



FELLOW TRAVELERS

# *Animal Companions*

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# *Animal Companions*

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## ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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# INTRODUCTION TO ANIMAL COMPANIONS

Should you be a wild druid or a noble champion, one of the most loyal allies at your side will be your animal companion. This book cannot hold every animal you could possibly come across in the wild, but it should provide the tools a Gamemaster can use to help you find the perfect one for you. Inside this book you will find over 50 animal types and the various options players and Gamemasters can use to customize and advance them.

One of the elements of design for animal companions in *Pathfinder Second Edition* is the actions the companion has access to having a larger impact than their stats. Statistically, the companion types are quite similar to each other. It will be the animal's attacks, their support ability, and their advanced maneuver that make them unique from the other types. While attacks are rarely different between animals of the same type, the Gamemaster could change support abilities or advanced maneuvers to provide further variety between animals of the same type. There is some further advice on how to do this later in this book.

Lastly, this book has plenty of options for players, including new advancement types similar to the nimble and savage advancements, new specializations, and new training options for their companion.

## PERTINENT RULES FOR ANIMAL COMPANIONS

An animal companion is a loyal comrade who follows your orders without you needing to use Handle an Animal on it. Your animal companion has the minion trait, and it gains 2 actions during your turn if you use the Command an Animal action to command it; this is in place of the usual effects of Command an Animal. If your companion dies, you can spend a week of

downtime to replace it at no cost. You can have only one animal companion at a time.

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If it is carrying a rider, the animal companion can use only its Land Speed, and it can't move and Support you on the same turn. However, if your companion has the mount special ability, it's especially suited for riding and ignores both of these restrictions.

The animals presented in this book are the base statistics for a young animal companion, the first animal companion most characters get. You make adjustments to these statistics depending on the type of animal you choose. As you gain levels, you might make further adjustments as your companion becomes more powerful, for instance becoming mature animal companions.

Animal companions calculate their modifiers and DCs just as you do with one difference: the only item bonuses they can benefit from are to speed and AC (their maximum item bonus to AC is +2).

## MATURE ANIMAL COMPANIONS

To advance a young animal companion to a mature animal companion (usually a result of one of your class feat choices), increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1. Increase its unarmed attack damage from one die to two dice (for instance 1d8 to 2d8), and its proficiency rank for Perception and all saving throws to expert. Increase its proficiency ranks in Intimidation, Stealth, and Survival to trained, and if it was already trained in one of those skills from its type, increase its proficiency rank in that skill to expert. If your companion is Medium or smaller, it grows by one size.

The species of animal you choose is called your companion's type. Each companion type has its own statistics. The **Size** entry indicates your companion's starting size as a young animal companion. Following the size entry are the companion's unarmed **Melee** (or **Ranged**) attacks, and then its ability modifiers. An animal companion begins with base ability modifiers of **Str +2, Dex +2, Con +1, Int -4, Wis +1, Cha +0**. Each type has its own strengths and increases two of these modifiers by 1 each. These increases are already calculated into the stat blocks in companions below. The **Hit Points** entry indicates the companion's ancestry Hit Points. Your animal companion has ancestry Hit Points from its type, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have. The **Skill** entry indicates an additional trained skill your companion has. Your animal companion uses your level to determine its proficiency bonuses. It's trained in its unarmed attacks, unarmored defense, bardic, all saving throws, Perception, Acrobatics, and Athletics. Animal companions can't use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have a specialization that allows it. The **Senses** entry lists your companion's special senses. The **Speed** entry gives your companion's Speeds. The **Special** entry, if present, lists any other special abilities your companion has, for example whether it often serves as a mount and is particularly appropriate for mounted classes, such as the champion. The **Support Benefit** entry indicates a special benefit you gain by Commanding the Animal to use the Support action (see below). The **Advanced Maneuver** entry indicates a powerful new action your companion learns how to use if it becomes any type of advanced animal companion, like the nimble or savage animal companion.

## **SUPPORT** ♦

**Requirements** The creature is an animal companion.

Your animal companion supports you. You gain the benefits listed in the companion type's Support Benefit entry. If the animal uses the Support action, the only other actions it can use on this turn are basic move



actions to get into position to take advantage of the Support benefits; if it has already used any other action this turn, it can't Support you.

## **How This Book Is Organized**

This book will present animal types in the first two sections, nearly all of them with a support ability and advanced maneuver unique to them. In a few cases there will be multiple stat blocks for an animal type, each one for a different size of that type. In the next section Gamemasters and players will find plenty of options to customize and advance their companions. It starts with advice for Gamemasters on how to customize a companion type, providing a few more special abilities, support benefits, and advanced maneuvers for them to use. Then it will present options for the player's use as they advance and grow their animal companion through the course of play.

# CORE ANIMAL COMPANIONS

For ease of reference, the five original animal companions from the *Pathfinder Second Edition Core Rulebook* are reprinted here. Some of these entries have rules clarifications and for others (the bird, cat, and snake) you will find have alternate designs in the new animal companion list, typically when a single entry was split into two or more.

## BADGER

Your companion is a badger, wolverine, or other big mustelid.

**Size** Small

**Melee** ♦ jaws, **Damage** 1d8 piercing

**Melee** ♦ claw (agile), **Damage** 1d6 slashing

**Str** +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 25 feet, burrow 10 feet, climb 10 feet

**Support Benefit** Your badger digs around your foe's position, interfering with its footing. Until the start of your next turn, if you hit and deal damage to a creature your badger threatens, the target can't use a Step action (unless it can Step through difficult terrain) until it moves from its current position.

**Advanced Maneuver** Badger Rage

## BADGER RAGE ♦

**Concentrate**

**Emotion**

**Mental**

**Requirements** The badger isn't fatigued or raging.

The badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the badger is affected in the following ways.

- It deals 4 additional damage with its bite attacks and 2 additional damage with its claw attacks.
- It takes a -1 penalty to AC.
- It can't use actions that have the concentrate trait

unless they also have the rage trait. The animal companion can Seek even while raging.

After it has stopped raging, it can't use Badger Rage again for 1 minute.

## BEAR

Your companion is a black, grizzly, polar, or other type of bear.

**Size** Small

**Melee** ♦ jaws, **Damage** 1d8 piercing

**Melee** ♦ claw (agile), **Damage** 1d6 slashing

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Support Benefit** Your bear mauls your enemies when you create an opening. Until the start of your next turn, each time you hit a creature in the bear's reach with a Strike, the creature takes 1d8 slashing damage from the bear. If your bear is nimble or savage, the slashing damage increases to 2d8.

**Advanced Maneuver** Bear Hug

## BEAR HUG ♦

**Requirements** The bear's last action was a successful claw Strike.

The bear makes another claw Strike against the same target. If this Strike hits, the target is also grabbed, as if the bear had successfully Grappled the target.

## BIRD (CORE)

Your companion is a bird of prey, such as an eagle, hawk, or owl.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ♦ talon (agile, finesse), **Damage** 1d4 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision

**Speed** 10 feet, fly 60 feet

**Support Benefit** The bird pecks at your foes' eyes

when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your bird threatens also deal 1d4 persistent bleed damage, and the target is dazzled until it removes the bleed damage. If your bird is nimble or savage, the persistent bleed damage increases to 2d4.

#### Advanced Maneuver Flyby Attack

#### FLYBY ATTACK ◆◆

The bird Flies and makes a talon Strike at any point along the way.

#### CAT (CORE)

Your companion is a big cat, such as a leopard or tiger.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ♦ claw (agile, finesse), **Damage** 1d4 slashing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Special** Your cat deals 1d4 extra precision damage against flatfooted targets.

**Support Benefit** Your cat throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature that your cat threatens make the target flat-footed until the end of your next turn.

#### Advanced Maneuver Cat Pounce

#### CAT POUNCE ◆

##### Flourish

The cat Strides and then Strikes. If it was undetected at the start of its Cat Pounce, it remains undetected until after the attack.

#### DROMAEOSAUR

Your companion is a dromaeosaur (also called a raptor), such as a velociraptor or deinonychus.

**Size** Small

**Melee** ♦ jaws (finesse); **Damage** 1d8 piercing

**Melee** ♦ talon (agile, finesse); **Damage** 1d6 slashing  
**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**  
**Hit Points** 6  
**Skill** Stealth  
**Senses** low-light vision, scent (imprecise, 30 feet)  
**Speed** 50 feet  
**Support Benefit** Your raptor constantly darts into flanking position. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 10 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks.

#### Advanced Maneuver Darting Attack

#### DARTING ATTACK ◆

##### Flourish

The raptor Steps up to 10 feet and then Strikes, or Strikes and then Steps up to 10 feet.



## HORSE

Your companion is a horse, pony, or similar equine.

**Size** Medium or Large

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Special** mount

**Support Benefit** Your horse adds momentum to your charge. Until the start of your next turn, if you moved at least 10 feet on the action before your attack, add a circumstance bonus to damage to that attack equal to twice the number of damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.

**Advanced Maneuver** Gallop

## GALLOP ♦♦

### Move

The horse Strides twice at a +10-foot circumstance bonus to Speed.

## SNAKE (CORE)

Your companion is a constrictor snake, such as a boa or python.

**Size** Small

**Melee** ♦ jaws (finesse); **Damage** 1d8 piercing

**Str** +3, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Support Benefit** Your snake holds your enemies with its coils, interfering with reactions. Until the start of your next turn, any creature your snake threatens can't use reactions triggered by your actions unless its level is higher than yours.

**Advanced Maneuver** Constrict

## CONSTRIC T ♦

**Requirements** The snake has a smaller creature grabbed.

## REVISED HORSE'S SUPPORT ABILITY

The horse's support ability might be interpreted to work with any weapon, like firing a bow from horseback. The following is a revised ability for the horse to limit it to melee only.

**Support Benefit** Your horse adds momentum to your charge. Until the start of your next turn and while you are mounted on the horse, if you moved at least 10 feet on the action before your melee attack add a circumstance bonus to damage to that attack equal to twice the number of damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.

The snake deals 12 bludgeoning damage to the grabbed creature; the creature must attempt a basic Fortitude save. If the snake is a specialized animal companion, increase this damage to 20.

