. Green dragons have a foul temper and are only happy when corrupting, manipulating and controlling other intelligent beings. They are expert liars, and none save possibly demons and devils are better at mixing the truth with falsehoods to stir anger, resentment, rage, fear and obedience in others. They are also the most likely among all dragons, to learn and use illusion magic and the polymorph spell.

Greens are also hunters by nature, preferring to stalk their prey, ruthless and relentless, basking in the smell of fear and desperation as they close the gap. They prefer subtlety over brute force, though they can bring that to bear with the best of them when the situation calls for it, and on occasion will decide to simply attack with no warning, rhyme or reason, especially if they feel their territory is being threatened.

This skill at cunning, manipulation, corruption and scheming is both a green's most powerful weapon and valuable treasure. While some dragons sleep on piles of gold, greens cultivate veritable armies of corrupt and devoted servants who worship the creature like a deity or serve out of sheer terror, or because the

dragon holds some great secret power over them. These servants are ruthless and absolute, and often armed with powerful magic which they use to protect their master, even unto death.

THE GREEN DRAGON'S LAIR

Green Dragons make their lairs in the deepest, darkest hearts of corrupt forest, where the light does not penetrate and the greens are as dark as the shadows. They often end up in direct competition with black dragons as a result, but the blacks, as described earlier, rarely put up much of a fight, preferring to move on and find easier ground. The dragon itself will usually hole up in a cave or hillside at the heart of its lair, its entrance hidden in thick camouflage.

The land surrounding a green dragon's lair is blanketed for several miles with a heavy, thick fog which is yellow-green in color and never dissipates. This mist is generated by nothing short of the dragon's breath, and as such is full of a putrid, acrid odor that burns the eyes and nose, and creates a feeling of sickness and shortness of breath in all those who pass by. It is populated similarly to the black dragon lair, by degenerate amphibious and reptilian creatures, particularly lizard men.

Those approaching the lair of a green dragon are subject to the dangers of this fog. Spending more than a day requires a constitution saving throw each day, as breathing in the noxious air is utterly poisonous. The CL for this save is 5; each day it increases by 1. Failure means suffering 2d6 damage, plus 1d4 damage to the character's constitution score. Once a saving throw is failed, the character need make no more saves; rather, they automatically suffer an additional 1d6 damage and 1d4 constitution every day they spend in the area. constitution damage will heal at a rate of 1d6 per day of complete rest after the character is removed from the area, but should Con reach 0, the character dies from the poison.

GREEN DRAGON RIDER BENEFITS

Green dragon riders gain a number of additional benefits, in addition to the benefits associated with the dragon as a Supreme Familiar described above. The damage type for green dragon riders is poison, and their breath weapon is a 15ft. cloud of poison gas. As a special benefit, green dragon riders gain immunity to poison so long as the Bond is maintained.

RED DRAGONS

If there is a creature in the world that is greed incarnate, it's the red dragon. These creatures are driven by nothing more than their desperate desire for gold and valuables. All they want is to build the biggest, most vast treasure hordes possible, and they actively compete with other dragons to create bigger hordes. Some reds even go so far as to steal from other dragons or actively attack them to assimilate their hordes. They are proud, haughty, arrogant and superior, and firmly believe themselves to be the greatest and most powerful of all dragonkind.

This sense of covetous greed makes reds paradoxically the easiest and most difficult dragons with which to Bond. Reds will always covet the power that comes with the Binding, but at the same time are often too lazy to roam the world adventuring. The best bet for the hero seeking to bind with a red is to appeal to its wanton nature, convincing the beast that sensual experiences in the physical world can be as intoxicating and valuable as gold. Of course, active hunting of powerful artifacts and treasures is always requisite to maintain the relationship.

As much as reds hate to leave their lair and tend towards isolationism, they are also paradoxically possessed of an insatiable curiosity about the world around them, and they employ cunning, powerful and devoted slaves and servants to act as their agents in the world. More than one red has even been the power behind a throne, operating through a mysterious mage that is under its absolute control. These agents are everywhere in the kingdoms surrounding the lair of a red, which means that any seeking the dragon will be subject to misdirection, schemes and assassination attempts.

There's an old saying amongst wizards and draconic scholars: "never trust a Red." Red dragons, you see, are every bit as fickle as they are greedy and generally have no qualms with throwing away the abilities that come with being a mount when they simply get tired of playing. Many a dragon rider has been high in the air when they found themselves the subject of a sudden attack, or in freefall when the chaotic red decided it was simply time to move on.

THE RED DRAGON'S LAIR

Red dragons are the archetypes of dragonkind. They make their lairs deep in the hearts of high mountains and volcanoes, in abandoned mines or even the ruins of ancient abandoned (or destroyed, possibly by the dragon) dwarven kingdoms. Their lairs are heavily trapped and guarded by powerful magics and servants, to keep wandering snoops out.

Within several miles of the lair, the land is wracked by tremors, and a smell of sulfur permeates everything, even the water supply, which remains tepid and warm. The lair of a red dragon is also oppressively hot—even damagingly so. Those who make their way through the lair of a red must make a constitution saving throw at least once a day, or suffer 3d6 damage from the sheer heat that permeates the area. Even worse, within a mile or so of the dragon's lair, random portals to the plane of elemental fire can open, both allowing creatures from there to enter the world, and potentially trapping creatures from our world there. All of this is in addition to the deadly traps that are laid throughout (which are left to the CK to devise, and are unbelievably complex, devious and difficult to discover and surpass). For details on developing such custom traps, see the Castle Keeper's Guide.

If one gets past the traps and heat, they still must face the guards that inevitably populate the lair. Reds prefer creatures such as kobolds, salamanders, fire elementals and even demons to guard its hoard and person from intruders.

RED DRAGON RIDER BENEFITS

In addition to the benefits of having (and being, in the dragon's case) a Supreme Familiar, red dragon riders gain additional benefits as described above. Their damage type is fire, and their breath weapon is a 15ft. cone.

WHITE DRAGONS

Aside from blues, white dragons are probably the most commonly sought-out chromatics as mounts. The reason for this is that they are neither particularly cunning nor smart, and have the most bestial of personalities. What this means, in the end, is that they can be controlled in a manner that isn't wildly different than controlling a violent-tempered giant lizard.

Not wildly different, anyway. They are feral, sleek, primal and brutal. They have a violent temperament and live for the hunt and the kill. They also have incredibly long memories, meaning that if someone insulted them hundreds of years ago, the dragon will never forget that slight, and may even recognize a descendent of that person, and seek vengeance for the insult. While whites can speak, it is often in broken, halting sentences and communicating only the basest desires. They are sheer loners and hunters. They attack without warning or need, driven by nothing more than base, primal violence.

