

Familiars

[Blood Construct, Tiny \(CR 1/3\)](#)

[Ooze, Humoral \(CR 1/3\)](#)

Improved Familiars

[Blood Construct, Small \(CR 1\)](#)

[Cloud Sprite \(CR 2\)](#)

[Menehune \(CR 1/2\)](#)

[Raw Magic Elemental, Small \(CR 1\)](#)

[Long Cat \(CR 2\) \[Catgirl HB\]](#)

[Small Cat \(CR 2\) \[Catgirl HB\]](#)

[Gremlin, Trickster \(CR 1\) \[SB:F&F\]](#)

[Gremlin, Tunneler \(CR 1\)](#)

[Jogoah, Gandayah \(CR 1/2\) \[SB:F&F\]](#)

[Pratchie \(CR 1\) \[SB:F&F\]](#)

[Bayun Cat CR 3](#)

[Cheshire Cat \(CR +0\)](#)

[Cinnamon Bird CR 3](#)

[Minka Bird \(CR +0\)](#)

[Climate, Lava Toad \(CR 1\)](#)

Improved Animal Companions

[Adamantortoise](#)

[Behir \(spheres\)](#)

[Owlbear](#)

[Phoenix](#)

[Serpopard](#)

[Unicorn](#)

[Improved Companion Templates](#)

[Aligned](#)

[Constructed](#)

[Dark](#)

[Elemental](#)

[Fey-Touched](#)

[Giant](#)

[Possessed](#)

[Primordial](#)

Familiars

Blood Construct, Tiny (CR 1/3)

N Tiny construct

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

Defense

AC 13, **touch** 13, **flat-footed** 12 (+1 Dex, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +1, **Will** +0

Immune construct traits

Offense

Speed 30 ft., swim 30 ft.

Melee slam +4 (1d4+1)

Special Attacks blood mastery, drench, engulf (DC 11, 1d4+1 bludgeoning)

Statistics

Str 13, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 11

Ecology

Environment any

Organization solitary, pair, or gang (3–8 plus creator)

Treasure none

Blood constructs are unnatural creatures, rarely existing unless formed by a blood mage as a servant. A tiny blood construct is 1 foot tall and weighs 3 pounds.

Familiar

A tiny blood construct may be taken as a familiar. The master of a blood construct familiar gains a +2 bonus on Fortitude saves. A blood construct familiar may be replaced by taking 1 point of Constitution damage per two levels (minimum 1) instead of paying 100 gp per level.

Ooze, Humoral (CR 1/3)

A humoral ooze is a special construct made of blood and bodily fluids that is sometimes used as a familiar by wizards who specialize in blood-related magic.

N Tiny ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

Defense

AC 7, **touch** 7, **flat-footed** 7 (-5 Dex, +2 size)

hp 7 (1d8+3)

Fort +3, **Ref** -5, **Will** -5

Immune ooze traits; **Resist** fire 5

Weaknesses vulnerability to cold

Offense

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee Slam +3 (1d3+1)

Space 2-1/2 ft., **Reach** 0 ft.

Statistics

Str 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

Base Atk +0; CMB +1; CMD 6

Special Abilities

Emotional Touch (Su) Humoral oozes impact the emotions of those in contact with them. This is a mind-affecting emotion ability and requires at least one round of contact and ends one round after contact ceases; brief contact such as from an unarmed strike is insufficient. Most casters that keep humoral oozes as familiars allow the ooze to ride on their shoulder, in a pocket, or another location that maintains contact.

There are four types of humoral oozes, each one with a different effect:

- **Choleric** - Creatures touching the ooze are on edge, prone to anger, leaving them unwilling to listen to others, causing the DC of Bluff, Diplomacy, and Intimidate checks made against them increased by 2, +1 for every 5 Hit Dice of the creature.
- **Melancholic** - Creatures touching this ooze grow depressed and gloomy, though since things cannot get any worse, they press on, gaining a +2 morale bonus on saves that would cause the paralyzed or slow conditions.
- **Phlegmatic** - Creatures touching the ooze are inclined to move slowly, and gain a +2 morale bonus on saves vs. mind-affecting abilities.
- **Sanguine** - Creatures touching the ooze become hopeful and optimistic; once per minute as a free action that can be taken even when it is not its turn, the creature can grant itself a +2 morale bonus on an ability check, attack roll, saving throw, or skill check.