## WOLF

Your companion is a wolf or other canine creature, such as a dog.

**Size** Small

**Melee** ♦ jaws (finesse); **Damage** 1d8 piercing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** Your wolf tears tendons with each opening. Until the start of your next turn, your Strikes that damage creatures your wolf threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success).

**Advanced Maneuver** Knockdown

## KNOCKDOWN ♦

**Requirements** The animal companion's last action was a successful jaws Strike.

The wolf automatically knocks the target of its jaws Strike prone.

# NEW COMPANION TYPES

The following are new and alternate animal companions for your characters to take.

## ALPACA/LLAMA

These relatives of the camel have no hump but are effective pack animals.

**Size** Small

**Melee** ♦ jaws, **Damage** 1d6 piercing

**Melee** ♦ hoof (agile), **Damage** 1d4 bludgeoning

**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Special** pack animal

**Support Benefit** Your alpaca spits at the enemies

you attack. Until the start of your next turn any creature you deal damage to is also dazzled until they use an action to clear the spit from their eyes.

**Advanced Maneuver** Powerful Kick

## POWERFUL KICK ♦

**Requirements** The alpaca's last action was a successful hoof Strike.

The alpaca Strikes the same target of its last action. On a success it pushes the target ten feet away from them and the target is knocked prone.

## ANTELOPE, MEDIUM

These even toed ungulates have a great deal of variety, each one with their own style of horns.

**Size** Small

**Melee** ♦ horns (finesse), **Damage** 1d6 piercing

**Melee** ♦ hoof (agile, finesse), **Damage** 1d4 bludgeoning

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

## PACK ANIMAL SPECIAL ABILITY

The animal companion's bulk limit is 8 plus their Strength modifier. During the Exploration mode of play the animal companion is considered one size larger when determining how it treats an item's bulk as Light.

**Support Benefit** The antelope puts its head down to presents its horns at anyone threatening you. Until the start of your next turn, anyone threatening you who successfully deals damage with a Strike takes 12 piercing damage; the target must attempt a basic Fortitude save. If the antelope is specialized increase the damage to 20.

**Advanced Maneuver** Leaping Run

## LEAPING RUN ♦♦

### Move

The antelope can Stride twice, making a single High Jump skill check during any part of its movement. Double the vertical distance gained from the result of the check.

## ANTELOPE, LARGE

The larger antelopes have strong bodies and impressive horns, and include the great eland and wildebeest.

**Size** Medium

**Melee** ♦ horns (finesse), **Damage** 1d8 piercing

**Melee** ♦ hoof (agile, finesse), **Damage** 1d6 bludgeoning

**Str +3, Dex +3, Con +1, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Special** The large antelope has a proficiency of expert in Athletics.

**Support Benefit** The antelope stands close to you, ready to attack your foes. Until the start of your next turn, each time you hit a creature the antelope threatens with a Strike, the creature takes 1d8 bludgeoning damage from the

antelope. If the antelope is an advanced animal companion, such as nimble or savage, the bludgeoning damage increases to 2d8.

#### Advanced Maneuver Gallop

#### GALLOP ◀▶

##### Move

The antelope Strides twice at a +10-foot circumstance bonus to Speed.

#### APE, MEDIUM

Apes, like the chimpanzee and the bonobo, are strong and intelligent tailless simians.

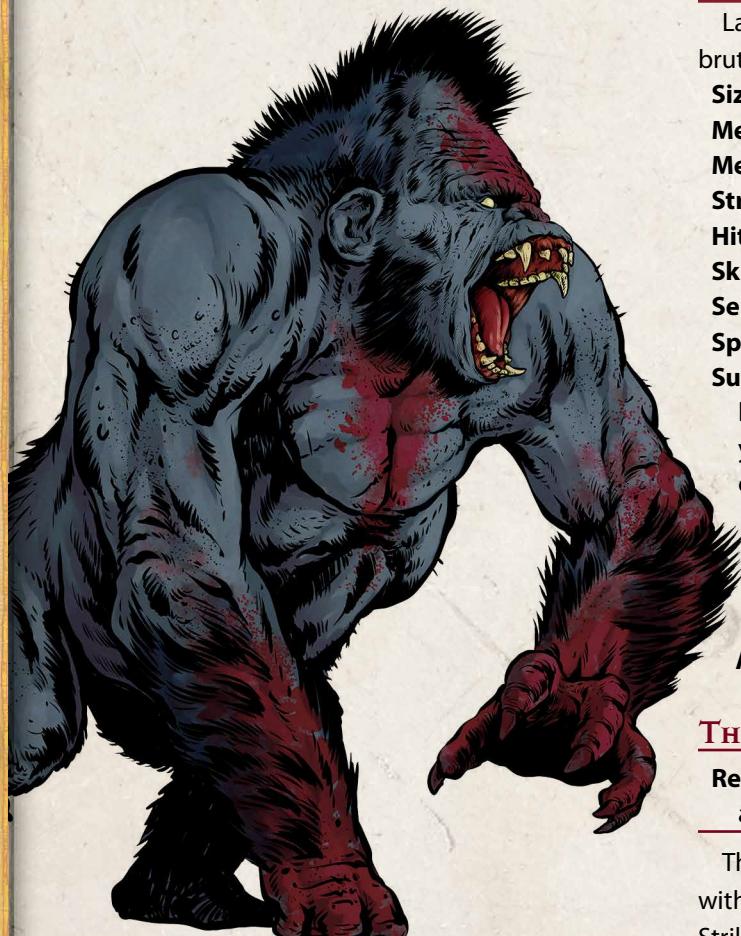
##### Size Small

**Melee** ♦ fist, **Damage** 1d6 bludgeoning

**Melee** ♦ jaws (agile), **Damage** 1d4 piercing

**Str +3, Dex +2, Con +1, Int -3, Wis +1, Cha +0**

**Hit Points 6**



**Skill** Intimidation

**Senses** low-light vision

**Speed** 35 feet, climb 20 feet

**Support Benefit** The ape harasses and intimidates

other creatures, yelling and jumping around.

Until the start of your next turn, creatures you hit and deal damage to that the ape threatens cannot use reactions triggered by your actions unless their level is higher than yours.

#### Advanced Maneuver Tool Use

#### TOOL USE ◀▶

The ape takes an item you offer it and attempts to use it. They do not gain any proficiency with that item, but they still use it as they have observed you using it. If the item can be used on another creature, such as a weapon or potion, they will use it on one you point at.

#### APE, LARGE

Larger apes, such as the orangutan or the gorilla, are brutes with a soft side.

##### Size Medium

**Melee** ♦ fist, **Damage** 1d8 bludgeoning

**Melee** ♦ jaws (agile), **Damage** 1d6 piercing

**Str +3, Dex +2, Con +1, Int -3, Wis +1, Cha +0**

**Hit Points 8**

**Skill** Intimidation

**Senses** low-light vision

**Speed** 35 feet

**Support Benefit** The ape postures and looks as

large and fearsome as they can. Until the start of your next turn, if you hit and deal damage to a creature the ape threatens your target becomes frightened 1 for 1 round. If the ape is an advanced animal companion, such as nimble or savage, the target becomes frightened 2 instead.

#### Advanced Maneuver Throw Anything

#### THROW ANYTHING ◀▶

**Requirements** There is a large object within the ape's reach that it can throw.

The ape picks up and throws an object at a target within 20 feet you designate. The ape makes a ranged Strike against the target, dealing 2d6 bludgeoning

damage against it. If the ape is specialized the damage increases to 3d6 bludgeoning and is considered magical for the purposes of overcoming resistances.

## BAT, GIANT

Bats, such as the flying fox, are the only mammal that can fly.

**Size** Tiny

**Melee** ♦ jaws (agile, finesse), **Damage** 1d4 piercing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** echolocation (precise) 20 feet, low-light vision

**Speed** 10 feet, fly 30 feet

**Special** The bat can use its hearing as a precise sense at the range listed.

**Support Benefit** The bat flies around and distracts creatures you threaten, causing them to flail and wave to move the bat away from them. Until the start of your next turn, if you hit and deal damage to a creature your bat threatens, the target also gains the clumsy 1 condition.

**Advanced Maneuver** Pin-Point Target

## Pin-Point Target ♦

**Concentrate**

**Requirements** Successfully used Perception to detect a concealed or invisible creature, or use of a sense that allows it to detect a concealed or invisible creature.

The bat moves around and stays close to the concealed creature, using signals to indicate where it is and making noise as long as it can detect the creature. If the creature moves away from the bat the bat may use a reaction to Stride up to its speed as long as it ends its movement adjacent to the creature.

## BIRD, SMALL (ALTERNATE)

Smaller birds, like crows and falcons, are good alternatives to the larger birds of prey.

**Size** Tiny

**Melee** ♦ beak (finesse), **Damage** 1d6 piercing

## SNATCH SPECIAL ABILITY

The animal companion can move at half Speed while it has a creature grabbed or restrained, carrying that creature along with it.

**Melee** ♦ talon (agile, finesse), **Damage** 1d4 slashing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 4

**Skill** Survival

**Senses** low-light vision

**Speed** 10 feet, fly 50 feet

**Support Benefit** The bird flits and dives at the creatures you attack, keeping them distracted. Until the beginning of your next turn, targets you deal damage to that are adjacent to the bird cannot take actions with the concentration trait.

**Advanced Maneuver** Flyby Disarm

## FLYBY DISARM ♦

The bird flies and makes a Disarm check at any point along the way.

## BIRD, LARGE (ALTERNATE)

The prized birds of legend, such as the roc or giant eagle, are occasionally raised to be loyal companions.

**Size** Medium

**Melee** ♦ beak (finesse), **Damage** 1d8 piercing

**Melee** ♦ talon (agile, finesse), **Damage** 1d6 slashing

**Str +3, Dex +3, Con +1, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision

**Speed** 15 feet, fly 60 feet

**Special** Snatch

**Support Benefit** The bird bites and claws at any item your target tries to use or throw. Until the start of your next turn, any creatures you deal damage to that the bird also threatens cannot use items or alchemical bombs. The creature can use weapons but with a -2 circumstance penalty.