In the end, this means that they can often be subdued with a simple beat down, broken like a wild stallion or any other mount. A dragon rider seeking to Bind with a white does so through enforcing their will in physical, martial terms. So long as the dragon respects its rider's superiority (which may have to be reinforced from time to time) they will remain a reliable mount.

THE WHITE DRAGON'S LAIR

White dragons lair in the most frigid and arid of regions. Arctic landscapes, frozen deserts, glaciers and similar remote locales are the places most likely to find these creatures. They don't hoard valuables as other dragons do, but their hoard often contains the spoils taken from their victims, whether it's the ivory and bone from a great mammoth or the glittering gems and artifacts of powerful adventurers who challenged and failed the creature. By instinct and little more, the white carries these trophies to a cavern of snow and ice where it leaves them, returning occasionally to look upon them and remember its victories.

Surrounding the lair is a forbidding and deadly landscape, even colder than the normal ambient temperature for the already frigid regions they inhabit, and blanketed by a thick, icy fog. Freezing rain, snow and sleet fall within several miles of the lair, and jagged spikes and walls of ice form a maze that is difficult and dangerous to navigate. Those who wander within several miles of the white's lair must make constitution saves twice a day, with a CL of 5, increasing by 1 each day. Failure means suffering 3d6 cold damage.

While they love hunting more than anything, whites instinctively know that it's vital for their lair to be protected from interlopers,

APPENDICES

so they cultivate groups of vile creatures to guard their realm. This can include polar bears, yeti, mammoths, elementals and other creatures of cold and ice.

WHITE DRAGON RIDER BENEFITS

In addition to the benefits associated with a supreme familiar, white dragon riders gain a number of special advantages. Their damage type is cold, and their breath weapon is a 15ft. cloud of frost.

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 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 lifelong 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, requiring saving throws with a CL equal to the dragon’s hit dice to resist. These effects, for lower level characters, can be nearly impossible to overcome, but fortunately often result in the character being safely deposited in the nearest bastion of civilization. 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.

BRASS DRAGONS

Brass dragons tend to be boisterous and enjoy a good laugh and good conversation. They are creatures that dislike a great deal of moisture and enjoy hot and arid climes; as such they can often be found in desert-like environments where they occasionally travel to local oases to converse and engage with the settlements that spring up around these locations.

The one thing that a brass dragon craves above all else is intellectual stimulation; as such they wander far and wide from their lair, seeking out clever and witty individuals who they can engage in discussion and games of wit. They are thus masters of lore and knowledge, which they hoard as much as they do treasure.

Because they enjoy conversation, however, does not mean they are gullible. In fact, they enjoy playing mind games with their “friends” more than anything, and it is almost impossible to put one over on a brass. Those who have tried to fool such a dragon often find themselves spiraling down into a (sometimes deadly) battle of wits, which the dragon enjoys as a game.

THE BRASS DRAGON’S LAIR

Brass dragons make their lairs in the same sorts of locations as blue dragons, and on occasion, violent conflicts erupt between the two species as they battle for supremacy in a region. More than once, a blue dragon has retreated, submitting its lair and land to a brass, only to plot revenge for a thousand years and return more powerful than ever. As such, one can find the lair of a brass in ancient ruins in rocky, arid deserts, canyons or the like.

The dragon’s magical nature affects the land in connection with its proclivity towards mind games. It may be warped with complicated mazes, confusing tracks that are designed to befuddle trackers but which also lead to safe spaces away from the dragon’s lair, and illusory monsters which look and act just like the real thing, and through whose eyes and ears the dragon can sense the area surrounding its lair.

Those wandering the area around the lair of a brass must succeed each day they remain within several miles, at a wisdom check (CL=dragon’s hit dice). Failure means becoming hopelessly lost but finding safe shelter from the harsh landscape. Such creatures inevitably fall asleep at some point during the night (even elves are subject to this particular magic) and awaken in a bed at the nearest civilized encampment, having been brought there by a stranger in the night.

BRASS DRAGON RIDER BENEFITS

Brass dragon riders gain all of the normal benefits of being a dragon rider, as described earlier in this appendix. Their breath weapon is fire, which is expelled in a 20-foot line, and they gain the additional benefit of being immune to all sleep spells and effects.

BRONZE DRAGONS

Bronze dragons are lovers of water, and are the very picture of nobility. While some dragons enjoy taking on humanoid forms, bronze dragons enjoy taking the forms of animals, the better to observe civilization without being noticed unduly. They particularly enjoy seafaring journeys, often taking the form of a mouse, bird, cat or other small animal to slip aboard ships at sea. They might occasionally even take on the form of a sea animal to travel alongside ships.

As noble creatures, bronze dragons tend to seek out tyranny and oppression and combat it wherever evil rears its head. They understand, however, that revealing themselves paints a target on their backs, so they prefer to act behind the scenes as advisors and orators, driving noble peoples to stand against evil and acting as patrons of legendary heroes. When the threat is great enough, however, the dragon will unfurl its wings...and its fury.

The treasure hoard of a bronze dragon tends to be collected from lost cities and sunken ships, where they can gather valuables without robbing their rightful owners. These hoards tend to be full of things like pearls, coral, and natural gemstones as well as ancient and lost treasures, gold coin and the like.

THE BRONZE DRAGON'S LAIR

The lairs of bronze dragons can be found in deep cave complexes found in the sheer cliffs lining coastal regions. They are often almost impossible to access, and getting to them requires a harrowing journey by the erstwhile hero. Indeed, more than one bronze has utterly sealed off the entrance to their lair, leaving an opening just barely large enough for a bird...which they access in just that form.

Within several miles of the bronze's lair, the weather tends to be unpredictable, with sudden storms popping up without warning. The dragon can, if it chooses, quell these disturbances, which it may do if they threaten to place the lives of innocents in danger. In addition, strange sounds such as soothing music and whispered songs permeate the area, which can be misleading to travelers who easily get lost in the labyrinthine passages of the place. Those looking for a bronze dragon must make a wisdom check (CL=dragons hit dice) once per day, or become confused and hopelessly lost, only to find themselves wandering back into town a day later, with no memory of how they got there or from where they came.

BRONZE DRAGON RIDER BENEFITS

Bronze dragon riders gain all the normal benefits of the Bond as described earlier in this appendix. Their breath weapon and energy type is lightning, which is expelled in a 20-foot line. In addition, they gain +5 to all strength and dexterity saves to resist being knocked down or moved against their will.

COPPER DRAGONS

Copper dragons are the tricksters and mischief-makers of dragonkind. Though very good in terms of their moral outlook and exploits, they are the annoyance of all other dragons, and their pranks sometimes inadvertently do harm to mortals whose strength and resilience they unfortunately overestimate. They are, however, gracious and cordial hosts to those they invite into their lair, provided that their hosts can amuse them with good humor, excellent puzzles, unusual stories or good poetry and song. They absolutely love bards as a result, and more than one bardic dragon rider has found a lifelong friend in a copper.