Fluid (Ex) The humoral ooze can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Ecology

Environment any underground

Organization solitary, pair, or coagulum (3-5)

Treasure none

Familiar

A humoral ooze may be taken as a familiar. The master of a humoral ooze familiar gains a +2 bonus on Heal checks. A humoral ooze familiar may be replaced by taking 1 point of Constitution damage per two levels (minimum 1) instead of paying 100 gp per level.

Improved Familiars

Blood Construct, Small (CR 1)

N Small construct

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

Defense

AC 13, **touch** 11, **flat-footed** 13 (+2 natural, +1 size)

hp 21 (2d10+10)

Fort +0, **Ref** +0, **Will** +0

Defensive Abilities absorb blood, **Immune** construct traits

Offense

Speed 30 ft., swim 30 ft.

Melee slam +5 (1d6+3)

Special Attacks blood mastery, drench, engulf (DC 13, 1d6+2 bludgeoning)

Statistics

Str 14, **Dex** 10, **Con** -, **Int** -, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

Special Abilities

Absorb Blood (Su) Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex) The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Familiar

A small blood construct may be taken as a familiar with the Improved Familiar feat by a caster of at least caster level 5th or higher. The master of a blood construct familiar gains a +2 bonus on Fortitude saves. A blood construct familiar may be replaced by taking 1 point of Constitution damage per level instead of paying 100 gp per level.

Cloud Sprite (CR 2)

There is some debate about the origin of cloud sprites. Some maintain that they are spontaneously generated by clouds and fog, while others have said that they reproduce as normal creatures. Whatever the case, cloud sprites are secretive, skittish creatures that do not make themselves available for questioning on the subject. When they perceive a threat, they almost invariably disappear into their misty environment, becoming invisible. Only when protecting something of value to them or if their invisibility is penetrated do they unleash miniature lightning bolts on predators or enemies.

A spot in the fog shimmers and coalesces into the shape of a tiny winged human, with a blue tunic and bluer skin.

CN Tiny fey

Init +4; **Senses** low-light vision, mistsight; **Perception** +8

Defense

AC 18, **touch** 16, **flat-footed** 14 (+4 Dex, +2 natural armor, +2 size)

hp 13 (3d6+3)

Fort +2, **Ref** +7, **Will** +6

Immune electricity

Offense

Speed fly 40 ft. (good)

Space 5 ft.; **Reach** 0 ft.

Magic

Caster Level 3; **MSB** +3, **MSD** 13, **Concentration** +8

Tradition Natural; **CAM** Cha

Spell Points 6

Destruction Sphere: Extended Range; (blast type) Electric Blast; Energy Focus (electric) drawback

- destructive blast, medium range touch (130 ft.), DC 18; Extended Range
- ◇ Electric Blast (3d6 electric, 1 round stun, Reflex negates)

Weather Sphere: (mantle) Mist Form, Sodden, Zephyr's Flight; Localized Weather drawback

- mantle, Duration 3 hours, 1 sp
- ◇ Mist Form (Precipitation; concealment)
- ◇ Sodden (Precipitation; fire resistance)
- ◇ Zephyr's Flight (Wind; movement speed)

Statistics

Str 3, **Dex** 18, **Con** 12, **Int** 11, **Wis** 17, **Cha** 20

Base Atk +1; **CMB** -5; **CMD** 7

Feats Mantled Caster, Sphere Focus (Destruction)

Skills Acrobatics +10, Fly +18, Knowledge (nature) +6, Perception +8, Survival +5, Stealth +10

Languages Common, Sylvan

SQ cloud meld

Special Abilities

Cloud Meld (Su) While in an area of Precipitation of severity level 2 or above, a cloud sprite may turn invisible, as the spell greater invisibility, as a free action. This lasts as long as the cloud sprite remains within Precipitation of severity level 2 or higher, or until it uses a free action to end this ability. While invisible, creatures using unusual forms of sensory perception such as blindsight or tremorsense cannot automatically foil the cloud sprite's use of Stealth; such creatures must attempt a Perception check as normal to detect it, though the cloud sprite does not gain a bonus to its check for being invisible.

Mistsight (Ex) A cloud sprite can see through fog, smoke, precipitation, and other obscuring vapors as if they did not exist.

Ecology

Environment clouds, fog banks

Organization solitary

Treasure incidental

Familiar

A cloud sprite can be summoned via the Improved Familiar feat by a chaotic good, chaotic neutral, chaotic evil, or true neutral spellcaster of 7th level or higher.