**Advanced Maneuver** Flyby Grab

**FLYBY GRAB**

The bird Flies in a straight line and Grabs a single creature its size or smaller with its talons at the end of its movement.

**BISON**

Often mistakenly called buffalo, bison are large horned ungulates that have been revered for thousands of years.

**Size** Medium

**Melee** ♦ horn, **Damage** 1d8 piercing

**Melee** ♦ hoof (agile, finesse), **Damage** 1d6 bludgeoning

**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 8

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** The bison rams his head into the foes you shove around. Until the start of your next turn, anytime you successfully use the Shove action while adjacent to the bison the target also takes 1d8 points of bludgeoning damage. If the bison is an advanced animal companion, such as nimble or savage, increase the damage to 2d8 bludgeoning.

**Advanced Maneuver** Ramming Charge

**RAMMING CHARGE**

The bison Strides twice and Strikes at the end of its movement. If the Strike is successful and deals damage, move the target 5 feet away from the bison, or 10 feet on a critical success.

**BOAR/HOG**

These swine are as dangerous as they are tasty.

**Size** Small

**Melee** ♦ tusk (agile), **Damage** 1d6 piercing

**Str +2, Dex +2, Con +2, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 30 feet

**Support Benefit** The boar slams its side into your

target's legs, trying to keep it off balance for your attacks. Until the end of your turn, creatures you damage that the boar threatens must make a Reflex save. They are knocked prone on a failure. With a critical failure they are knocked prone and take 1d6 points of bludgeoning damage as the boar stomps on them.

**Advanced Maneuver** Animalistic Rage

**ANIMALISTIC RAGE**

**Concentrate**

**Emotion**

**Mental**

**Requirements** The boar isn't fatigued or raging.

The boar enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the boar is affected in the following ways.

- It deals 4 additional damage with its head attack.
- It takes a -1 penalty to AC.
- It can't use actions that have the concentrate trait unless they also have the rage trait. The boar companion can Seek even while raging.

After it has stopped raging, it can't use Animalistic Rage again for 1 minute.

**BUFFALO**

These large bovine have broad, fused horns.

**Size** Medium

**Melee** ♦ horns, **Damage** 1d8 piercing

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision

**Speed** 40 feet

**Support Benefit** The buffalo keeps its head down, presenting its fused, shielded horns towards your targets. Until the end of your next turn, as long as you are adjacent to your buffalo you gain a +2 shield bonus to your AC.

**Advanced Maneuver** Companion Block

## COMPANION BLOCK [REACTION]

### General

**Trigger** You or the animal companion take damage while using a support benefit that provides a shield bonus to AC.

The buffalo snaps its horns into the path of an attack on you or itself, blocking some of the damage. The horns are considered to have a hardness of 3 + half of your level to determine how much damage can be blocked. Any damage past that hardness is dealt to the intended target.

## CAMEL

Camels come in one and two hump varieties, and are reliable in hot environments.

**Size** Medium

**Melee** ♦ hoof, **Damage** 1d6 bludgeoning

**Melee** ♦ bite (trait), **Damage** 1d4 piercing

**Str** +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** lowlight vision

**Speed** 35 feet

**Special** environmental resistance (heat), mount

**Support Benefit** The camel keeps itself positioned to give the rider an ideal attack angle. While you are mounted on the camel and until the beginning of your next turn, you gain a +1 circumstance bonus on your Strike actions. If the camel is an advanced animal companion, such as nimble or savage, increase the bonus to +2.

**Advanced Maneuver** Frightening Scent

## FRIGHTENING SCENT ♦

**Emotion**

**Fear**

**Mental**

The camel shakes itself and gives off a pungent scent that frightens other animals. All non-camel animals within 30 feet must make a Will save. Failure gives them the frightened 1 condition. A critical failure gives them the frightened 2 condition.

## ENVIRONMENTAL RESISTANCE SPECIAL ABILITIES

**Environmental Resistance (heat)** A quality of the animal allows the animal companion to negate the damage from severe environmental heat and reduce the damage from extreme heat to that of severe heat.

**Environmental Resistance (cold)** A quality of the animal allows the animal companion to negate the damage from severe environmental cold and reduce the damage from extreme cold to that of severe cold.

## CAT, SMALL (ALTERNATE)

Smaller wild cats like the caracal or mountain cat are just as vicious as their larger cousins.

**Size** Tiny

**Melee** ♦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ♦ claw (agile, finesse), **Damage** 1d4 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 25 feet

**Support Benefit** Your cat jumps onto and off of your targets, constantly changing position to keep the target's attention split. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 10 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks.

**Advanced Maneuver** Rake

## RAKE ♦

**Requirements** The cat successfully deals damage with a bite Strike.

The cat makes a claw Strike against the same target of the bite strike. If successful this attack deals 2d4 slashing damage. If the cat is specialized increase this damage to 4d4 slashing.

**CAT, LARGE (ALTERNATE)**

Few cats grow to legendary sizes but there are stories of lions and tigers that have done just that.

**Size** Medium

**Melee** ♦ jaws (finesse), **Damage** 1d8 piercing

**Melee** ♦ claws (agile, finesse), **Damage** 1d6 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 6

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** The cat works with your movements, attacking in tandem to ensure a good takedown. Until the end of your turn, and while you are adjacent to your animal companion, any time you succeed at a Grapple check the target also takes 1d8 piercing damage from the animal companion's bite.

**Advanced Maneuver** Takedown

**TAKEDOWN ♦**

**Requirements** The cat's last action was a successful jaws Strike. The cat automatically knocks the target of its jaws Strike prone.

**CATTLE/STEER**

Cows, bulls, and steer are all considered cattle. While not as exotic as other companions, these animals are often loyal towards their masters.

**Size** Medium

**Melee** ♦ horns, **Damage** 1d8 piercing

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str** +2, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** The steer puts its head down and presents its broad horns in a defensive posture. Until the start of your next turn and as long as you are adjacent to your animal companion, you cannot be flanked unless the attacker's level is higher than yours.

**Advanced Maneuver** Gore Toss

**GORE TOSSED ♦**

**Requirements** The steer's last action was a successful horns Strike against a flat-footed target.

The steer makes a horns Strike against the same target of its last action. On a success the target is thrown ten feet into the air. On a critical success they are thrown fifteen feet.

**CROCODILIA, SMALL**

Crocodilia is an order of animals that include alligators, caiman, and crocodiles.

**Size** Tiny

**Melee** ♦ jaws (agile, finesse), **Damage** 1d6 piercing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision

**Speed** 20 feet, swim 30 feet

**Special** Sneaky (aquatic); The crocodilian can hold its breath for two hours.

**Support Benefit** The crocodilian knows how to swim while you hold on, giving you a needed burst of speed. Until the end of your next turn you have a swim speed of 20 and your animal companion moves with you. The animal companion must be adjacent to you to provide this support benefit and must end its movement adjacent when you Swim.

**Advanced Maneuver** Aquatic Ambush (30 feet)

**AQUATIC AMBUSH ♦**

**Requirements** The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet.

The Crocodilian moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the crocodilian is in reach, it makes a Strike. The triggering creature is flat-footed against this Strike.

## SNEAKY SPECIAL ABILITY

Pick an environment. As long as they continue to use Sneak actions and succeed at their Stealth check, the animal doesn't become observed in that environment if they don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as they have cover or greater cover or are concealed at the end of your turn.

## CROCODILIA, MEDIUM

**Size** Small

**Melee** ♦ jaws, **Damage** 1d8 piercing

**Melee** ♦ tail (agile), **Damage** 1d6 bludgeoning

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision

**Speed** 20 feet, swim 35 feet

**Special** Sneaky (aquatic); The crocodilian can hold its breath for two hours.

**Support Benefit** The crocodilian bites down and holds your targets in place. Until the start of your next turn, if you hit and deal damage to a creature your crocodilian threatens, the target becomes immobilized until they deal damage to the crocodilian or succeed at an Athletics check against the animal companion's Fortitude DC.

**Advanced Maneuver** Locked Jaws

## LOCKED JAWS ♦

**Requirements** The crocodilian's last action was a successful jaws Strike.

The crocodilian makes another jaw Strike against the same target. If this Strike hits, the target is also grabbed, as if the animal companion had successfully Grappled the target.

## CROCODILIA, LARGE

**Size** Medium

**Melee** ♦ jaws, **Damage** 1d8 piercing

**Melee** ♦ tail (agile), **Damage** 1d6 bludgeoning

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Stealth

**Senses** low-light vision

**Speed** 15 feet, swim 35 feet

**Special** The crocodilian can hold its breath for two hours.

**Support Benefit** The crocodilian postures and hisses to make itself as intimidating as possible. Until the start of your next turn, anytime a creature that can see and hear the crocodilian gains the frightened condition the severity of the condition increases by 1.

**Advanced Maneuver** Death Roll

## DEATH ROLL ♦

**Requirements** The crocodilian has a creature grabbed.

The crocodilian tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

## DEER/STAG

Deer come in many varieties, but most of them are suited for forested areas.

**Size** Small

**Melee** ♦ antlers (finesse), **Damage** 1d6 piercing

**Melee** [one-action] hoof (agile), **Damage** 1d4 bludgeoning

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** The deer keeps its antlers down and presented, ready to catch attacks against you. Until the start of your next turn and while you are adjacent to your animal companion, anytime you take damage from a Strike using a

melee weapon the attacker must succeed at a Reflex save or be disarmed.

#### Advanced Maneuver Antler Trap

##### Antler Trap ♦

**Requirements** The deer's last action was a successful antler Strike.

The deer makes another antler Strike against the target of its previous action. If successful the target cannot take the Step action until it moves away from its position. On a critical success the target is grabbed.



## ELEPHANT

Elephants have been used for warfare and heavy labor, but they can also be kind and loyal companions.

**Size** Medium

**Melee** ♦ tusk, **Damage** 1d8 piercing

**Melee** ♦ foot (agile), **Damage** 1d6 bludgeoning

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Special** mount

**Support Benefit** The elephant swings its head side to side in an attempt to knock your targets down. Until the start of your next turn, if you hit and deal damage to a creature your elephant threatens that creature is also knocked prone.