They are, however, very cautious about who they allow to find their lair, and they keep their treasure hoard well-hidden deep within their homes. Often, even keen-eyed adventurers fail to find the hoard, as it can consist largely of gold, silver, copper, iron and minerals in their raw, unprocessed ore form. These creatures of the earth enjoy the inherent potential value of these ores as opposed to the shiny, processed version. They do, however, also enjoy artifacts and artwork, especially those dedicated to entertainment and the arts.

THE COPPER DRAGON'S LAIR

Copper dragons enjoy mountains, hills, and highlands. They build their lairs as constantly changing labyrinths with shifting walls, hidden doors and alcoves, and magical traps like teleportation nodes that randomly transport an unwitting invader to an identical room in an entirely different section of the lair.

While other dragon lairs have standardized effects, copper dragons take great pride in the uniqueness of the puzzles they create, and castle keepers are encouraged to design detailed and devious (but not overly lethal) dungeons to hide the dragon and its possessions. The lair itself may in fact be the test a hero must pass to Bond with a copper. Some of the local effects include sudden illusions within several miles that pop up to startle visitors like an horrific (but largely harmless) jack in the box, animals that are suddenly able to speak draconic and are far more intelligent than normal members of their species, and the tendency to find just about everything funny.

Creatures within several miles of the dragon's lair must pass a charisma check (CL=dragon's hit dice) once per day or be subject to spell effects like irresistible dancing or hideous laughter. Confusion can also result and such creatures may find themselves walking away from the dragon's lair and back to town, only to realize hours (or even a full day) later that they're going the wrong direction and can't remember how to get back to where they were.

COPPER DRAGON RIDER BENEFITS

Copper dragon riders gain all of the normal benefits as described earlier this chapter. Their energy type and breath weapon is acid, which is expelled in a 20-foot line. In addition, they are immune to magical effects that would slow or otherwise restrict their movement (they can be physically restrained as normal, however).

APPENDICES

GOLD DRAGONS

Considered to be the most noble and powerful of all metallic dragons, golds are also the rarest, most solitary and most difficult to find. They are, however, utterly dedicated to stamping out evil wherever it shows its face, and have been found alongside other metallics in great battles against rising forces of shadow—though rarely do mortals ever know that the great wizard or warrior alongside whom they’ve been fighting was in fact a gold dragon. One of the most unique things about golds is that rather than simply hoarding their treasure, they consume it. Golds love to eat gems and rare minerals, and one way to a gold’s heart is to offer it such a snack, with pure intent.

In terms of personality, golds tend to be serious, grim and reserved. They are respected far and wide for their wisdom and deep knowledge of all things historic and arcane, but do not reveal themselves nor offer their help easily. While they are paragons of law, justice and goodness, they also measure time in centuries, which gives them an outlook towards world events that some mortals may view as unfair. After all, what is one local overlord to a creature who has seen empires rise and fall?

THE GOLD DRAGON’S LAIR

The lair of a gold dragon is located in idyllic locations far from civilized lands, in unexplored wilderness, often near lakes, waterfalls, on islands or in well-preserved but lost and ancient ruins. Such lairs allow them to go about their business without disturbing or being disturbed by prying mortal eyes.

When a creature comes within several miles of the gold dragon, they may have detailed dreams involving them walking with a staggeringly attractive humanoid of the same species as themselves, engaging in deep and intense conversations that involve difficult philosophical dilemmas. This is the dragon’s means of testing the worthiness of those who approach their lair.

The region surrounding the lair is blanketed by a thin, iridescent mist which doesn’t obscure vision but can haunt and frighten evil creatures while warning goodly creatures of local dangers. Evil creatures in this area must succeed at a charisma-based save (CL=dragon’s hit dice) every twelve hours or suffer 2d6 damage from being assaulted by spectral figures within the mist. In addition all precious stones and minerals within the area glow, shedding light for ten feet.

GOLD DRAGON RIDER BENEFITS

Gold dragon riders gain all the normal benefits as described earlier in this appendix. Their energy type and breath weapon is fire, which is expelled in a 20-foot cone. In addition, they gain +5 to saving throws to resist effects that reduce their ability scores or otherwise weaken them.

SILVER DRAGONS

If a dragon could be considered “common” (which it can’t), silver dragons would be the most commonly encountered

species. They are friendly and social, nearly to a fault by the reckoning of dragonkind, and are not only happy, but eager to help any goodly creatures in need of aid, whether it’s a need for food, coin or aid against oppression. These are creatures of pure virtue, who believe in doing good deeds. If a gold dragon has a long perspective on world events, a silver dragon views a bigger child bullying a smaller child as a problem to be solved. While they don’t actively seek to root out evil wherever they go, they do wander the world with a watchful eye and don’t hesitate to act when they deem themselves needed.

They are also the most social species when it comes to other dragons, and on occasion, silver dragons may be found in the company of other silver dragons, though such companionships tend to be short-lived as dragons have an ego such that they can only abide one another for so long. They do actively seek out friendships with the “lesser” species, though again, very often these mortals never know their friend is actually a dragon.

On occasion, they will step away from these friendships for a “short while,” only to return and find that several generations have lived and died in their absence. More than one silver dragon has thus become the guardian of a family line as a result. Even more tragic is that they are attracted to the short-lived humans, in whom they see a spark of life that burns hotter and brighter than the longer-lived races. This leads them to hoard human treasures, which remind them of days gone by which pass too quickly for their draconic sensibilities to truly process.

THE SILVER DRAGON’S LAIR

The lair of a silver dragon is high in the clouds, on the peaks of the tallest mountains in the remotest regions of the world. They also enjoy remote and lost human outposts situated in high elevations—lost wizard’s towers are a favored home for these majestic creatures. The area surrounding their lair is blanketed by clean but thick fog, mist and clouds, and tends to be bitterly cold.

Those who come within several miles of the dragon’s lair may be subject to magical winds and goodly creatures of the elemental plane of air that act as guardians of the dragon’s treasure. Such creatures must succeed at a strength save once per day (CL=dragon’s hit dice) or be borne away by these winds, only to be safely deposited many miles away.

Finally, the area surrounding the lair of the dragon may contain structures of solid fog or clouds, which retain their beautiful, mist-like appearance but are every bit as solid as granite. This can make the lair of a silver dragon a breathtakingly beautiful place to visit, for those who are welcome.

SILVER DRAGON RIDER BENEFITS

Silver dragon riders gain all the normal benefits of dragon riders as described earlier in this appendix. Their energy type and breath weapon is cold, which is expelled in a 20-foot cone. In addition, silver dragon riders are immune to all effects which cause paralysis and petrification, including the touch of ghouls, the bite of a basilisk and the gaze of a medusa.

