

# THE BOOK OF FAMILIARS

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# INTRODUCTION



Welcome to *The Book of Familiars*, a PFRPG sourcebook meant to expand upon two of the most intriguing mystical elements of fantasy games – familiars and animal companions. *The Book of Familiars* is a resource for expanding the role of familiars and animal companions in your campaign by providing an assortment of new rules and options. Using the new rules found herein, not only can characters of *any* class now summon familiars and animal companions, but the familiars and animal companions so summoned possess a much greater potential for versatility and power.

This book requires that you have access to the *Pathfinder Roleplaying Game Core Rulebook (PRPG)*, and the *Pathfinder Bestiary (PB)* published by Paizo Publishing. Throughout this book, we have used the term ‘GM’ or game master, to indicate the person running the game, and ‘player character’ or ‘PC’ to refer to the characters created for the game. All character, kingdom or world names mentioned herein are meant as examples only, as *The Book of Familiars* is meant to serve as a generic sourcebook for all PFRPG based fantasy campaigns.

From beyond the arcane curtain,

‘The Mystical Masters

## AN OVERVIEW OF THE NEW OPTIONS

The following is a short synopsis of the new options available in this book concerning familiars and animal companions:

- *New Feats*: All characters, other than wizards and sorcerers, need to take the Summon Familiar feat (described later in this

Chapter) in order to gain a familiar. Additional Feats – such as Improved Familiar (from the *PRPG*, but provided in this chapter with expanded information) and Supreme Familiar (also detailed in this chapter) – allow characters to gain more powerful familiars. In addition, an assortment of other Feats that allow players to increase the power of their character’s existing familiars. Similarly, characters without the class ability to summon animal companions can now take the Animal Companion feat (described later in this chapter) to duplicate its effects – allowing characters of any class to gain an animal companion.

- *New Powers*: More than one hundred new powers are defined herein, and each class has their own type of familiar defined by a unique power progression. These include improved and supreme powers.
- *New Tricks*: A variety of new tricks have been provided for animal companions.
- *Summoning Rituals*: Each class has its own summoning ritual for acquiring familiars, and several generic rituals are provided you for a wide variety of options.
- *New Familiars and Animals*: Rules are included for more than two hundred possible familiars – including complete statistics for more than seventy new animals and monsters.

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

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# CHAPTER 1 — FAMILIARS & ANIMAL COMPANIONS

## WHAT'S THE DIFFERENCE?



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

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

This distinction also leads to other differences – familiars are sentient, while animal companions are not. So while animal companions can be trained to perform an assortment of tricks (see the Handle Animal skill in Chapter 4 of the *PRPG* as well as the 'Animal Companion Tricks' section later in this chapter), they simply are not intelligent enough to perform certain tasks or communicate complex information to their master's in the same way familiars can. In addition, familiars often possess a wide assortment of magical powers, while animal companions rarely have more than a few such powers related to their master. On the other hand, animal companions are far more physically imposing and powerful than familiars, and they are generally far more suited to the role of guardian or battle companion.

## FAMILIAR BASICS

Use the basic statistics for a creature of the familiar's kind, as given in the *PB*, *Tome of Horrors* by Necromancer Games, or Appendixes A & B, but make the following changes:

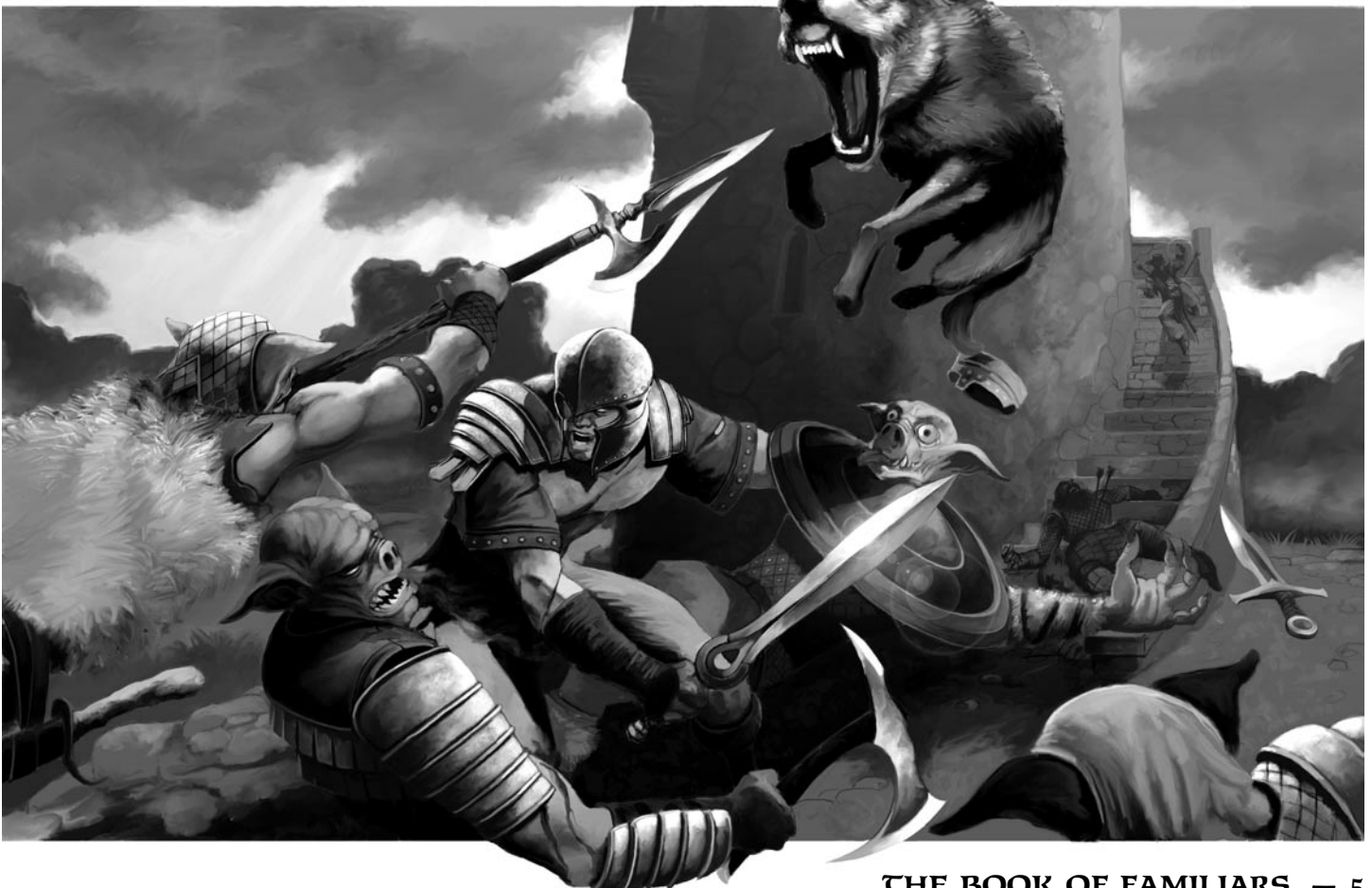
*Hit Dice:* For the purposes of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

*Hit Points:* The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice. See the 'Sorcerer' entry of Chapter 3 of the *PHB* for an example.

*Attacks:* Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

*Saving Throws:* For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0 for standard familiars) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses the master might have on saves (from magic items or feats, for example).

*Skills:* For each skill in which either the master or the familiar has ranks, use either the normal skills for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills (such as Craft) may remain beyond the familiar's ability to use.