#### Advanced Maneuver Dual Tusks

##### Dual Tusks ♦

The elephant makes two tusk Strikes, each against a different creature. This counts as one attack for the multiple attack penalty, and the penalty doesn't increase until after both attacks.

## ELK

The elk's large antlers are as deadly as they are impressive.

**Size** Medium

**Melee** ♦ antler (finesse), **Damage** 1d8 piercing

**Melee** ♦ hoof (agile, finesse), **Damage** 1d6

bludgeoning

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Support Benefit** The elk stands close to you, its antlers ready to strike. Until the start of your next turn, each time you hit a creature in the elk's reach with a Strike, the creature takes 1d8 piercing damage from the animal companion. If the elk is an advanced animal companion, such as nimble or savage, the piercing damage increases to 2d8.

#### Advanced Maneuver Antler Charge

## ANTLER CHARGE

The elk Strides twice and then makes an antler Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

## EMU/OSTRICH

These large flightless birds are so territorial they are said to have driven away whole armies.

**Size** Small

**Melee** ♦ leg (finesse), **Damage** 1d8 bludgeoning

**Melee** ♦ beak (agile, finesse), **Damage** 1d8 bludgeoning

**Str +3, Dex +3, Con +1, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Intimidation

**Senses** low-light vision

**Speed** 40 feet

**Support Benefit** The animal companion puffs up and displays its feathers in a large fan. Until the start of your next turn, your animal companion provides concealment against creatures its size or smaller that also rely on sight.

**Advanced Maneuver** Darting Strike

## DARTING STRIKE

### Flourish

The animal companion Steps up to 10 feet and then Strikes, or Strikes and then Steps up to 10 feet.

## FROG, GIANT

These giant frogs have large, fat bodies and broad, wide mouths.

**Size** Tiny

**Melee** ♦ jaws, **Damage** 1d6 bludgeoning

**Melee** ♦ tongue (agile), **Damage** Grab

**Str +2, Dex +2, Con +1, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision

**Speed** 20 feet, swim 20 feet

**Special** The frog can only use the Grab ability on creatures or objects one size larger than itself or smaller.

## GRAB ABILITY

### Grab

**Requirements** The monster's last action was a success with a Strike that lists Grab in its damage entry, or it has a creature grabbed using this action.

**Effect** The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it. A grabbed creature can use the Escape action to get out of the grab, and the Grab ends for a grabbed creature if the monster moves away from it.

**Support Benefit** The frog constantly bites and lashes out with its tongue against foes that try to attack you. Until the start of your next turn and while you are adjacent to the animal companion, any successful Strike action against you must succeed at a DC 5 basic check to deal damage against you.

**Advanced Maneuver** War Cry

## WAR CRY

**Emotion**

**Enchantment**

**Mental**

You and your frog companion gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects for 1 round.

## GOAT, SMALL

While some might call goats adorable, those who raise goats never underestimate them.

**Size** Tiny

**Melee** ♦ horns (finesse), **Damage** [1dX type]

**Melee** ♦ hoof (agile, finesse), **Damage** [1dX type]

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet

**Support Benefit** Your goat butts and kicks at the vitals and genitals of those you target. Until the start of your next turn, if you hit and deal damage to a creature your goat threatens that creature gains the sickened 1 condition.

**Advanced Maneuver** Play Dead**PLAY DEAD** ➔

The goat flops over and plays dead. Creatures must succeed a DC 5 basic check to know that it isn't actually dead. If the animal companion is specialized the DC increases to 10.

**GOAT, MEDIUM**

The larger wild goats have impressive horns, and an attitude that puts them to work.

**Size** Small

**Melee** ➔ horns (finesse), **Damage** 1d8  
bludgeoning

**Melee** ➔ hoof (agile, finesse), **Damage** 1d6  
bludgeoning

**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6**Skill** Intimidation**Senses** low-light vision, scent (imprecise) 30 feet**Speed** 35 feet

**Support Benefit** The goat butts and kicks in all directions, making it hard to approach you. Until the start of your next turn, enemies that use the Step or Stride actions to move into a space threatened by the goat take 1d8 bludgeoning damage; these enemies make a basic Reflex save. If the goat is a specialized animal companion increase the damage to 2d8 bludgeoning damage.

**Advanced Maneuver** Butt and Kick**BUTT AND KICK** ➔

The goat makes a horn Strike followed by a hoof Strike, each against a different creature. This counts as one attack for the multiple attack penalty, and the penalty doesn't increase until after both attacks.

**HIPPOPOTAMUS**

The hippopotamus are considered some of the most dangerous animals in the wild, with legends claiming they can bite small boats in half.

**Size** Medium

**Melee** ➔ bite (agile), **Damage** 1d8 piercing  
**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 8**Skill** Intimidation**Senses** low-light vision**Speed** 35 feet

**Special** The hippopotamus is not flat-footed while underwater.

**Support Benefit** The hippopotamus opens its mouth in a dangerous display, ready to bring it down on your foes. Until the start of your next turn, each creature you successfully use the Demoralize action on that the hippopotamus threatens takes 1d8 piercing damage. If the hippo is specialized the damage increases to 2d8.

**Advanced Maneuver** Bite Toss**BITE TOSSED** ➔

**Requirements** The hippopotamus's last action was a successful jaws Strike.

The hippopotamus makes a jaws Strike. If it is successful the target of the Strike is thrown 10 feet into the air.

**HYENA**

Known for their laugh, these feliform carnivore mammals are social pack hunters.

**Size** Small

**Melee** ➔ bite (agile, finesse), **Damage** 1d6  
piercing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6**Skill** Intimidation**Senses** low-light vision, scent (imprecise) 30 feet**Speed** 35 feet

**Support Benefit** The hyena harasses and runs down your targets. Until the start of your next turn, if you hit and deal damage to a creature your hyena threatens that creature gains the drained 1 condition.

**Advanced Maneuver** Bite Shake

## WORRY ♦

**Requirements** The hyena's last action was a successful jaws Strike.

The hyena makes a jaws Strike, shaking the target with its teeth. On a success the target takes 1d4 persistent bleed damage.

## LIZARD, SMALL

Lizards come in a wide variety, from monitors to iguanas.

**Size** Tiny

**Melee** ♦ bite (finesse), **Damage** 1d6 piercing plus Grab

**Melee** [one-action] tail (agile, finesse), **Damage** 1d4 bludgeoning

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet, swim 30 feet

**Special** The lizard can grab a creature up to one size larger than itself.

**Support Benefit** The lizard latches on when you grapple a target, shaking them hard as they try to escape. Until the start of your next turn, creatures you successfully use the Grapple action against that the lizard is threatening take 1d6 points of piercing damage when they are first grabbed and each time they fail a check to Escape. If the lizard is an advanced animal companion, such as nimble or savage, the damage is increased to 2d6.

**Advanced Maneuver** Lurching Charge

## LURCHING CHARGE ♦♦

The lizard Strides twice and then makes a jaws Strike. If the lizard moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.

## LIZARD, MEDIUM

These massive lizards, such as the komodo dragon and the giant tegu, only look slow when there isn't prey to chase.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d8

**Melee** ♦ tail (agile, finesse), **Damage** 1d6

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet, climb 20 feet

**Support Benefit** The lizard whips its tail at the legs of the creatures you attack. Until the start of your next turn, your Strikes that damage creatures your lizard threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success).

**Advanced Maneuver** Intimidating Display

## INTIMIDATING DISPLAY ♦♦

**Auditory** **Emotion** **Fear** **Mental** **Visual**

The lizard Strides. If it ends that Stride adjacent to at least one other creature, it suddenly displays its colorful neck frills and issues a frightening hiss. Each adjacent creature must succeed at a Will save or become frightened 2 (or frightened 3 on a critical failure). The creature is then temporarily immune to Intimidating Display for 1 minute.

## MARSUPIAL, SMALL

Marsupials come in many shapes and sizes, from the opossum to the koala. The abilities below best represent the Tasmanian devil.

**Size** Tiny

**Melee** ♦ jaws (agile, finesse), **Damage** 1d8 piercing

**Str +3, Dex +3, Con +1, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet, climb 20 feet

**Support Benefit** The marsupial bites down on the targets you attack with a vicious bite. Until the start of your next turn, creatures you damage

with Strikes and that the marsupial threatens and takes 1d8 piercing damage when they move and are no longer threatened by the marsupial. If the marsupial is advanced, such as Nimble or Savage, increase the damage to 2d8 piercing.

### Advanced Maneuver Powerful Bite

#### POWERFUL BITE ◆

**Requirements** The marsupial's last action was a successful jaws Strike against a target using armor or shield.

The marsupial makes a jaws Strike against the target. If the Strike is successful deal damage to either their armor or shield, ignoring 3 points of Hardness. If the marsupial is specialized they ignore 8 points of Hardness instead.

## MARSUPIAL, MEDIUM

The stats below represent larger marsupials like the kangaroo.

**Size** Small

**Melee** ♦ feet (finesse), **Damage** 1d8 bludgeoning

**Melee** ♦ paws (agile, finesse), **Damage** 1d4 bludgeoning

**Str +3, Dex +3, Con +1, Int -4, Wis +1, Cha +0**

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 35 feet

**Support Benefit** The marsupial lends you its stability and backs you up in a fight. Until the start of the next turn and as long as the marsupial is adjacent to you, when an effect would make you prone or cause you to move from your space make a flat check with a DC of 10. If you succeed you ignore that effect.

### Advanced Maneuver Kick Assault

#### KICK ASSAULT ◆

The marsupial Strikes twice with its feet against the same target. If both Strikes hit and deal damage the target is pushed 5 feet away and becomes prone. If only one Strike hits they are only pushed 5 feet away. The target cannot be pushed into a square with a

hazard and they must be able to stand in the space they end in.

## MOLE, GIANT

These massive subterranean mammals often feast on the grubs of giant insects.

**Size** Tiny

**Melee** ♦ claws (finesse), **Damage** 1d6 slashing

**Melee** ♦ bite (agile, finesse), **Damage** 1d4 piercing

**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** tremorsense (imprecise) 30 feet

**Speed** 20 feet, burrow 20 feet

**Support Benefit** Your mole digs around your foe's position, interfering with its footing. Until the start of your next turn, if you hit and deal damage to a creature your mole threatens, the target can't use a Step action (unless it can Step through difficult terrain) until it moves from its current position.