INDEX

A

Aalecar 155
 Actor 82
 Advantages 5, 6, 7
 Animal Companion 7
 Barbarian's Mount 7
 Companion Tricks 7
 Craft Nature Fetish 7
 Craft Woodland Familiar 8
 Defense of the Familiar 8
 Dichotomous Ability 8
 Empower Familiar, Greater 9
 Empower Familiar 8
 Empower Familiar, Supreme 9
 Empower Mount 8
 Enhance Hero's Weapon 9
 Enlarge Mount 9
 Ensnare Reaper 9
 Handle Animal 9
 Hero's Weapon 11
 Improved Familiar 11
 Improved Sensory Familiar 11
 Joined Turning 11
 Meditative Conveyance 11
 Meditative Conveyance, Improved 12
 Sensory Familiar 12
 Song of the Muse 12
 Special Mount, Greater 12
 Special Mount, Supreme 13
 Spur Mount 13
 Strike of the Familiar 13
 Summon Diabolical Servant 14
 Summon Familiar 14
 Summon Fey Companion 13
 Summon Greater Familiar 15
 Summon Supreme Familiar 15
 Vermin Companions 16
 Advisor 82
 Alchemist 81
 Alertness 16
 Ancestral Abilities, Greater 82
 Actor 82
 Advisor 82
 Arcanist 82
 Artisan 82
 Augury 82
 Blessed Companion 82
 Death Ward 82
 Deft Movement 82
 Improved Aid 82
 Luck of Providence, Greater 82
 Magistrate 82
 Master Diplomat 82
 Ninja 82
 Priest 82
 Scholar 82
 Sorcerer's Ward, Greater 83

Speech 82
 Spy 83
 Thief 83
 Ward of Harm, Greater 83
 Warrior 83
 Wild Lore 83
 Ancestral Abilities, Standard 81
 Alchemist 81
 Animal Friend 81
 Blood Bond 81
 Danger Sense 81
 Diplomat 81
 Endurance 81
 Healer 81
 Improved Initiative 81
 Inkling 81
 Living History 82
 Luck of Providence 82
 Performer 82
 Scout 82
 Sorcerer's Ward 82
 Stoic 82
 Tracker 82
 Uncanny Dodge 82
 Ward of Harm 82
 Ancestral Abilities, Supreme 83
 Companion's Veil 83
 Karmic Greatness 83
 Keen Intellect 83
 Luck of Providence, Supreme 83
 Sagacious 83
 Sorcerer's Ward, Supreme 83
 Ward of Harm Supreme 83
 Ancestral Familiar Properties 80
 Ancestral Spirits 79
 Animal Companion 7
 Animal Companion Tricks 10
 Animal Friend 81
 Animal Trance 18
 Animistic Familiars 123
 Antelope 139
 Antimagic Field 22
 Aquatic, Druid 60
 Arcane Channeler 128
 Arcanist 82
 Arctic, Druid 60
 Arctic Ranger 104
 Armor Class 23
 Artifact 174
 Artisan 82
 Astral Projection 22
 Augury 18, 82
 Aura Spirits 99
 Aura Spirits, Types 100
 Automaton Familiar Properties 124
 Automaton Familiars 124

B

Banisher 22
 Barbarian Familiars 31
 Barbarian's Mount 7, 37

Barbarian Special Mounts 37
 Bard Familiar Abilities 44
 Bard Familiars 41
 Binding Familiars 122
 Blasphemous Call 22
 Blessed Companion 18, 82
 Blind-Fight 75
 Blinding Performance 48
 Blink 18
 Blood Bond 16, 81
 Bloodsprite 155
 Blur 16
 Brewer Fairies 156
 Bull 139

C

Cacophony 50
 Caribou 139
 Cause Disease 19
 Celestial Agent, Paladin, Mount 91
 Chameleon 16, 139
 Chameleon, Giant 140
 Champion, Paladin, Mount 90
 Channel Sound 47
 Charm: 22
 Charm Song 50
 Cleaving Strike 75
 Cleric Familiar Abilities 55
 Cleric Familiars 53
 Cloak of Dark Chaos 22
 Combat Advantages, Fighter 75
 Combat Expertise 75
 Combat Reflexes 75
 Combat Sense 19
 Command Creatures of Its Kind 16
 Commander, Paladin, Mount 90
 Commune with Nature 19
 Communion Familiars, Cleric 57
 Companion's Bond, Fighter 69
 Companion's Veil 22, 83
 Companion Tricks 7
 Confusion 22
 Control Light 16
 Control Shadow 16
 Countercall 19
 Counter Silence 49
 Courageous Roar 19
 Crab 140
 Crab, Giant 140
 Crab, Monstrous 140
 Craft Nature Fetish 7, 36
 Craft Woodland Familiar 8
 Crane 140
 Crusader, Paladin, Mount 89
 Cushion Fall 49

D

Damage 23
 Damage Reduction 22
 Danger Sense 16, 81
 Dark Familiar 151
 Darkness 19

Darkvision 16
 Daylight 19
 Dazing Touch 19
 Deafening Cacophony 49
 Deafening Call 19
 Death of a Familiar 28
 Death of the Master 28
 Death's Harbinger 19
 Death Ward 19, 82
 Deer 141
 Defender, Paladin, Mount 90
 Defense of the Familiar 8
 Defensive Roll 19
 Deft Movement 82
 Deliver Touch Spells 17
 Desert, Druid 60
 Desert Rangers 104
 Detect Chaos 17
 Detect Evil 17
 Detect Good 17
 Detect Law 17
 Detect Magic 17
 Detect Poison 17
 Detect Scrying 20
 Detect Secret Doors 17
 Detect Thoughts 20
 Diabolical Servants 136
 Dichotomous Ability 8
 Dimension Slip 22
 Diplomat 81
 Discern Lies 20
 Disease Immunity 20
 Disenchanter 20
 Dismissing a Familiar 28
 Dispel Magic 20
 Disrupt Body 50
 Disrupt Magic 50
 Disrupt Thoughts 50
 Distracting 17
 Divine Aura 86
 Divine Familiars and Other Clerics 55
 Divine Focus 95
 Divine Gift 24
 Divine Health 23
 Dodge 75
 Dog, Battle 141
 Dolphin 141
 Domain Familiars 55
 Dove 141
 DRAGON RIDERS 175
 Dread 100
 Dream Faun 157
 Dreaming 53
 Druid Familiar Abilities 63
 Druid Familiars 59
 Dwarf, Paladin, Mount 88