Menehune (CR 1/2)

Peaceful island dwellers, menehune are seldom violent unless pressed. When threatened, they prefer to use their friendship arrows to make peace. Normally exclusive, those that know how to contact them and offer their favorite foods (fish and bananas) can sometimes get them to apply their impressive speed in construction projects. Areas with menehune are known to sprout temples, ponds, and other construction overnight. Despite this, they rarely build such things for themselves and prefer to live away from others, moving away from any area that becomes significantly settled.

NG Small fey

Init +3; **Senses** low-light vision; **Perception** +5

Defense

AC 14, **touch** 13, **flat-footed** 11 (+3 Dex, +1 size)

hp 5 (1d6+2)

Fort +2, **Ref** +6, **Will** +2; +2 vs. illusions

Offense

Speed 30 ft.

Melee dagger +3 (1d3+1/19–20)

Ranged shortbow +3 (1d4)

Space 5 ft., **Reach** 5 ft.

Statistics

Str 15, **Dex** 16, **Con** 15, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 14

Feats Point-Blank Shot

Skills Acrobatics +7, Craft (carpentry) +5, Knowledge (engineering) +2, Perception +5, Perform (dance) +6, Perform (sing) +6, Stealth +15

Languages Common, Sylvan

Special Abilities

Friendship Arrows (Su) When a menehune fires an arrow from any bow, it can change the arrow into a charm arrow as part of making the attack. A menehune can do this a number of times per day equal to its Charisma score (usually 15). The arrow does not damage and the target must succeed on a DC 12 Will save or have its attitude toward the menehune shift to friendly as an instantaneous effect. The save DC is Charisma-based.

Rapid Construction (Ex) When constructing buildings, mines, tunnels, ditches, etc., a menehune performs the work of 10 normal humans.

Ecology

Environment tropical

Organization solitary, band (7–12)

Treasure standard (carpentry tools, other treasure)

Familiar

A 5th-level spellcaster within one step of neutral good can gain a menehune as a familiar if she has the Improved Familiar feat.

Raw Magic Elemental, Small (CR 1)

Hailing from a place more primordial than even the Elemental Planes, raw magic elementals appear as floating clouds glittering in an array of impossible colors. Pure embodiments of raw energy, they are thankfully extremely rare on the Material Plane, only encountered when summoned by practitioners of magic. Even then, most mages prefer using elementals of the classical four elements, since raw magic elemental are all but immune to most of the usual methods of control, making them formidable allies against other magic users, but also lethal adversaries should they slip whatever means of control the original summoner has over them.

All raw magic elementals gain the following abilities:

Bond Happy (Sp): Raw magic elementals with 4 or more Hit Dice can create a manabond as a free action with any creature it hits with its slam attack. It gains a +1 bonus to attack and damage rolls for every 3 Hit Dice it possesses against creatures it has an active manabond with, and can make melee attacks against those creatures as if they were in adjacent to it. Raw magic elementals are able to create manabonds as if they possessed every (manabond) talent.

Immunity to Magic (Ex): The elemental is immune to spells, spell-like abilities or sphere effects that allow spell resistance. Certain spells and effects function differently against it, as noted below:

The elemental is vulnerable to antimagic. It can be targeted by effects that can attempt to dispel magic (such as the dispel magic spell or the Counterspell feat), using its Hit Dice + 11 as its magic skill defense. A successful dispel attempt deals damage to the elemental equal to 1d10 per Hit Dice it has.

Expunge effects from the Mana sphere can bypass its immunity to magic, and additionally slow the elemental (as per the Improved Slow talent from Time sphere) for 3 rounds, with no saving throw.

Manipulation effects from the Mana sphere bolster the elemental, negating the effect but immediately healing it as per the Mana Fueled ability, and causing the elemental to become hasted (as per the Improved Haste talent from the Time sphere) for 3 rounds.

Mana Fueled (Su): Raw magic elementals with 4 or more Hit Dice are fueled directly by magical energies. If the creature is targeted by or moves onto a magical effect with a caster level equal to or lower than its Hit Dice, it is immediately subject to a Counterspell effect (as the Counterspell feat), using the elemental's Hit Dice as its magic skill bonus, with an additional +4 racial bonus. If the effect is dispelled, the elemental heals 2 hit points per caster level the effect had

N Small outsider (elemental, native)

Init +6 **Senses** darkvision 60 ft.; **Perception** +5

Defense

AC 16, **touch** 14, **flat-footed** 13 (+2 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +1 **Ref** +5 **Will** +3

Defensive Abilities immunity to magic; **Immune** elemental traits

Offense

Speed 20 ft., fly 30 ft.