## CHAPTER 1 — FAMILIARS & ANIMAL COMPANIONS

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

### NEW FEATS

The following new Feats are meant to provide players with a wider range of options concerning their familiars and animal companions:

**TABLE 1—1: NEW FEATS**

Familiar Feats	Prerequisite
Defense of the Companion	Ability to summon a familiar or the Summon Familiar feat)
Empower Familiar*	Ability to summon a familiar or the Summon Familiar feat)
Empower Familiar, Greater*	Empower Familiar or Summon Greater Familiar
Empower Familiar, Supreme*	Greater Empower Familiar or Summon Supreme Familiar
Improved Familiar	Ability to summon a familiar or the Summon Familiar feat), compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).
Improved Sensory Familiar	Sensory Familiar.
Meditative Conveyance	Ability to summon a familiar or the Summon Familiar feat).
Meditative Conveyance, Improved	Meditative Conveyance.
Sensory Familiar	Ability to summon a familiar or the Summon Familiar feat).
Strike of the Familiar	Ability to summon a familiar or the Summon Familiar feat).
General	Prerequisite
Animal Companion*	—
Barbarian's Mount	Barbarian level 5th+.
Companion Tricks	Animal Companion, Handle Animal 5 ranks.
Dichotomous Feat	Sorcerer or Wizard level 1st+, ability to summon multiple familiars
Empower Mount*	Paladin level 5th+ or Barbarian's Mount feat.
Enhance Hero's Weapon*	Hero's Weapon feat.
Enlarge Mount*	Paladin level 5th+ or Barbarian's Mount feat.
Expanded Terrain	Druid or ranger level 1st+, Summon Familiar feat.
Fey Companion*	Bard level 6th+.

Hero's Weapon	Fighter level 1st+, Cha 13.
Joined Turning	Summon Familiar feat, ability to turn undead.
Song of the Muse	Bard level 5th+.
Special Mount, Greater	Barbarian or Paladin level 7th+, Barbarian's Mount feat or paladin's special mount class ability.
Special Mount, Supreme	Barbarian or Paladin level 12th+, Greater Special Mount feat.
Spur Mount	Ride 1 rank.
Summon Diabolic Servant	Any neutral or evil alignment, arcane spellcaster level 1st+.
Summon Familiar*	Ability to summon a familiar (sorcerer/wizard level 1 or the Summon Familiar feat), compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12).
Summon Greater Familiar*	Compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12), Summon Greater Familiar.
Summon Supreme Familiar*	Compatible alignment, sufficiently high level (see the individual class descriptions in Chapters 2 thru 12), Summon Greater Familiar.
Vermin Companions	Animal Companion feat or class ability.

Item Creation	Prerequisite
Craft Nature Fetish	Barbarian level 5th+, Craft (gemcutting or sculpting) 1 rank.
Craft Woodland Familiar*	Druid level 10th+, Summon Familiar feat.

\* You can take this feat multiple times.

### ANIMAL COMPANION [General]

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

**Benefit:** You may perform a ceremony to gain an animal in the exact same manner as a druid. Such an animal companion follows all the rules laid out under the 'Druid' entry of Chapter 3 of the *PRPG*, including what special abilities it has, the bonus tricks it can learn, etc. Instead of druid level, the animal companion's progression of power is governed by whatever class the master added when he gained the Animal Companion feat. For example, if a 2nd-level bard/4th-level fighter character used the feat he gained at 6th level when he added his 4th level of fighter to take the Animal Companion feat, then that animal companion's power progression would always be dependent upon the character's fighter level (though note that druid and ranger levels do stack with this overall class level).

**Normal:** Only druids and rangers can gain animal companions (as a class ability).

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

Druids are considered to begin play with this feat (their Animal Companion class ability), while rangers are considered to acquire a lesser version of it upon reaching 4th level. Druids and rangers who take this feat can acquire additional animal companions in the same manner as a character who takes this feat multiple times. In addition, any ranger who takes this feat may waive the penalty that treats his animal companions' power level as half his ranger level – essentially all his animal companions treat the character's ranger level as the same level of druid for the purposes of determining their powers.

### BARBARIAN'S MOUNT [General]

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

**Prerequisites:** Barbarian level 5th+.

**Benefit:** Upon taking this feat, you can call an unusually intelligent, strong, and loyal steed to serve as your mount and companion (see the 'Barbarian Mounts' section of Chapter 2 for details). The mount gains powers and abilities as you gain class levels.