E

Eel, Electric 141
 Elemental Familiars 65
 Elemental Familiar, Summoning 65

INDEX

Elemental Fury 100
 Elemental Guardians 65
 Elemental Protection 100
 Elf, Paladin, Mount 88
 Empathic Link 17, 39, 86
 Empower Familiar 8
 Empower Familiar, Greater 9
 Empower Familiar, Supreme 9
 Empower Mount 8
 Encompassing Vision 20
 Endurance 17, 81
 Endure Elements 17
 Enhance Attribute: 20
 Enhance Hero's Weapon 9
 Enlarge Mount 9
 Enneagram 121
 Ensnares Reaper 9
 Ethereal State 23
 Evoke Power 95, 98

F

F 157
 False Names 137
 Familiar Basics 5
 Familiar, Death 28
 Familiar, Dismissing 28
 Familiar Eater 151
 Familiar Growth 23
 Familiar Morph 152
 Familiars, Available 24
 Familiars by Terrain, Druid 59
 Familiar's Eye 17
 Familiar's Flame 17
 Familiars in the Game 27
 Familiar Special Abilities 6, 16
 Alertness 16
 Blood Bond 16
 Blur 16
 Chameleon 16
 Command Creatures of Its Kind 16
 Control Light 16
 Control Shadow 16
 Danger Sense 16
 Darkvision 16
 Deliver Touch Spells 17
 Detect Chaos 17
 Detect Evil 17
 Detect Good 17
 Detect Law 17
 Detect Magic 17
 Detect Poison 17
 Detect Secret Doors 17
 Distracting 17
 Empathic Link 17
 Endurance 17
 Endure Elements 17
 Familiar's Eye 17
 Familiar's Flame 17
 Fangs/Talons 17
 Healing Touch 17
 Inkling 17
 Know Direction 18

Low-Light Vision 18
 Natural Armor 18
 Scry on Familiar 18
 Share Songs 18
 Share Spells 18
 Speak with Master 18
 Spell Resistance 18
 Trackless Step 18
 Uncanny Dodge 18
 Familiar Special Abilities, Greater 18
 Animal Trance 18
 Augury 18
 Blessed Companion 18
 Blink 18
 Combat Sense 19
 Commune with Nature 19
 Counteract 19
 Courageous Roar 19
 Darkness 19
 Daylight 19
 Dazing Touch 19
 Deafening Call 19
 Death's Harbinger 19
 Death Ward 19
 Defensive Roll 19
 Detect Scrying 20
 Detect Thoughts 20
 Discern Lies 20
 Disease Immunity 20
 Disenchanter 20
 Dispel Magic 20
 Encompassing Vision 20
 Enhance Attribute 20
 Fearful 20
 Find Traps 20
 Freedom of Movement 20
 Great Leap 20
 Guided Strike 20
 Haste 20
 Mirror Image 20
 Mystic Disguise 20
 Natural Armor, Greater 20
 Nondetection 21
 Opportunist 21
 Recall 21
 Resist Energy 21
 Shocking Touch 21
 Silence 21
 Sleeping Touch 21
 Slow Fall 21
 Sneak Attack 21
 Speak with Dead 21
 Speech 21
 Spell Resistance, Greater 21
 Spider Climb 21
 Time Hop 21
 Venom Immunity 21
 Water Breathing 21
 Water Walk 21
 Whirlwind Attack 22
 Wholeness of Body 22
 Woodland Stride 22

Familiar Special Abilities, Supreme 22
 Antimagic Field 22
 Astral Projection 22
 Banisher 22
 Blasphemous Call 22
 Charm 22
 Cloak of Dark Chaos 22
 Companion's Veil 22
 Confusion 22
 Damage Reduction 22
 Dimension Slip 22
 Divine Health 23
 Ethereal State 23
 Familiar Growth 23
 Find the Path 23
 Fly 23
 Holy Call 23
 Mind Store 23
 Natural Armor, Supreme 23
 Raise Dead 23
 Spell Resistance, Supreme 24
 Supreme Leap 24
 Time Regression 24
 Tongues 24
 Zone of Truth 24
 Familiar Special Effects 29
 Familiars versus Companions 67
 Fangs/Talons 17
 Fearful 20
 Fetish Familiar Properties 126
 Fetish Familiars 126
 Fey Companions 155
 Fighter Familiar Abilities 71
 Fighter Familiars 69
 Find the Path 23
 Find Traps 20
 Fly 23
 Folk Ritual, Fighter 69
 Forest, Druid 60
 Forest Ranger 105
 Fox 142
 Freedom 48
 Freedom of Movement 20

G

Gaining Multiple Familiars. Illusionist 122
 Gift of Song 48
 Giraffe 142
 Gnome, Paladin, Mount 88
 Goat 142
 Great Cleave 75
 Greater Ancestral Abilities 82
 Greater Mercurial 153
 Greater Spirit Weapon Power 96
 Great Leap 20
 Guardian Familiar Properties 136
 Guardian Familiars 136
 Guided Strike 20
 Guilds 24

H

Half-Elf, Paladin, Mount 88
 Halfling, Paladin, Mount 89
 Half-Orc, Paladin, Mount 89
 Handle Animal 9
 Haste 20
 Healer 81
 Healer, Paladin, Mount 90
 Healing 100
 Healing Touch 17
 Hedgehog 142
 Hero's Weapon 11
 Hero's Weapon, Fighter 73
 Hero's Weapon Powers & Abilities 74
 Hero's Weapon Properties 74
 Hippopotamus 143
 Hit Dice 23
 Holy 100
 Holy Call 23
 Homunculi 137
 Homunculus, Bone 162
 Homunculus, Celestial 163
 Homunculus, Clockwork 163
 Homunculus, Contagion 164
 Homunculus, Elemental (Air) 165
 Homunculus, Elemental (Earth) 166
 Homunculus, Elemental (Fire) 166
 Homunculus, Elemental (Ice) 167
 Homunculus, Elemental (Magma) 168
 Homunculus, Elemental (Water) 167
 Homunculus, Ethereal 164
 Homunculus, Fiendish 165
 Homunculus, Shadow 169
 Humans, Paladin, Mount 87
 Hummingbird 143

I

Illusionist Familiars 119
 Illusionist's Song 43, 50
 Impervious 98, 100
 Improved Aid 82
 Improved Critical 75
 Improved Familiar 11
 Improved Initiative 75, 81
 Improved Sensory Familiar 11
 Influence 49
 Inkling 17
 Inkling, Monk 81
 Inspiration 48, 100
 Intensify Song 48

J

Joined Turning 11
 Jungle Ranger 105
 Jungle Savages Totems 33
 Jungles, Druid 60

K

Kangaroo 143
Karmic Greatness 83
Keen Intellect 83
Know Direction 18
Koala 143

L

Lawful 100
Leopard, Snow 144
Living History 82
Lizard, Giant Venomous 145
Lizard, Huge 144
Lizard, Huge Venomous 145
Lizard, Monstrous 144
Lizard, Venomous 144
Low-Light Vision 18
Luck of Providence 82
Luck of Providence, Greater 82
Luck of Providence, Supreme 83