Melee slam +4 (1d4+1)

Statistics

Str 12, **Dex** 15, **Con** 12, **Int** 14, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved Initiative

Skills Acrobatics +4, Fly +16, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +5, Sense Motive +5, Spellcraft +7, Stealth +10, Use Magic Device +5

Languages Common

Familiar

A small raw magic elemental may be taken as a familiar with the Improved Familiar feat by a caster of at least caster level 5th or higher. The master of a raw magic elemental familiar gains a +2 bonus on Will saves.

Long Cat (CR 2) [Catgirl HB]

This sleek-coated feline seems to stretch and wiggle through obstacles and around corners. When held aloft, their lower body remains on the ground, stretching oddly.

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 17, **touch** 15, **flat-footed** 14 (+3 Dex, +2 natural, +2 size)

hp 28 (4d10+8)

Fort +6, **Ref** +7, **Will** +3

Defensive Abilities Noodlin'

Offense

Speed 40 ft.

Melee 2 claws +9 (1d2+1 plus 1 bleed)

Space 2.5 ft.; **Reach** 0 ft. (20 ft. with claw)

Statistics

Str 13, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** +16 (20 vs. trip)

Feats Stealthy, Weapon Finesse

Skills Acrobatics +11, Climb +5, Escape Artist +5, Perception +9, Stealth +17; **Racial Modifiers** +8 Acrobatics, +4 Climb, +4 Stealth

SQ compression, very long

Special Abilities

Noodlin' (Ex): By being very long, the long cat can twist and bend around. A long cat may make an additional attack of opportunity each round. In addition, whenever the long cat is targeted by an attack, the long cat may spend an immediate action to make an Acrobatics check. The long cat may use the result of this check as their AC or touch AC against that attack. The long cat must be aware of the attack and not flat-footed.

Very Long (Ex): A long cat is able to stretch itself to be incredibly long, almost fantastically so. The long cat treats any fall less than 20 feet as being 0 feet and is treated as always standing on solid ground if within 20 feet of a platform or solid ground (such as determining whether an earth elemental's earth mastery would apply against the long cat). The long cat otherwise moves normally and occupies squares normally (e.g. a long cat being held above a platform would not be treated as being airborne, but is not actually on that platform). In addition, the long cat may stretch around corners and objects. The long cat may view or interact with any space within its natural reach so long as there is an area to move through (including with the compression ability). This is represented by the long cat's reach with their claw natural attacks. If a long cat gains additional Hit Dice, this ability's range increases by +5 feet for every 4 Hit Dice the long cat possesses past 4 (e.g. 25 feet with 8 Hit Dice).

Ecology

Environment temperate and hot plains or urban

Organization solitary, pair, pack (3-12)

Treasure none

Description

The long cat is a strange, slinky cat which seems to bend around corners and through barriers – the normal proclivities of a cat on full display. In most other regards, the long cat is nearly identical to a common house cat but its ability to stretch and “noodle” around obstacles garnered the attention of feline- appreciating wizards who value them as handy lookouts and retrievers.

Familiar

A 3rd-level spellcaster of any alignment with the Improved Familiar feat can gain a long cat as a familiar. A long cat's master gains a +3 bonus to Escape Artist and also grants the

master a +1 dodge bonus to AC against attacks made by opponents not adjacent to the master (such as an attack made with a reach weapon).

Small Cat (CR 2) [Catgirl HB]

This seemingly normal house cat can be observed seamlessly shifting between a lap cat and massive predator, reaching places other smaller cats might be incapable of.

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 18, **touch** 15, **flat-footed** 15 (+3 Dex, +3 natural, +2 size)

hp 21 (3d10+6)

Fort +5, **Ref** +7, **Will** +2

Offense

Speed 40 ft.

Melee 2 claws +8 (1d2-2)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks pounce

Statistics

Str 7, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** -1; **CMD** +12 (+16 vs. trip)

Feats Skill Focus (Acrobatics), Weapon Finesse

Skills Acrobatics +18, Climb +2, Perception +8, Stealth +15; **Racial Modifiers** +8 Acrobatics, +4 Climb, +4 Stealth

Special Abilities

Not So Small (Su): The small cat, despite its name, is a fierce and skilled size changer. As a standard action, the small cat may change sizes. A small cat's normal resting size is Tiny, but it may enlarge itself to a maximum of size Large. For each size larger than Tiny a small

cat becomes, it gains a +2 size bonus to its Strength score and DR 2/slashing. This ability is a polymorph effect.