### Advanced Maneuver Create Hampering Snare

#### CREATE HAMPERING SNARE ◆

**Requirement** The mole is underground in a space where it can use its burrow speed.

The mole quickly digs out a space under the ground, making a hampering snare. This snare is placed in one 5 foot square adjacent to the mole. The mole is considered trained in Craft for the purposes of determining DCs for the snare.

## MONKEY, SMALL

These smaller, tailed simians are frequently found living in tree canopies.

**Size** Tiny

**Melee** ♦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ♦ claws (agile, finesse), **Damage** 1d4 slashing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Thievery

**Senses** low-light vision, scent (imprecise) 30 feet  
**Speed** 30 feet, climb 30 feet

**Support Benefit** The monkey relies on your attacks to distract creatures while it sees what's in your target's pockets. Until the start of your next turn, the monkey will attempt a Steal check against targets it is adjacent to and that are damaged by you. It can only attempt to Steal once per target.

**Advanced Maneuver** Quick Snatch

### Quick Snatch ♦

The monkey Strides once and Palms an Object, or Palms an Object and then Strides.

## MONKEY, MEDIUM

Sizable monkeys like the Mandrill, often live close to the ground.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d8 piercing

**Melee** ♦ claws (agile, finesse), **Damage** 1d6 slashing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet, climb 20 feet

**Support Benefit** Your monkey jumps onto and off of your targets, keeping them off balanced and distracted. Until the start of your next turn you gain a +2 circumstance bonus to Strikes against targets adjacent to your monkey.

**Advanced Maneuver** Mine!

### Mine! ♦

The monkey makes a claw Strike and attempts a Steal check. The monkey is able to Steal from a creature in combat or on guard using this action.

## MOOSE

Frequently underestimated by those that have never seen them, the moose's size often matches the legends told about them.

**Size** Medium

**Melee** ♦ antlers, **Damage** 1d8 piercing

**Melee** ♦ hoof (agile), **Damage** bludgeoning

**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Support Benefit** The moose puts its head down and uses its large broad antlers to protect you. Until the start of your next turn you gain a +1 shield bonus. If the moose is advanced, such as nimble or savage, increase the bonus to +2

**Advanced Maneuver** Antler Charge

### Antler Charge ♦

The moose Strides twice and then makes an antler Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

## MOUNTAIN GOAT

These animals aren't actually goats, and have unique features such as specialized hooves that allow them to climb nearly vertical rock faces.

**Size** Small

**Melee** [one-action] horns (finesse), **Damage** 1d8 piercing

**Melee** [one-action] hoof (agile, finesse), **Damage** 1d6 bludgeoning

**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet, climb 15 feet

**Special** The mountain goat treats falls as 10 feet shorter when determining damage.

**Support Benefit** The mountain goat uses the terrain around it to threaten your targets from higher ground and keeping their attention split. Until the start of your next turn, your Strikes against targets adjacent to the mountain goat gain a +2 circumstance bonus. If the mountain goat is advanced, such as nimble or savage, increase the bonus to +3. The mountain goat must have a feature or surface next to it that it can briefly run up and jump off of to use this support ability.

**Advanced Maneuver** Strike From Above

**STRIKE FROM ABOVE** ◆◆

**Requirements** The mountain goat is standing on a surface at least five feet above its target.

The mountain goat leaps towards its target, aiming itself so it lands on top of them. The mountain goat makes a hoof Strike at the end of the fall. On a success, the target takes the hoof's normal damage plus an amount equal to half the distance the mountain goat fell. On a Critical Success the target takes an extra amount equal to the distance the mountain goat fell, and the mountain goat treats the fall as 20 feet shorter when determining the damage it would take from the fall. This distance reduction does not stack with the mountain goat's special ability.

**MUSTELA, GIANT**

This genus of carnivorous mammals includes ferrets, minks, stoats, and weasels.

**Size** Tiny

**Melee** ◆ jaws (agile, finesse), **Damage**

1d6 piercing plus grab

**Str +2, Dex +3, Con +1, Int -4, Wis**

+2, **Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent

(imprecise) 30 feet

**Speed** 20 feet, climb 20 feet

**Special** The mustela can grab a creature up to one size larger than itself.

**Support Benefit** The mustela pounces on your targets when you attack, biting at their necks when they can. Until the start of your next turn, when you damage a creature your mustela is threatening that creature takes 1d4 precision damage. If the mustela is advanced, such as nimble or savage, increase the damage to 2d4.

**Advanced Maneuver** Takedown

**TAKEDOWN** ◆◆

**Requirements** The mustela has a creature grabbed.

The mustela makes a jaws Strike. In success the attack deals damage and the target is knocked prone.



## OTTER, GIANT

The aquatic and semi-aquatic mammals include sea otters, river otters, and giant otters.

**Size** Small

**Melee** ♦ jaws (agile, finesse), **Damage** 1d8 piercing plus grab

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 20 feet, swim 35 feet

**Special** The otter can hold its breath for 10 minutes underwater; The otter can grab a creature its size or smaller.

**Support Benefit** The otter pressures your targets, making them waste a bit of their energy in the rush of battle. Until the start of your next turn, and when you damage a creature that the otter is threatening underwater, reduce the number of rounds that creature can hold their breath by 1. If the creature can breath underwater it gains the enfeebled 1 condition for 1 minute instead. Additional attacks do not increase the condition ranking but will reset the duration to 1 minute.

**Advanced Maneuver** Drag Under

## DROWN ♦

**Requirements** The otter has a creature grabbed.

The otter makes a jaws Strike. If successful, the otter can pull the creature it is grabbing underwater. If the creature is already submerged and can breath underwater the otter can swim up to 20 feet to pull it out of the water but it must end its movement on the water's surface to do this.

## PORCUPINE, GIANT

The giant porcupine has its quills to thank when it comes to surviving in a world full of magical creatures.

**Size** Tiny

**Melee** ♦ spines (agile, finesse), **Damage** 1d6 piercing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 30 feet

**Special** On a critical success with a spine Strike the spines stay in the wounds and deal 1d4 points of persistent piercing damage.

**Support Benefit** The porcupine puts its spines up and threatens those you target. Until the start of your next turn, if you hit and deal damage to a creature your porcupine threatens that creature takes 1d4 points of persistent piercing damage.

**Advanced Maneuver** Defensive Posture

## DEFENSIVE POSTURE ♦♦

The porcupine curls up and keeps its spines up in a defensive posture. Until the start of your next turn, any creature that attacks the porcupine with a natural or weapon melee attack is stuck with the spines and takes 1d6 points of piercing damage. If the porcupine is specialized increase the damage to 2d6.

## RAM/SHEEP

While the domesticated sheep might need help fending off predators, the wild rams have a much easier time fighting off those hunting them.

**Size** Small

**Melee** ♦ horns, **Damage** 1d8 bludgeoning

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 35 feet

**Support Benefit** The ram readies itself to butt your targets with its horns. Until the start of your next turn, if you hit and deal damage to a creature your ram threatens the target's armor takes 8 points of damage. If the target has a shield, the shield takes the damage instead. If the ram is an advanced animal companion, such as nimble or savage, increase the damage to 18.

**Advanced Maneuver** Horn Smash

**HORN SMASH** ◆◆

The ram makes two horn Strikes against the same object or creature. Add the damage of the two strikes together before applying hardness or resistance.

**REINDEER/CARIBOU**

Well suited for colder environments, reindeer are sometimes raised and trained to pull sleds.

**Size** Medium

**Melee** ◆ antlers (finesse), **Damage** 1d8 piercing

**Melee** ◆ hoof (agile, finesse), **Damage** 1d6 bludgeoning

**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Special** Draft

**Support Benefit** The reindeer readies its antlers to try and catch your target's weapons. Until the start of your next turn, if you hit and deal damage to a creature your reindeer threatens that creature needs to make a Reflex save or be Disarmed.

**Advanced Maneuver** Vehicle Charge

**VEHICLE CHARGE** ◆◆

**Requirements** The reindeer is pulling a vehicle, such as a sled or chariot.

The reindeer Strides twice and makes a Strike against a Medium or smaller creature at any point during its movement. If the Strike is successful the target takes damage and is pushed five feet away from the reindeer and out of its path. On a critical success the target falls prone and takes an additional 12 points of damage from the vehicle. If the reindeer is specialized increase the damage for a critical success to 20 points.

**DRAFT SPECIAL ABILITY**

Animals that pull vehicles cannot move and use their support benefit in the same turn unless they have the draft special ability.

**Draft** The animal can move and use its support benefit in the same turn while pulling a vehicle.

**RHINOCEROS**

With thick hide and long horns, the rhinoceros is one of the last animals you want to underestimate.

**Size** Medium

**Melee** ◆ horn, **Damage** 1d8 piercing

**Melee** ◆ foot (agile), **Damage** 1d6 bludgeoning

**Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 8

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Special** The rhinoceros has a +1 circumstance bonus to its AC due to thick hide.

**Support Benefit** The rhinoceros charges through the battle, pushing your targets around as it does so. Until the start of your next turn, and after the rhinoceros has moved at least 20 feet, any target you deal damage to that was adjacent to the rhinoceros during any part of its movement is pushed 5 feet away from the rhinoceros's path. If the rhinoceros is advanced, such as nimble or savage, increase the distance moved to 10 feet.

**Advanced Maneuver** Horned Overrun

**HORNED OVERRUN** ◆◆

The rhinoceros Strides, making a horn Strike at any point during its movement. If the attack is successful, the target takes damage and is pushed 5 feet away from the rhinoceros and out of its path. On a critical success, the target is knocked prone instead of being moved and the rhinoceros deals an additional 12 bludgeoning damage. The target can also make a basic Reflex save. If the rhinoceros is specialized increase the damage to 20.

## RODENT, SMALL

These sizable rodents, such as capybara, are surprisingly relaxed.