M

Magic Armor 98
Magic Item 24
Magic Items, Unique 173
Magistrate 82
Mantrid 158
Master, Death 28
Master Diplomat 82
Meditative Conveyance 11
Meditative Conveyance, Improved 12
Mercurial 153
Mercurial Familiar Properties 51, 129
Mercurial Familiars 128
Mercurial Whimsy 52, 130
Messenger 53
Methetherial 119
Mind Store 23
Mirror Image 20
Momentary Charm 49
Mongoose 145
Monk Familiar Abilities 78
Monk's Familiar 77
Monster Size 151
Moon Cat 158
Mountain Rangers 106
Mountains, Druid 60
Mount, Barbarian 37
Mounts by Doctrine, Paladin 89
Mounts & Familiars by Race 87
Mount, Special Properties, Barbarian 38
Muse 154
Muse Abilities 47
Channel Sound 47
Freedom 48
Gift of Song 48
Inspiration 48
Intensify Song 48
Muse's Intuition 48
Muse Song, Greater 48

Song as Sustenance 48
Sonic Protection 48
Sustain Song 48
Muse's Intuition 48
Muse Songs 48
Blinding Performance 48
Counter Silence 49
Cushion Fall 49
Deafening Cacophony 49
Influence 49
Momentary Charm 49
Silent Chord 49
Slumber 49
Song of Destruction 49
Songstrike 49
Stun 50
Whisper 50
Muse Songs, Greater 48, 50
Cacophony 50
Charm Song 50
Disrupt Body 50
Disrupt Magic 50
Disrupt Thoughts 50
Recall Tale 50
Musk Ox 145
Mystic Disguise 20

N

Natural Armor 18
Natural Armor, Greater 20
Natural Armor, Supreme 23
Nature Fetish 36
New Homunculi 162
New Magic Items and Artifacts 171
New Spells 170
Ninja 82
Noble Stag 159
Nondetection 21
Northmen Totems 32

O

Opportunist 21
orest Nymph 157
Ostrich 146

P

Pain 100
Paladin Familiar Abilities 92
Paladin Mount 85
Paladin's Special Mount Properties and Special Abilities 86
Paladin's Familiar 91
Panda 146
Panda, Red (Lesser Panda) 146
Peacock 146
Penguin 147
Performer 82
Pig 147
Plain Rangers: Standing Stones 106
Plains, Druid 60
Plainsmen Totems 34

Possessive State 130
Power Attack 75
Priest 82
Protecting the Familiar 29

Q

Quest 24
Quest, Cleric 53
Quest, Fighter 70
Quicksilver Rites 113

R

Raccoon 147
Raise Dead 23
Ram 147
Ranger Familiar Abilities 111
Ranger Familiars 101
Reaper 168
Recall 21
Recall Tale 50
Resist Energy 21
River Nymph 160
Rogue Familiar Abilities 115
Rogue Familiars 113
Roleplaying a Familiar 27

S

Saber tooth Tiger 147
Sacred Sites 103
Sagacious 83
Scholar 82
Scout 82
Scry on Familiar 18
Secret Songs 41
Sensory Familiar 12
Shadow Attack 117
Shadow Bond 117
Shadow Familiar Properties 116
Shadow Attacks 117
Shadow familiar traits 117
Special Qualities 117
Shadow Familiars 116
Shadow familiar traits 117
Shadow Form 117
Shadow Invisibility 117
Shadow Jump 117
Shadow Pact 116
Shadow Strangle 117
Share Songs 18
Share Spells 18
Sheep 148
Shocking Touch 21
Silence 21
Silent Chord 49
Skitterwing 160
Skunk 148
Slaughter 100
Sleeping Touch 21
Slow Fall 21
Slumber 49
Sneak Attack 21
Song as Sustenance 48
Song of Companions 41
Song of Destruction 49

Song of Familiars 41, 43
Song of the Fey 41, 45
Song of the Muse 12, 41
Songstrike 49
Sonic Protection 48
Sorcerer's Ward 82
Sorcerer's Ward, Greater 83
Sorcerer's Ward, Supreme 83
Speak with Dead 21
Speak with Master 18
Special Mount, Greater 12
Special Mount, Supreme 13
Speech 21, 82
Spellcrusher Spirit 98
Spell Resistance 18, 100
Spell Resistance, Greater 21
Spell Resistance, Supreme 24
Spider Climb 21
Spirit Armor 97
Spirit Armor Power 98
Spirit Armor Power, Greater 98
Spirit Armor Powers 99
Spirit Armor Power, Supreme 98
Spirit Armor Properties 97
Evoke Power 98
Impervious 98
Magic Armor 98
Spellcrusher Spirit 98
Spirit Armor Power 98
Spirit Armor Power, Greater 98
Spirit Armor Power, Supreme 98
Spirit Light 98
Spiritual Connection 98
Spiritual Connection, Greater 98
Telepathic Link 99
Warrior Knowledge 99
Weightless 99
Spirit Familiar Properties 93
Evoke Power 98
Impervious 98
Spiritual Connection, Greater 96
Spirit Familiars 93
Spirit Flower 161
Spirit Light 95, 98
Spiritor 154
Spiritual Assault 95
Spiritual Connection 96, 98
Spiritual Connection, Greater 98
Spirit Weapon Power 95
Spirit Weapon Power, Greater 96
Spirit Weapon Power, Supreme 96
Spirit Weapon Properties 95
Ability Scores 95
Divine Focus 95
Evoke Power 95
Spirit Light 95
Spiritual Assault 95
Spiritual Connection 96
Spirit Weapon Power 95

INDEX

Spirit Weapon Power, Greater 96
 Spirit Weapon Power, Supreme 96
 Telepathic Link 96
 Warrior Knowledge 96
 Spirit Weapons 94
 Spring Attack 75
 Spur Mount 13
 Spy 83
 Squirrel 148
 Squirrel, Flying 148
 Stoic 82
 Strike of the Familiar 13
 Stun 50
 Summon Diabolical Servant 14
 Summon Familiar 14
 Summon Fey Companion 13
 Summon Greater Familiar 15
 Summoning an Elemental Familiar 65
 Summoning a Spirit, Paladin 93
 Summoning Ritual, Cleric 53
 Summoning Ritual, Fighter 69
 Summoning Ritual, Illusionists 121
 Summoning Ritual, Monk 77
 Summoning Ritual, Paladin 91
 Summoning Ritual, Ranger 101
 Summoning Rituals 24
 Summoning Ritual, Wizard 133
 Summonings 41
 Summon Supreme Familiar 15
 Sunder 75
 Supreme Leap 24
 Supreme Mercurial 154
 Sustain Song 48
 Swamp, Druid 60
 Swamp Ranger 107