Ecology

Environment temperate and hot plains or urban

Organization solitary, pair, pack (3-12)

Treasure none

Description

The small cat, despite the name, is a supernaturally empowered common house cat with potent access to shape changing capabilities. This has led to the small cat developing a unique niche in urban areas, serving as not only loyal pets, but signs of social status for carriages and mounted entourages. A small cat has many of the same capricious tendencies a normal cat would display, emboldened by their increased strength and ability to reach heights and open normally protected spaces with a sudden burst of strength and size. The owner of a small cat's worries are often not about what the small cat might knock off a table, but rather that the whole table be upended to the small cat's amusement.

Familiar

A 3rd-level spellcaster of any alignment with the Improved Familiar feat can gain a small cat as a familiar. A small cat's master gains the normal familiar special ability bonus granted by a cat (+3 to Stealth) and also grants a +1 bonus on attack rolls made against creatures larger than the master (such as a Medium-sized master attacking a Huge-sized dragon).

Gremlin, Trickster (CR 1) [SB:F&F]

An ugly creature hangs down from a branch, waving. It has an ugly, wrinkled face and its mouth stretches nearly to its ears, revealing razor teeth within. It almost appears to be trying to distract you...

CE Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision; **Perception** +5

Defense

AC 15, **touch** 13, **flat-footed** 14 (+1 Dex, +2 natural, +2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +3, **Will** +3

DR 5/cold iron; **SR** 12

Offense

Speed 20 ft., climb 20 ft.

Melee bite +3 (1d3-2)

Space 2-1/2 ft., **Reach** 0 ft.

Combat

Martial Tradition Fey Hooligan (Athletics x2, Scoundrel x2); **PAM** Wis

Athletics Sphere – Packages run; **Talents** Close Quarters Training

- Close Quarters Training; can occupy space with another creature with a successful Acrobatics check Scoundrel Sphere – Talents Playing Dirty
- marked target (swift action, melee touch attack, battered and -1 Perception for 1 round)
- Playing Dirty; while maintaining martial focus; dirty trick requires standard action to remove

Statistics

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** -1 (+2 Dirty Trick and Steal); **CMD** 7

Feats Skill Focus (Acrobatics), Toughness^B, Weapon Finesse^B

Skills Acrobatics +8, Appraise +2, Climb +13, Escape Artist +5, Perception +5, Sleight of Hand +5, Stealth +13, Use Magic Device +4

Languages Aklo, Undercommon

Special Abilities

Tiny Scoundrel (Ex) Tricksters do not take any size penalties to CMB when performing the dirty trick or steal combat maneuvers.

Ecology

Environment any underground or urban

Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–14 trained dire rats, 2–5 trained venomous snakes, and 1–3 rat swarms)

Treasure standard

Kleptomaniacal creatures, tricksters live for robbing larger creatures, the bigger the better. Tricksters often work in groups, enabling them to take on bigger targets. They prefer to leave their victims alive, robbed and battered, as tricksters enjoy embarrassment and fury more than blood. The goods stolen hold little interest to them after the theft, usually being broken, discarded, or just misplaced after being used as a trophy to boast of the taking to other gremlins.

Familiar An evil or chaotic neutral 5th-level spellcaster can gain a gremlin trickster as a familiar if she has the Improved Familiar feat.

Gremlin, Tunneler (CR 1)

CE Tiny fey

Init +0; **Senses** darkvision 120 ft., low-light vision; **Perception** +5

Defense

AC 12, **touch** 12, **flat-footed** 12 (+2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +2, **Will** +3

DR 3/cold iron; **SR** 11

Offense

Speed 20 ft., burrow 20 ft.

Melee shovel +4 (1d8+3/×3)

Space 2-1/2 ft., **Reach** 0 ft.

Special Attacks break ground, undermine

Statistics

Str 14, **Dex** 11, **Con** 14, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 10

Feats Skill Focus (Knowledge (engineering)), Toughness

Skills Climb +6, Craft (traps) +4, Knowledge (engineering) +4, Knowledge (geography) +4, Perception +5, Stealth +12

Languages Aklo, Undercommon

SQ shovel training, strength, tunnel

Special Abilities

Break Ground (Ex) A tunneler can pass directly beneath the space of another creature, softening the ground and causing unstable footing. If the tunneler is in a space directly below the surface of the ground, it can choose to make the surface of the ground above it difficult terrain. Clearing this difficult terrain requires a full-round action. If a creature occupies this space when the tunneler passes beneath it, the creature must succeed on a DC 12 Reflex save or fall prone. If the creature's space is larger than one 5-foot square, then the tunneler must pass beneath all of the creature's occupied spaces in order to force this save. This DC is Strength-based.