**Size** Tiny

**Melee** ♦ bite (agile, finesse), **Damage** 1d6 piercing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision

**Speed** 20 feet

**Support Benefit** The rodent chills by your side and fills you with a quiet confidence. Until the start of your next turn you gain a +1 circumstance bonus to your skill actions. If the rodent is advanced, such as nimble or savage, increase the circumstance bonus to +2.

**Advanced Maneuver** Stay Chill

### STAY CHILL ♦♦

The rodent sits and seems unaffected by what is going on around it. Until the start of its next turn any creature that attempts to attack the rodent must succeed at a DC 10 flat check to do so. If they fail they lose their action and cannot attack the rodent that turn.

## RODENT, MEDIUM

These rodents of unusual size are often raised as mounts for short creatures.

**Size** Medium

**Melee** ♦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ♦ claws (agile, finesse), **Damage** 1d4 slashing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** low-light, scent (imprecise) 30 feet

**Speed** 30 feet, climb 10 feet

**Special** mount: The rodent does not increase its size when it becomes a mature animal companion.

**Support Benefit** Your animal companion keeps its eyes and attention on those threatening you, ready to move out of the way. Until the start of your next turn, and as long as you are mounted on the rodent, creatures attacking you or your rodent must make a flat check with a DC of 5

before damage is determined. On a failure the attack becomes a failure and deals no damage. If the rodent is advanced, such as nimble or savage, increase the DC to 8.

**Advanced Maneuver** Sprinting Climb

### SPRINTING CLIMB ♦♦

The rodent Climbs twice with a 5-foot bonus to its climb speed. If the rodent is specialized increase the speed by 10 feet instead.

## SKUNK, GIANT

If a regular sized skunk has a bad reputation, the giant skunk is infamous.

**Size** Tiny

**Melee** ♦ jaws (agile, finesse), **Damage** 1d6 piercing

**Str +2, Dex +3, Con +1, Int -4, Wis +2, Cha +0**

**Hit Points** 6

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 20 feet

**Support Benefit** The skunk presents its tail, causing other creatures to think twice before approaching you. Until the start of your next turn and as long as you are adjacent to your skunk, any creature that attempts to move into a square you threaten must make a DC 5 flat check to do so. If they fail they stop moving and cannot approach you. Your allies are not affected by this support benefit. If the skunk is advanced, such as nimble or savage, increase the DC to 8.

**Advanced Maneuver** Spray

### SPRAY ♦♦

The skunk Strikes with a ranged attack against a single target within 30 feet. On a success the target has the sickened 1 condition. On a critical success they have the sickened 2 condition.

## SNAKE, SMALL (ALTERNATE)

Boas and pythons are known to be large, but even vipers can reach impressive lengths.

**Size** Tiny

**Melee** ♦ fangs (agile, finesse), **Damage** 1d8 plus giant viper venom

**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Support Benefit** The snake coordinates its strikes to yours in order to deliver a small dose of its venom. Until the start of your next turn, if you hit and deal damage to a creature your snake threatens your target also takes 1d4 poison damage.

**Advanced Maneuver** Coil

### Coil ♦

The snake uses an action to coil itself, increasing its reach with its fangs to 5 feet. Once it has attacked with its fangs it becomes uncoiled. If the snake is an advanced animal companion, such as nimble or savage, it increases its reach from 5 to 10 feet when coiled.

## TORTOISE

The thick shell of the tortoise provides it a good defense, and while slow the reptile is always dependable.

**Size** Tiny

**Melee** ♦ jaws, **Damage** 1d6 slashing

**Melee** ♦ shell (agile), **Damage** 1d4 bludgeoning

**Str +2, Dex +2, Con +2, Int -4, Wis +2, Cha +0**

**Hit Points** 8

**Skill** Survival

**Senses** Low-light vision, scent (imprecise) 30 feet

**Speed** 20 feet

**Special** The tortoise has a +1 circumstance bonus to AC because of its shell.

**Support Benefit** The tortoise gets underfoot and throws off the balance of those attempting to attack you. Until the start of your next turn, and as long as you are adjacent to your tortoise, any creature that fails a melee attack against you must make a DC 5 flat check. Failure means

they fall prone. If the melee attack was a critical failure the attacker falls prone. If the tortoise is an advanced companion, such as nimble or savage, increase the DC of the flat check to 8.

**Advanced Maneuver** Defensive Stance

### DEFENSIVE STANCE ♦

The tortoise hunkers down and covers as much of itself as it can with its shell. Until the start of its next turn cannot willingly move from its space and can only make attacks with its shell. Its circumstance bonus increases to +2. If the tortoise is specialized increase the circumstance bonus to +4.

## TURTLE, SMALL

While they have a shell like a tortoise, the turtle is often more aggressive and much more suited to water.

**Size** Tiny

**Melee** ♦ jaws (agile, finesse), **Damage** 1d6 piercing

**Str +2, Dex +3, Con +2, Int -4, Wis +1, Cha +0**

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 20 feet, swim 20 feet

**Special** The turtle can spend 30 minutes underwater before needing to surface for air; The turtle has a +1 circumstance bonus to AC because of its shell.

**Support Benefit** The turtle bites at the ankles of your foes as they move past it. Until the start of your next turn, any enemy that moves into a square that the turtle threatens has their speed reduced by 5 feet for 1 minute. If the turtle is advanced, such as nimble or savage, the speed reduction increases to 10 feet.

**Advanced Maneuver** Ambush Strike

### AMBUSH STRIKE ♦

**Requirements** The turtle is undetected.

The turtle makes a jaws strike. If the attack is successful it deals an additional 1d4 precision damage. If the turtle is specialized the attack deals an additional 2d4 precision damage.

## TURTLE, MEDIUM

Often called snapping turtles, these massive turtles are extremely aggressive.

**Size** Small

**Melee** ♦ jaws (agile), **Damage** 1d8 piercing

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 20 feet, swim 20 feet

**Special** The turtle can spend 30 minutes

underwater before needing to surface for air; The turtle has a +1 circumstance bonus to AC because of its shell.

**Support Benefit** The turtle bites at anything that gets too close. Until the start of your next turn, any enemy that moves into a space the turtle threatens takes 1d6 piercing damage. If the turtle is advanced, such as nimble or savage, increase the damage to 2d6.

**Advanced Maneuver** Sundering Bite

### SUNDERING BITE ♦

**Requirements** The turtle's last action was a successful jaws Strike.

The turtle makes a jaws Strike. If successful one item of your choice worn or held by its target takes 1d8 piercing damage. This damage ignores half of the item's hardness, or all of the item's hardness on a critical success. If the turtle is specialized increase the damage to 2d8.

## YAK

These bovids are marked by their long fur and crescent horns.

**Size** Medium or Large

**Melee** ♦ horns, **Damage** 1d8 piercing

**Melee** ♦ hoof (agile), **Damage** 1d6

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Special** mount; Yaks do not increase in size when they become mature.

**Support Benefit** The yak adds its own attack your charge. Until the start of your next turn, while mounted, if you moved at least 10 feet in the action before your attack add 1d8 piercing damage to your own damage. On a critical success your attack also knocks your target prone. If the yak is advanced, such as nimble or savage, increase the damage to 2d8 piercing.

**Advanced Maneuver** Yak Cavalry Charge

### YAK CAVALRY CHARGE ♦♦

The yak Strides twice and makes a horns Strike. If the yak moved at least 20 feet its rider may use one of their own actions to Strike a single target along the yak's path.

## ZEBRA

These black and white striped cousins of the horse are much more temperamental and aggressive.

**Size** medium

**Melee** ♦ hoof (finesse), **Damage** 1d8

bludgeoning

**Melee** ♦ jaws (agile, finesse), **Damage** 1d6

piercing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise) 30 feet

**Speed** 40 feet

**Support Benefit** The zebra rears up and threatens to kick your foes with its hooves. Until the start of your next turn and as long as you are adjacent to your zebra any creature that moves through squares you threaten takes 1d8 bludgeoning damage.

**Advanced Maneuver** Savage Kick

### SAVAGE KICK ♦♦

The zebra makes two hoof Strikes against the same target, adding the damage together before applying resistances. If both are critical successes add an additional 1d8 bludgeoning. If the zebra is specialized increase the additional damage to 2d8 bludgeoning.

# CUSTOMIZING COMPANION TYPES & NEW OPTIONS

Sometimes the standard abilities for an animal companion type does not fully match what the Gamemaster has in mind for their setting or game. Fortunately companion types are easy to customize by changing the special ability, the support benefit, and the advanced maneuver. Changing one or more of those will keep the companion comparable to those of the same type while making it distinct from them as well. In fact, alternate cat and bird options are presented above from the core animal companions already in this book.

For example, the wolf can be made into a riding dog by adding the mount special ability, changing the size to Medium, and adding that the companion will not increase in size when it becomes a mature animal companion.

The wolf can also be turned into a guard dog by changing the support benefit and advanced maneuver, which would create the following:

## GUARD DOG

These large, hearty dogs have been bred to be bodyguards, and have the task of protecting those their handlers escort.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d6 piercing  
**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** The dog presses itself to an ally you point at. Until the start of your next turn, anytime the ally is attacked and as long as the dog is adjacent to them, all attacks on the ally must attack against the dog's AC. A successful attack deals damage to the ally, while a critical success deals half of its damage to the dog and

the other half to the ally. If the attacker is also threatened by the dog they take 1d6 piercing damage as the dog bites them. If the dog is an advanced animal, such as nimble or savage, increase that damage to 2d6 piercing.

### Advanced Maneuver Guard Area

#### GUARD AREA

The dog guards a ten-foot square area, centered on one of the corners of the dog's space. The dog is considered to be in any of those squares when determining which spaces it threatens. While guarding the area the dog can use a reaction to make a jaws Strike against a creature that entered a space it threatens. Once the dog has made a jaws Strike it no longer guards the area.

## UNUSUAL MOUNTS

While most animal companions do not have the mount special ability the Gamemaster may offer unusual mounts within their games. Large cats, for example, can be found as mounts in certain fantasy settings. If the Gamemaster decides to give an animal companion the mount special feature it is recommended that the support benefit and/or the advanced maneuver be changed as well to provide their benefits only to those riding the animal or only usable when the animal is being ridden.