T
 Tapir 149
 Telepathic Link 96, 99
 The Albatross 122
 Thief 83
 Time Hop 21
 Time Regression 24
 Tongues 24
 Totem Familiar Abilities 34
 Totem Familiars, Craft 31
 Totems, Typical 32
 Jungle Savages Totems 33
 Northmen Totems 32
 Plainsmen Totems 34
 Totem Summoning Ritual 32
 Tracker 82
 Trackless Step 18
 Tree Warrior 161
 Trial by Faith, Fighter 70
 Trial of Legend, Fighter 71
 Trial of the Fey, Fighter 70
 True Names 137
 Turtle 149

Turtle, Giant 149
 Turtle, Monstrous 149
 Types of Familiars, Illusionist 122

U
 Uncanny Dodge 18, 82
 Underground, Druid 60
 Underground Ranger 108

V
 Vengeance 100
 Venom Immunity 21
 Vermin Companions 16, 67
 Vulture 149

W
 Walrus 150
 Ward of Harm 82
 Ward of Harm, Greater 83
 Ward of Harm Supreme 83
 Warrior 83, 100
 Warrior Knowledge 96, 99
 Water Breathing 21
 Water Walk 21
 Weapon Finesse 75
 Weightless 99
 Whirlwind Attack 22, 75
 Whisper 50
 Wholeness of Body 22
 Wild Lore 83
 Wizard Familiar Abilities 135
 Wizard Familiars 133
 Wizards and Sorcerers 133
 Wizard's Poppet 169
 Woodland Familiars 67
 Woodland Stride 22
 Woodshade 162
 Wyrms Familiar Properties 130
 Wyrms Familiars 130

Y
 Yak 150

Z
 Zone of Truth 24

TABLE INDEX

Table 1-1: New Advantages 6
 Table 1-2: Fey Companion Strength 13
 Table 1-3: Standard Familiars 24
 Table 1-4: Greater Familiars 25
 Table 1-5: Supreme Familiars 26
 Table 2-1: Typical Northmen Totems 33
 Table 2-2: Typical Jungle Savage Totems 33
 Table 2-3: Typical Plainsmen Totems 34
 Table 2-4: Standard Barbarian Familiar 34
 Table 2-5: Greater Barbarian Familiar 35
 Table 2-6: Supreme Barbarian Familiar 35
 Table 2-7: Barbarian Greater Familiar Abilities 35
 Table 2-8: Barbarian Supreme Familiar Abilities 35
 Table 2-9: Spirit Guides 36
 Table 2-10: Nature Fetish Aspects 37
 Table 2-11: Standard Barbarian's Special Mount 39
 Table 2-12: Greater Barbarian's Special Mount 39
 Table 2-13: Supreme Barbarian's Special Mount 39
 Table 2-14: Special Mount Abilities 40
 Table 3-1: Bard Familiars 43
 Table 3-2: Standard Bard Familiars 44
 Table 3-3: Greater Bard Familiars 44
 Table 3-4: Supreme Bard Familiars 45
 Table 3-5: Bard Greater Familiar Special Abilities 45
 Table 3-6: Bard Supreme Familiar Special Abilities 45
 Table 3-7: Fey Companions 46
 Table 3-8: Muses 47
 Table 3-9: Standard Bard Familiar (Mercurial) 51
 Table 3-10: Greater Bard Familiar (Mercurial) 51
 Table 3-11: Supreme Bard Familiar (Mercurial) 51
 Table 3-12: Bard Greater Familiar Special Abilities (Mercurial) 52
 Table 3-13: Bard Supreme Familiar Special Abilities (Mercurial) 52
 Table 4-1: Domain Familiars 55
 Table 4-2: Standard Cleric Familiar 55
 Table 4-3: Greater Cleric Familiar 56
 Table 4-4: Supreme Cleric Familiar 56
 Table 4-5: Cleric Greater Familiar Abilities 56
 Table 4-6: Cleric Supreme Familiar Abilities 57
 Table 5-1: Standard Familiars by Terrain 61
 Table 5-2: Greater Familiars by Terrain 61
 Table 5-3: Supreme Familiars by Terrain 62
 Table 5-4: Standard Druid Familiar 63
 Table 5-5: Greater Druid Familiar 64
 Table 5-6: Supreme Druid Familiar 64
 Table 5-7: Druid Greater Familiar Abilities 64
 Table 5-8: Druid Supreme Familiar Abilities 65
 Table 5-9: Standard Elemental Familiar 66
 Table 5-10: Greater Elemental Familiar 66
 Table 5-11: Supreme Elemental Familiar 67
 Table 6-1: Trial by Faith 70
 Table 6-2: Trial of the Fey 71
 Table 6-3: Trial of Legend 71
 Table 6-4: Standard Fighter Familiar 72
 Table 6-5: Supreme Fighter Familiar 72
 Table 6-6: Fighter Standard Familiar Abilities 73
 Table 6-7: Fighter Greater Familiar Abilities 73
 Table 6-8: Fighter Supreme Familiar Abilities 73
 Table 6-9: Hero's Weapon 73
 Table 6-10: Hero's Weapon Powers 74
 Table 6-11: Hero's Weapon Standard Abilities 74
 Table 6-12: Hero's Weapon Greater Abilities 75
 Table 7-1: Standard Monk Familiars 77
 Table 7-2: Greater Monk Familiars 77
 Table 7-3: Supreme Monk Familiars 78
 Table 7-4: Standard Monk