Shovel Training (Ex) Tunnelers are proficient in the use of their shovels as weapons. Use the statistics for a greataxe sized appropriately.

Strength (Ex) Despite being Tiny, tunnelers may use their Strength to determine CMB, CMD, and Climb.

Tunnel (Su) When using its burrow speed, the tunneler may choose to leave behind a stable passage suitable for creatures of Tiny size or smaller. Creatures of Small size may pass through by squeezing. A group of at least 4 tunnelers can leave a space suitable for a Small creature through which a Medium creature can squeeze through. Larger passages require construction and reinforcement, though each tunneler can supply the labor of 4 humans for projects that consist primarily of digging, such as making ditches, mines, or tunnels.

Undermine (Ex) A tunneler can spend up to 12 hours digging beneath a wall or other structure. At the end of this time, the tunneler can cause its tunnels to collapse as a full-round action, dealing 10 damage per hour to a 5-foot section of that structure. This damage bypasses hardness and deals full damage to objects. Multiple tunnelers can aid each other to reduce this time, but cannot increase the maximum damage to a single section.

Ecology

Environment any underground

Organization solitary, team (2–4), labour (6–12)

Treasure standard (shovel, trap bag, other treasure)

Familiar

A chaotic evil or neutral evil or a chaotic neutral 5th-level spellcaster can gain a tunneler as a familiar if she has the Improved Familiar feat.

Jogoah, Gandayah (CR 1/2) [SB:F&F]

This fey sits, contemplating the crops in a small field planted in a clearing, leisurely smoking a pipe.

CG Small fey

Init +4; **Senses** low-light vision; Perception +6

Defense

AC 11, **touch** 15, **flat-footed** 11 (+1 size)

hp 9 (2d6+2)

Fort +1, **Ref** +3, **Will** +4

DR 1/cold iron

Offense

Speed 30 ft.

Melee dagger +2 (1d3-2)

Ranged shortbow +2 (1d4-2)

Space 5 ft., **Reach** 5 ft.

Statistics

Str 6, **Dex** 11, **Con** 12, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** -2; **CMD** 8

Feats Improved Initiative

Skills Acrobatics +5, Diplomacy +5, Handle Animal +2, Perception +6, Perform (Percussion) +5, Stealth +9

Languages Common, Sylvan

Special Abilities

Avian Messenger (Su) At will, as a standard action, a gandayah can take the form of a robin (Fine-sized) or owl (Tiny-sized). This functions as the Unthreatening Form talent of the Fallen Fey sphere with 7th caster level.

Forecast Harvest (Su) A gandayah can spend a 1 round action to predict the yield of a field of crops. This prediction is accurate, though only accounts for natural weather conditions and normal care.

Fruitful Blessing (Su) A gandayah can increase the yield of crops in a 1-mile radius. Doing so requires the gandayah to be present in the area at least one day every week for the entire growing season.

Ecology

Environment Forest

Organization solitary, group (2–5)

Treasure standard

These peaceful fey are welcome neighbors. Befriending them with gifts, especially strawberries, can yield a bounty at harvest time and good advice about what and where to plant. Gandayah also serve as messengers, taking the form of a robin to bear good news and an owl for bad news.

Familiar A 5th-level spellcaster within one step of chaotic neutral can gain a gandayah as a familiar if she has the Improved Familiar feat.

Pratchie (CR 1) [SB:F&F]

Six inches tall, covered in woad and wearing a kilt, with a shock of red hair and a broken nose, this tiny fey... Hey! Give me back my wallet!

CN Tiny fey

Init +3; **Senses** low-light vision; Perception +5

Defense

AC 15, **touch** 15, **flat-footed** 12 (+3 Dex, +2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +5, **Will** +2; +2 vs. illusions

Offense

Speed 40 ft.

Melee greatsword +6 (1d8+2/19–20), unarmed strike +6 (1d3+4)

Space 2-1/2 ft., **Reach** 0 ft.