While this is a fantasy game, and therefore anything is possible, most large animals are not suited to be mounts because of their temperament and a spine not suited to carry a rider. Those looking for a somewhat realistic simulation should keep that in mind when determining what should and should not have the mount special ability.

## SEXUALLY DIMORPHIC ANIMALS

Many animals are sexually dimorphic, meaning that males and females have different physical traits. This book has provided stats for male animals when this has had an effect on abilities or attacks. For example, only male deer, elk, and moose have antlers. If a player wants to have a female animal companion of a sexually dimorphic animal type the Gamemaster could remove or adjust features to reflect that. If an attack needs to be removed, such as removing an antler attack, it is recommended that the second attack's damage be increased by one die size to a maximum of 1d8. If the attack doesn't already have agile, then that weapon trait should be added as well. Lastly, be sure to swap out any support abilities and advanced maneuvers that rely on the removed attack.

## CHANGING ATTACKS

There are a few cases in the types presented above where the type covers a broad range of animals, such as the marsupial. It is with these types that the Gamemaster may need to change the attacks entirely to better reflect an animal of that type. Gamemasters may also come up with an animal that isn't directly represented by a single stat block above but has spotted one or two that might be close enough if they just change the attacks. In these cases, it makes sense to change the attacks altogether.

Animal companion attacks have three damage die options: 1d4, 1d6, and 1d8. If the animal is a powerful attacker, have its primary attack be 1d8, otherwise have it be 1d6. If the animal has a secondary attack have the damage die be one size below the primary. The secondary attack should also have the agile trait. If the animal relies on Dexterity more than Strength, give its attacks the finesse trait as well. If the animal has only one attack, you may give that attack the agile trait, but keep in mind that not all single attack animals would have that.

## OTHER ADJUSTMENTS

If the Gamemaster feels it is needed to adjust any of the other parts of the stat block they are probably creating a whole new animal type (at least a different breed) instead of a variation of an existing one. Adjusting anything outside of the abilities above should be avoided, especially if two or more characters have animals of the same type but each one has adjustments to make it unique. If you do decide to adjust something else, try to keep the adjustments limited to just one part of the stat block. The animal's skill and speed are good choices if this is needed.

If you are adjusting the skill, animal companion types have the choice of Intimidate, Stealth, and Survival. If you are increasing the speed, only increase it by 5 feet. Adding a new movement type might be needed in rare cases, and if so lower the speed of all current movement types to compensate. Try looking at how things are handled in other stat blocks and read the rules for animals companions before adjusting anything else. Most of method for creating animal companion types can be seen simply by reading and becoming familiar with the rules.

## NEW SPECIAL ABILITIES

Gamemasters can take special abilities from similar animal companions when customizing a companion type, or they may choose one of the special abilities below or one those detailed in a sidebar in the section above. Many of these, and other standards like the mount special ability, can be exchanged to make custom versions of an animal, with the main statistics for the animal companion remaining the same between a draft horse (horse with draft animal), a pack mule (horse with pack animal), or a riding horse (horse with mount) for instance.

**Compress** The animal companion is considered one size smaller when determining where it can squeeze through. Additionally, it moves through tight spaces in half the time on a success and critical success.

**Draft** The animal can move and use its support benefit in the same turn while pulling a vehicle.

**Environmental Resistance (heat)** A quality of the animal allows the animal companion to negate the damage from severe environmental heat and reduce the damage from extreme heat to that of severe heat.

**Environmental Resistance (cold)** A quality of the animal allows the animal companion to negate the damage from severe environmental cold and reduce the damage from extreme cold to that of severe cold.

**Favored Environment (cold)** The animal companion can walk across ice and snow at full speed without needing to Balance.

**Favored Environment (heat)** The animal companion can walk across sand at full speed without needing to Balance.

**Keen Sight** The animal companion reduces penalties to Perception from the natural environment by 2.

**Powerful Attack** Pick an attack. Increase the damage that attack deals by 2.

**Pack Attack** The animal companion Strikes deal 1d4 extra damage to creatures within the reach of at least two of the animal companion's allies.

**Pack Animal** The animal companion's bulk limit is 8 plus their Strength modifier. During the Exploration mode of play the animal companion is considered one size larger when determining how it treats an item's bulk as Light.

**Snatch** The animal companion can move at half Speed while it has a creature grabbed or restrained, carrying that creature along with it.

**Sneaky** Pick an environment. As long as they continue to use Sneak actions and succeed at their Stealth check, the animal doesn't become observed in that environment if they don't have

cover or greater cover and aren't concealed at the end of the Sneak action, as long as they have cover or greater cover or are concealed at the end of your turn.

**Sudden Strike** On the first round of combat, creatures that haven't acted are flat-footed to the giant mantis.

## NEW SUPPORT BENEFITS

Gamemasters can take support benefits from similar animal companions when customizing a companion type, or they may choose one of the support benefits below.

- The animal companion moves to help its rider avoid certain effects and attacks. Until the start of your next turn you do not take the normal -2 penalty to Reflex saves while mounted. If the animal companion is advanced, such as nimble or savage, you gain a +2 circumstance bonus to Reflex saves.
- The animal companion maintains a steady and powerful stride as you attack, allowing you to hit the weak points in your target's defenses. Until the start of your next turn and while mounted on your animal companion, if you have moved at least 10 feet on the action before your melee attack you ignore any resistances the target has against bludgeoning, piercing, and slashing weapons.
- Your animal companion provides extra momentum to your ranged attack. Until the start of your next turn and while mounted on your animal companion, if you moved at least 10 feet on the action before your ranged attack add a circumstance bonus to damage to that attack equal to twice the number of damage dice.
- The animal companion provides signals about who, or what, might be watching as you sneak around. Until the start of your next turn, as long as the animal companion is within sight you gain a +2 circumstance bonus to your Stealth checks. If the animal companion is advanced, such as nimble or savage, increase the bonus to +3.

- The animal companion fills you with quiet confidence. Until the start of your next turn and while you are adjacent to your animal companion, you gain a +1 circumstance bonus to your Will saves. If the animal companion is advanced, such as nimble or savage, increase the bonus to +2.
- The animal companion shoves you out of the way of danger. Until the start of your next turn and while you are adjacent to your animal companion, you gain a +1 circumstance bonus to your Reflex saves. If the animal companion is advanced, such as nimble or savage, increase the bonus to +2.
- The animal companion gives you an internal resilience. Until the start of your next turn and while you are adjacent to your animal companion, you gain a +1 circumstance bonus to your Fortitude saves. If the animal companion is advanced, such as nimble or savage, increase the bonus to +2.



## ADVANCED MANEUVERS

Gamemasters can take advanced maneuvers from similar animal companions when customizing a companion type, or they may choose one of the advanced maneuvers below.

### ATTACK OF OPPORTUNITY [REACTION]

**Trigger** A creature within the animal's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

The animal companion attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the animal disrupts that action. This Strike doesn't count toward the animal's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

### DRAG ♦

The animal companion makes a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the animal companion Strides up to 10 feet, dragging the enemy along.

### FLYBY SHOVE ♦♦

The animal Strides and Shoves one creature at any point during its movement. If it has moved at least 10 feet, the animal gains a +2 circumstance bonus to its Shove.

### FRIGHTENING DISPLAY ♦♦

**Auditory** **Emotion** **Fear** **Mental**

The animal beats its chest or postures in a terrifying display. Creatures within 30 feet must attempt a DC 20 Will save. While a creature is frightened by this ability, it is flat-footed to the animal companion.

**Critical Success** No effect and temporarily immune for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature is frightened 1.

**Critical Failure** The creature is frightened 2.

**Gnaw** ♦

**Requirements** The animal companion has a creature grabbed with its talons or claws.

The animal companion attempts to disembowel the creature with a beak or jaws Strike. If the Strike hits, the target must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is sickened 1.

**Failure** The target is sickened 1 and slowed 1 as long as it remains sickened.

**Pounce** ♦

The animal companion Strides and makes a Strike at the end of that movement. If the animal companion began this action hidden, it remains hidden until after this ability's Strike.

**Rending Attack** ♦

*Rend* is linked to a single specific Strike.

**Requirements** The animal companion hits the same enemy with two consecutive Strikes of the listed type in the same round.

The animal companion deals that Strike's damage again to the enemy.

**Trample** ♦

The animal companion Strides once and can move through the spaces of creatures smaller than its size. The animal companion deals damage as if it hit with its hoof Strike, but trampled creatures can attempt a basic Reflex save (no damage on a critical success, half damage on a success and double damage on a critical failure).

**ADVANCED COMPANION TYPES**

An animal companion can become one of the following advanced companion types anytime they can become a nimble or savage animal companion, such as when a character takes the Incredible Companion feat. The nimble and savage animal companion types are reprinted here from the *Pathfinder Second Edition Core Rulebook* for ease of reference. Animal companions gain access to their advanced maneuver by taking any of these advanced companion types.

**BRILLIANT ANIMAL COMPANIONS**

To advance a mature animal companion to a brilliant animal companion, increase its Intelligence modifier by 2 and its Strength, Dexterity, Constitution, and Wisdom modifiers by 1. It deals 2 additional damage with its unarmed attacks. Increase its proficiency ranks in its type's listed skill and bardic to expert. It also learns the advanced maneuver for its type. Its attack become magical for the purpose of ignoring resistances.

**CAPTIVATING ANIMAL COMPANIONS**

To advance a mature animal companion to a captivating animal companion, increase its Charisma modifier by 2 and its Strength, Dexterity, Constitution, and Wisdom modifiers by 1. It deals 2 additional damage with its unarmed attacks. It becomes trained in Intimidation, or increases its proficiency rank to expert if already trained in Intimidation. It also learns the advanced maneuver for its type. Its attack become magical for the purpose of ignoring resistances.

**ENLIGHTENED ANIMAL COMPANIONS**

To advance a mature animal companion to an enlightened animal companion, increase its Wisdom modifier by 2 and its Strength, Dexterity, and Constitution modifiers by 1. It deals 2 additional damage with its unarmed attacks. Increase its proficiency ranks in bardic to expert. The animal companion becomes trained in Survival, or increases Survival's proficiency rank's to expert if it is already trained. It learns the advanced maneuver for its type. Its attacks become magical for the purposes of ignoring resistances.