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

### COMPANION TRICKS, ADVANCED [General]

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

**Prerequisites:** Animal Companion, Handle Animal 5 ranks.

**Benefit:** Your animal companions are treated as having an Intelligence of 2 for the purposes of learning tricks, allowing you to teach them up to six additional tricks. This meets the Int prerequisite for General Purpose training as detailed in Chapter 4 of the *PF RPG Core Rule* book.

### CRAFT NATURE FETISH [Item Creation]

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

**Prerequisites:** Barbarian Level 5th+, Craft (gemcutting or sculpting) 1 rank.

**Benefits:** You may create a nature fetish to gain the powers of your spirit guide. This fetish may be created from the flesh, bone, teeth, or feathers of whatever creature you consider your sacred beast (as chosen by the GM – see below), and must incorporate a carved semi-precious stone. Creating the fetish requires a gemstone worth at least 500 gp.

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

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

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

### CRAFT WOODLAND FAMILIAR [Item Creation]

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

**Prerequisites:** Druid level 10th+, Summon Familiar feat.

**Benefits:** Using Craft (woodworking) or a similar skill check, you can craft the form of any familiar you could normally summon, using plants or other natural substances. The still-living plants are literally woven and worked together. The DC for this check is 18 for a standard familiar, 22 for a greater familiar, and 25 for a supreme familiar. The caster can avoid the skill check by casting the *wood shape* spell.

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

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

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

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

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

### DEFENSE OF THE COMPANION [Familiar]

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

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

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

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



## CHAPTER 1 — FAMILIARS & ANIMAL COMPANIONS

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

**Benefits:** You may now summon familiars from the new terrain type that you did not previously have access to (see Chapters 5 & 9 for details).

### DICHOTOMOUS FEAT [General]

You can summon familiars of multiple types from the Methethereal.

**Prerequisites:** Sorcerer or Wizard level 1st+, ability to summon multiple familiars (via adding the appropriate Summon Familiar feats).

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

**Normal:** A sorcerer or wizard can only summon familiars of a single type from the Methethereal.

### EMPOWER MOUNT [General]

Your mount gains a new ability.

**Prerequisites:** Paladin level 5th+ or Barbarian's Mount feat.

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

**Special:** This feat may be taken multiple times. Its effects stack.

### EMPOWER FAMILIAR [Familiar]

Your familiar gains a new ability.

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

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

**Special:** This feat may be taken multiple times. Its effects stack.

### EMPOWER FAMILIAR, GREATER [Familiar]

Your familiar gains a new, more powerful ability.

**Prerequisites:** Empower Familiar *or* Summon Greater Familiar.

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

**Special:** This feat may be taken multiple times. Its effects stack.

### EMPOWER FAMILIAR, SUPREME [Familiar]

Your familiar gains an extremely powerful ability.

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

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

**Special:** This feat may be taken multiple times. Its effects stack.

### ENHANCE HERO'S WEAPON [General]

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

**Prerequisites:** Hero's Weapon feat.

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

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

**Special:** This feat can be selected as one of the fighter's bonus class feats. This feat may be taken multiple times. Its effects stack.

### ENLARGE MOUNT [General]

You are capable of calling larger and more powerful mounts.

**Prerequisites:** Paladin level 5th+ or Barbarian's Mount feat.

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

### EXPANDED TERRAIN [General]

You expand your favored terrain to include another area around you.

**Prerequisite:** Druid or ranger level 1st+, Summon Familiar feat.

### FEY SINGER [General]

You have been gifted with the Song of the Fey.

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

**Prerequisite:** Bard level 6th+.

**Benefit:** Your natural talent is captivating to the feyish spirit. You gain a +4 bonus to Diplomacy skill checks whenever dealing with Fey. You may choose to forge a bond with a fey companion through the ritual of the song..

The Song of the Fey counts as one of your bardic songs for the day. The song requires rare materials worth 1,000 gp. Performing the song requires twelve hours, during which you must make a successful Perform check (DC 20+CR of Fey). If you fail the check, you have failed to capture the full majesty and grandeur of the song. The material costs are expended and you must begin the Song an-