Combat

Martial Tradition Fey Hooligan (Athletics x2, Scoundrel x2); **PAM** Wis

Athletics Sphere – Packages run; **Talents** Close Quarters Training

- Close Quarters Training; can occupy space with another creature with a successful Acrobatics check

Scoundrel Sphere – Talents Playing Dirty

- marked target (swift action, melee touch attack, battered and -1 Perception for 1 round)
- Playing Dirty; while maintaining martial focus; dirty trick requires standard action to remove

Statistics

Str 18, **Dex** 16, **Con** 15, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +0; **CMB** +4 (+5 dirty trick & steal); **CMD** 17

Feats Toughness

Skills Acrobatics +7, Escape Artist +7, Perception +5, Sleight of Hand +7, Stealth +15

Languages Common, Sylvan

Special Abilities

Unreasonably Strong (Ex) Pratchies determine their carrying capacity, CMB, CMD, and unarmed strike damage as if they were Medium-sized creatures. This ability has no effect on pratchies that are of a size larger than Medium.

Ecology

Environment temperate forests, pubs

Organization solitary, brawl (2–5), or band (7–12)

Treasure standard

Pratchies are yiny fey prone to drinking, fighting, thieving, and general hooliganry. Some farmers have found chores mysteriously done for them overnight if they leave liquor out as an offering, though more often liquor is stolen from under lock and key, along with some livestock. Pratchies won't take from those that can't afford to lose anything; stealing from the rich is more fun. Considered pests in Faerie, pratchies are more than happy to leave, wandering the worlds in search of adventure, booze, and brawls (preferably all three at once).

Pratchies advance by class level, often taking striker or conscript levels and focusing on talents that improve their ability to fight, thief, and make a general nuisance of themselves.

Familiar A neutral, chaotic neutral, or neutral good 7th-level spellcaster can gain a pratchie as a familiar if she has the Improved Familiar feat.

Bayun Cat CR 3

Long whiskers and a well-groomed tail, this seemingly average cat seems to sing a gentle lullaby which soothes the mind, yet there is a glint of great intelligence in its eyes.

N Tiny magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

Defense

AC 16, **touch** 16, **flat-footed** 12 (+4 Dex, +2 size)

hp 18 (3d10+3)

Fort +4, **Ref** +7, **Will** +2; +4 vs. mind-affecting

DR 10/cold iron

Weaknesses feywild trickster

Offense

Speed 30 ft.

Melee bite +9 (1d3+4), 2 claws +9 (1d3+4)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks lullaby whispers (DC 16, -3 vs. (charm) sphere-like abilities)

Sphere-Like Abilities (CL 3; MSB +3; MSD 14; concentration +6; CAM Cha)

At-Will

Mind Sphere – Talents Expanded Charm, Subtlety; (charm) Enthrall, Sleep; Special Whiskered Whispers (may only use each greater charm or powerful charm once per day)

- charm, close (30 ft.), DC 14; place a (charm) on a target; a lesser charm may only target each creature 1/day

- ◇ Enthrall (charm); the target treats you as its friend, +5 on its saving throw if in combat with you

- lesser charm (increase target's disposition by 1 step for 3 minutes) (Will negates)

- greater charm (increase target's disposition to friendly for 3 minutes, can make requests of the target) (Will negates)

- ◇ Sleep (charm); put the target to sleep

- lesser charm (the target is staggered for 1d4 rounds) (Will negates)

- greater charm (the target falls asleep for 3 minutes; any damage or a standard action may wake the target) (Will negates)

- ◇ Suggestion (charm); plant thought or course of action in target's mind

- lesser charm (simple request) (Will negates)

- greater charm (same as lesser charm but basic request, -2 for simple) (Will negates)

- ◇ Expanded Charm; affect any creature

- ◇ Subtlety; if a target succeeds at a saving throw against your charms, they attempt another Will save. If they fail, they are unaware they were targeted by a (charm).

Statistics

Str 5, **Dex** 19, **Con** 13, **Int** 17, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** -1; **CMD** +13

Feats Ability Focus (lullaby whispers), Improved Initiative

Skills Bluff +10, Climb +6, Diplomacy +10, Perception +7, Sense Motive +8, Stealth +18;

Racial Modifiers Bluff +4, Diplomacy +4, Sense Motive +4

Languages common, sylvan, truespeech

SQ feywild trickster, wise aide, whiskered whispers

Special Abilities

Feywild Trickster (Ex): Although the bayun cat is a magical beast, it has strong fey origins. The bayun cat counts as both fey and magical beast for the purposes of effects targeting creatures by type (such as a ranger's favored energy and bane weapons). Because of these strong fey origins, the bayun cat gains a +4 racial bonus on Bluff, Diplomacy, and Sense Motive. However, the normal tools which sicken and weaken fey also work against a bayun cat. Whenever the bayun cat is damaged by a cold-iron weapon it is sickened for 1 round.