- Familiar 78
- Table 7-5: Greater Monk Familiar 78
- Table 7-6: Supreme Monk Familiar 78
- Table 7-7: Monk Greater Familiar Abilities 79
- Table 7-8: Monk Supreme Familiar Abilities 79
- Table 7-9: Standard Monk Familiar (Ancestral) 80
- Table 7-10: Greater Monk Familiar (Ancestral) 81
- Table 7-11: Supreme Monk Familiar (Ancestral) 81
- Table 8-1: Standard Paladin's Special Mount 87
- Table 8-2: Greater Paladin's Special Mount 87
- Table 8-3: Supreme Paladin's Special Mount 87
- Table 8-4: Special Mount Abilities 87
- Table 8-5: Standard Paladin Familiar 92
- Table 8-6: Greater Paladin Familiar 92
- Table 8-7: Supreme Paladin Familiar 92
- Table 8-8: Paladin Greater Familiar Abilities 93
- Table 8-9: Paladin Supreme Familiar Abilities 93
- Table 8-10: Standard Spirit Weapon 94
- Table 8-11: Greater Spirit Weapon 94
- Table 8-12: Supreme Spirit Weapon 94
- Table 8-13: Spirit Weapon Powers 95
- Table 8-14: Greater Spirit Weapon Powers 96
- Table 8-15: Supreme Spirit Weapon Powers 96
- Table 8-16: Standard Spirit Armor 97
- Table 8-17: Greater Spirit Armor 97
- Table 8-18: Supreme Spirit Armor 97
- Table 8-19: Spirit Armor Powers 99
- Table 8-20: Greater Spirit Armor Powers 99
- Table 8-21: Supreme Spirit Armor Powers 99
- Table 9-1: Sacred Sites by Terrain 104
- Table 9-2: Standard Familiars by Terrain 108
- Table 9-3: Greater Familiars by Terrain 109
- Table 9-4: Supreme Familiars by Terrain 110
- Table 9-5: Standard Ranger Familiar 111
- Table 9-6: Greater Ranger Familiar 111
- Table 9-7: Supreme Ranger Familiar 111
- Table 9-8: Ranger Greater Familiar Abilities 112
- Table 9-9: Ranger Supreme Familiar Abilities 112
- Table 10-1: Standard Rogue Familiars 113
- Table 10-2: Greater Rogue Familiars 113
- Table 10-3: Supreme Rogue Familiars 115
- Table 10-4: Standard Rogue Familiar 115
- Table 10-5: Greater Rogue Familiar 115
- Table 10-6: Supreme Rogue Familiar 115
- Table 10-7: Rogue Standard Familiar Abilities 116
- Table 10-8: Rogue Greater Familiar Abilities 116
- Table 10-9: Rogue Supreme Familiar Abilities 116
- Table 10-10: Standard Shadow Familiar 117
- Table 10-11: Greater Shadow Familiar 118
- Table 10-12: Supreme Shadow Familiar 118
- Table 10-13: Rogue Shadow Familiar Abilities 118
- Table 10-14: Rogue Greater Shadow Familiar Abilities 118
- Table 10-15: Rogue Supreme Shadow Familiar Abilities 118
- Table 11-1: Summoning Challenge 121
- Table 11-2: Standard Illusionist Familiar (Animistic) 123
- Table 11-3: Greater Illusionist Familiar (Animistic) 123
- Table 11-4: Supreme Illusionist Familiar (Animistic) 124
- Table 11-5: Standard Illusionist Familiar (Automaton) 125
- Table 11-6: Greater Illusionist Familiar (Automaton) 125
- Table 11-7: Supreme Illusionist Familiar (Automaton) 125
- Table 11-8: Illusionist Greater Familiar Abilities (Automaton) 125
- Table 11-9: Illusionist Supreme Familiar Abilities (Automaton) 125
- Table 11-10: Standard Illusionist Familiar (Fetish) 126
- Table 11-11: Greater Illusionist Familiar (Fetish) 126
- Table 11-12: Supreme Illusionist Familiar (Fetish) 127
- Table 11-13: Illusionist Standard Familiar Arcane Enhancers (Fetish) 127
- Table 11-14: Illusionist Greater Familiar Arcane Enhancers (Fetish) 127
- Table 11-15: Illusionist Supreme Familiar Arcane Enhancers (Fetish) 128
- Table 11-16: Standard Illusionist Familiar (Mercurial) 129
- Table 11-17: Greater Illusionist Familiar (Mercurial) 129
- Table 11-18: Supreme Illusionist Familiar (Mercurial) 129
- Table 11-19: Illusionist Greater Familiar Special Abilities (Mercurial) 129
- Table 11-20: Illusionist Supreme Familiar Special Abilities (Mercurial) 130
- Table 11-21: Supreme Illusionist Familiar (Wyrms) 131
- Table 12-1: Standard Wizard Familiar 135
- Table 12-2: Greater Wizard Familiar 135
- Table 12-3: Supreme Wizard Familiar 135
- Table 13-1: Binding Check Modifiers 180

OGL

This book is published under the Open Game License (OGL) version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All contents, excluding the OGL, is property of and copyright 2004 Troll Lord Games. All Rights Reserved.

DESIGNATION OF OPEN GAME CONTENT: The following is designated Open Game Content pursuant to the OGL v1.0a: all Abilities and Advantages listed on pages 6-24 as well as all subsequent material related to the aforementioned Abilities and Advantages in Chapters 2-12. The monster and animal names and stat blocks from pages 151-169. Also, the following open game content related words, phrases, and abbreviations wherever they appear: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi-human, Dwarf, Elf, Gnome, Half-Elf, Haling, Half-Orc, Hit Dice (HD), Hit Points (HP), Alignment, Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral Good (NG), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), Chaotic Evil (CE), Level, “to hit”, Damage, Experience Point, Saving Throw, Player Character (PC), Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed, d4, d6, d8, d10, d12, d20, d%, round, and turn.

DESIGNATION OF PRODUCT IDENTITY: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Castles & Crusades, Castles & Crusades: Player’s Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper’s Guide; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, Castle Keeper, SIEGE engine, and Troll Lord Games, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content. You represent that Your Contributions are Your original creation and/

or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyle and Stephen Chenault.

Castles & Crusades: Monsters & Treasure, 2nd Printing, Copyright 2007, Troll Lord Games; Authors Robert Doyle and Stephen Chenault

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, Personalized Edition, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd Printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, 3rd Printing, Copyright 2009, Troll Lord Games; Authors Robert Doyle and Stephen Chenault.

Castles & Crusades: Players Handbook, 4th Printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 5th Printing, Copyright 2012, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 6th Printing, Copyright 2014, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Familiars & Companions, Copyright 2017, Troll Lord Games; Author Casey Christoferson, Justin Bacon, Tommy Ruteledge, Josh Hubbel, Lance Hawvermile, Luke Johnson, Stephen Vogel and Dave Zenz.

CASTLES CRUSADES

A BOOK OF FAMILIARS, COMPANIONS, GUIDES, DIVINE SPIRITS, TOTEMS, SPECIAL MOUNTS AND HEROIC WEAPONS

Offering a fresh approach to an age-old gamer's adage, Mystical Companions expands the concept of the familiar beyond the established wizard's pet. Herein each class is presented with its own unique path toward gaining a familiar and what form that familiar might take. From the hero's weapon, the bard's muse and the rogue's own haunting shadow, Mystical Companions offers a whole new venue for players to expand their existing games and add unheard of dimensions to any class.

This book turns the concept of familiars on its ear and ushers in a whole new dimension of game play.

Mystical Companions includes a complete index of familiars and monstrous companions as well a new approach to dragon subdual and how to become a Dragon Rider!



TLG 81292
\$29.99



1818 N. TAYLOR, #143, LITTLE ROCK, AR 72207

WWW.TROLLLORD.COM

PRINTED IN THE UNITED STATES OF AMERICA



SPONSORED BY