### NIMBLE ANIMAL COMPANIONS

To advance a mature animal companion to a nimble animal companion, increase its Dexterity modifier by 2 and its Strength, Constitution, and Wisdom modifiers by 1. It deals 2 additional damage with its unarmed attacks. Increase its proficiency ranks in Acrobatics and unarmored defense to expert. It also learns the advanced maneuver for its type. Its attacks become magical for the purpose of ignoring resistances.

### RESILIENT ANIMAL COMPANIONS

To advance a mature animal companion to a resilient animal companion, increase its Constitution modifier by 2 and its Strength, Dexterity, and Wisdom modifier by 1. It deals 2 additional damage with its unarmed attacks. Increase its proficiency ranks in Athletics and unarmored defense to expert. It also learns the advanced maneuver for its type. Its attacks become magical for the purposes of ignoring resistances.

### SAVAGE ANIMAL COMPANIONS

To advance a mature animal companion to a savage animal companion, increase its Strength modifier by 2 and its Dexterity, Constitution, and Wisdom modifiers by 1. It deals 3 additional damage with its unarmed attacks. Increase its proficiency rank in Athletics to expert. It also learns the advanced maneuver for its type. If your companion is Medium or smaller, it grows by one size. Its attacks become magical for the purpose of ignoring resistances.



## SPECIALIZED ANIMAL COMPANIONS

Specialized animal companions are more intelligent and engage in more complex behaviors. The first time an animal gains a specialization, it gains the following: Its proficiency rank for unarmed attacks increases to expert. Its proficiency ranks for saving throws and Perception increase to master. Increase its Dexterity modifier by 1 and its Intelligence modifier by 2. Its unarmed attack damage increases from two dice to three dice, and it increases its additional damage with unarmed attacks from 2 to 4 or from 3 to 6.

Each specialization grants additional benefits. Most animal companions can have only one specialization. The ambusher, bully daredevil, racer, tracker, and wrecker specializations are reprinted from the *Pathfinder Second Edition Core Rulebook* for ease of reference. The defender, paragon, thinker, titan, and setinanal are new specializations for animal companions.

### AMBUSHER

In your companion's natural environment, it can use a Sneak action even if it's currently observed. It gains a +2 circumstance bonus to initiative rolls using Stealth, its proficiency rank in Stealth increases to expert (or master if it was already an expert from its type), and its Dexterity modifier increases by 1. Its proficiency rank for unarmored defense increases to expert, or master if it's nimble.

### BULLY

Your companion terrorizes foes with dominance displays and pushes them around the battlefield. Its proficiency ranks for Athletics and Intimidation increase to expert (or master if it was already expert from its type), its Strength modifier increases by 1, and its Charisma modifier increases by 3.

### DAREDEVIL

Your companion joins the fray with graceful leaps and dives. It gains the deny advantage ability, so it isn't flat-footed to hidden, undetected, or flanking creatures unless such a creature's level is greater than yours. Its

proficiency rank in Acrobatics increases to master, and its Dexterity modifier increases by 1. Its proficiency rank in unarmored defense increases to expert, or master if it's nimble.

## DEFENDER

The animal companion is trained to defend itself and those around it. Increase the animal's proficiency ranks in unarmed defense and barding each by one step (trained to expert, expert to master, and master to legendary). Each ally that is adjacent to the animal gains a +2 circumstance bonus to their AC. If the animal would already grant a circumstance to AC through a support ability or advanced maneuver increase the bonus by 1. Increase the animal's Dexterity modifier by 1.

## PARAGON

The animal companion becomes a prime example of its type. The animal companion gains one new advanced maneuver appropriate for its type. The proficiency in its listed skill becomes legendary. Increase the ability score related to its advanced type, such as Dexterity for nimble or Strength for savage, by 1.

## RACER

Your companion races. It gains a +10-foot status bonus to its Speed, swim Speed, or fly Speed (your choice). Its proficiency in Fortitude saves increases to legendary, and its Constitution modifier increases by 1.

## THINKER

The animal is unusually intelligent for its type. The animal companion must have an intelligence modifier of -2 or better to take this specialization. The animal companion can communicate in common, either with simple sign language or crude vocalizations. Increase the proficiency for its listed skill by one step. It is able to use skill actions that require greater intelligence, becomes an expert in a single Lore of your choice and one new skill of your choice. Increase its Intelligence modifier by 1.

## TITAN

The animal companion grows to be much larger for an animal of its type. If the animal is Large or smaller, it grows by one size. Increase its Strength modifier by 1.

## TRACKER

Your companion is an incredible tracker. It can move at full Speed while following tracks. Its proficiency rank in Survival increases to expert (or master if it was already an expert from its type), and its Wisdom modifier increases by 1.

## SENTINEL

The animal companion is constantly aware of its surroundings. Its proficiency rank in Perception increases to legendary. If they have scent that sense becomes a precise sense. If they do not have scent they gain it as an imprecise sense out to 30 feet. It gains the deny advantage ability, so it isn't flat-footed to hidden, undetected, or flanking creatures unless such a creature's level is greater than yours. Increase the animal's Wisdom modifier by 1.

## WRECKER

Your companion smashes things. Its unarmed attacks ignore half an object's Hardness. Its Athletics proficiency increases to master, and its Strength modifier increases by 1.

## TRAINED ANIMAL ACTIONS

Animal companions knows the Leap, Seek, Stand, Stride, and Strike basic actions, the actions associated with skills they have trained proficiency in, the Subsist general action, and their support ability. If they are trained in Survival they also know the Track action. They do not know the trained actions for any skill unless you Train them to know those actions. They also cannot use or be trained to use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have a specialization that allows it. The Gamemaster may adjust what an animal type knows.



Animals can be trained to know any basic action, even specialty basic actions. Additionally, the following are actions that an animal can be trained to know using the Train Animal skill feat. An animal does not need to be an animal companion to learn these actions. There is no limit on the number of actions an animal can be trained to know.

**Bury (exploration phase only)** The animal takes the item you offer them and attempts to bury it in a spot you indicate. There must be a spot of soft earth, sand, or loose ground that the animal is able to dig up, otherwise the animal will just attempt to cover it with anything loose it finds, such as blankets or debris. The animal must be able to dig to learn this action.

**Exclusive** [one-action] When trained in this action the animal is conditioned to only take commands from its trainer and owner. By pointing and giving the right word you can indicate to the animal another creature they should obey. The animal will obey the commands from this creature for ten minutes. This command does not change the attitude

the animal has towards creatures they should obey, but the animal will obey creatures it is unfriendly towards.

**Fetch** [one-action] The animal will pick up one unattended item within its reach and hold it until you command it to release it. It is a [free-action] for the animal to release it by dropping it onto the floor but you may use a [one-action] to take it on your own. If the animal doesn't have hands it will pick it up with its jaws or beak. The animal cannot use attacks with the limb it is using to hold the item.

**Flank** [one-action] The creature will Stride once, moving to a place where it can flank a creature with you. After issuing this command, if the animal has not been issued any commands during a round the animal will use a single action to maintain its flank, Striding up to its speed to do so.

**Guard** [one-action] Indicate a friendly creature the animal is adjacent to when issuing this command. The animal attacks an enemy they

threaten that threatens the ally you indicated. After issuing this command, if the animal has not been issued any commands during a round it will use a single action to either Stride to be next to the ally you indicated or will Strike an enemy it threatens.

**Guide** [one-action] Indicate a creature when you issue a command. The animal gently presses themselves to the indicated ally and gives signals to let them know about what the animal senses. This does not allow the ally know exact details, only very basic information. If a creature is observed by the animal but undetected by the ally it is guiding, that creature becomes hidden to the ally. If the ally is blind, the first ten feet of movement through normal terrain is not considered difficult terrain. After issuing this command, if the animal receives no commands during a round it will use a single action to continue guiding the ally you indicated.

**Herd** [exploration phase only] Indicate a creature and an area when you issue this command. Until it is commanded to stop or do something else, the animal will do what it can to keep the indicated creature in the indicated area. If the creature isn't in the indicated area, the animal will do what they can to encourage the creature to move into it. Most animals trained to do this will be gentle, only being as aggressive as they need to be to encourage the creature to move or stay, but a creature can be trained to attack creatures they are herding if the handler wishes.

**Menace** [one-action] The animal will Strike a creature it is threatening that you indicate. The animal also gives signals to what space the creature is in as long as the creature is observed by the animal. After giving this command, if the animal isn't given any commands during a round they will use a single action on their turn to Strike the creature, or to Stride to it if the creature has moved.

**Stay** (exploration phase only) The animal sits or lays down in its space and stays there until you issue a release command or until it is attacked. The animal will not take commands from others while its Stays.

**Watch** (exploration phase only) Indicate an area when giving this command. The animal will stay in and watch that area until it senses a creature not already in that area. Most animals are trained to alert their handler through a signal, such as a vocalization, when they detect a creature but trainers can choose to train the animal to attack or to quietly seek out and move to their handler. One of those three options (alert, attack, or seek) is picked when the animal is first trained to Watch. If the handler wishes to have a second or all of the options available the animal needs to be trained to know them.



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*Camels, and lizards, and emus — oh yeah!*

*The trusty mount that you ride into the heat of battle!  
The fierce wolf you raised from a cub and fights at your side!  
The watchful eagle that acts as your eyes and ears in the field!*

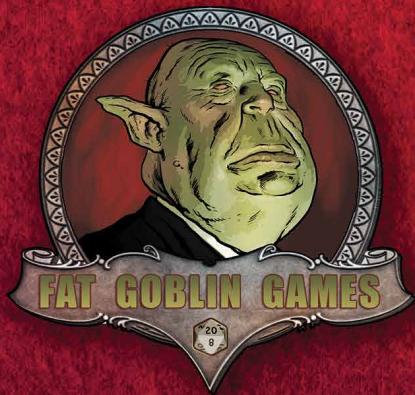
*The fancy emu you hide behind?!*

*Animal companions follow you on your journey, providing a unique bond as they  
back you up in the wild places you find yourself in.*

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FELLOW TRAVELERS

# *Animal Companions*



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