Iron-Point Claws (Ex): While seemingly weak, the bayun cat's claws are as strong as iron, easily tearing through flesh. The bayun cat's claws use its Dexterity modifier to damage rolls instead of its Strength modifier.

Lullaby Whispers (Su): As a full-round action, the bayun cat can begin singing a gentle, hypnotic lullaby, which can be clearly heard by any nearby creature (much like a bard's bardic performance). This ability can be maintained each round as a free action, but cannot be maintained if the bayun cat is sickened (see feywild trickster). Creatures who can hear the bayun cat's lullaby are more susceptible to the bayun cat's mental manipulation, taking a penalty on all saving throws made against the bayun cat's charm sphere effects equal to the bayun cat's Charisma modifier (usually -3). This is a mind-affecting, language-dependent charm effect. When using this ability, the bayun cat communicates using truespeech, affecting any creature that has a language (spoken or understood). A creature is not automatically aware they are under the effects of the bayun cat's lullaby (much like how creatures are not aware they are under the effects of a mesmerist's hypnotic stare ability). Creatures may attempt a Perception check (DC 16) to notice the lullaby when first affected by it, and are granted a new Perception check as a free action each time they successfully save against the bayun cat's Mind sphere Subtlety talent (becoming aware that they were targeted by one of the bayun cat's Mind sphere-like abilities). A creature aware of the bayun cat's lullaby may attempt a Will saving throw as a move action to restore clarity to their minds. If successful, they do not suffer penalties from the same bayun cat's lullaby for 24 hours. Both the save DC and the Perception check DC are Charisma-based. Creatures wearing a helmet made of metal (such as part of a set of full plate armor) are immune to this ability.

Sphere-Like Abilities (Sp): A bayun cat possesses spherelike abilities, as indicated in its stat block. The bayun cat's caster level for these sphere-like abilities is equal to its CR. If a bayun cat is serving as a familiar, it uses its master's level to calculate its caster level, MSB, and MSD for its sphere-like abilities as if it were a Mid-Caster and gains new magic talents from the whiskered whispers ability using its master's level as if it were its own Hit Dice.

Whiskered Whispers (Sp): The bayun cat possesses a number Mind-sphere sphere-like abilities, augmented by the Expanded Charm and Subtlety talents. Every bayun cat has the Sleep (charm) and two other (charm) talents. As a bayun cat becomes stronger, it gains an additional Mind sphere talent for every 4 Hit Dice it possesses beyond 3 (starting at 7 Hit Dice) to either augment its existing sphere-like abilities or select new (charm) talents. If the

bayun cat selects the Powerful Charm talent, it may only use each powerful charm it has access to 1/day.

Wise Aide (Ex): The bayun cat is an intelligent and helpful creature when befriended, aiding travelers in their journeys and answering questions. The bayun cat may attempt all Knowledge checks untrained and, once per day, the bayun cat can take 20 on any Knowledge check.

Ecology

Environment any

Organization solitary

Treasure incidental; silver charms and trinkets (10 gp)

Description

The bayun cat is a capricious and playful creature known for playing tricks on unassuming folks, manipulating others for food and treats, or taking an entire village as its territory and under its "protection". While its appearance is often impossible to distinguish from an average cat, the bayun cat is known for its unusual ability to not only talk, but sing, its mystical powers manifesting as a soft lullaby, or cat-like bay or "bayu" from which its name originates from. The bayun cat often appears in the fairytales of rural villages as a warning to children to not go out at night or play with strange creatures.

Bayun cats are rarely found together and little is known of their true origins despite being found anywhere there are people. They are nonetheless prized as companions and familiars for powerful sorcerers and witches that value the bayun cat's astounding intelligence and ability to grow in power with their master.

The original bayun cat, or at least the oldest one in recorded memory, is believed to be the sire of all bayun cats. It has served as the sole familiar to the great witch Baba Yaga, and has become powerful enough in its long tenured service to be worthy of its own legends.

Familiar

A 7th-level spellcaster of any alignment the Improved Familiar feat can gain a bayun cat as a familiar.

Cheshire Cat (CR +0)

A wicked and toothy grin accompanies this brightly-colored cat creature, the cheshire cat is a mocking, torturously unusual "event" of a creature. Sightings are often indicative of madness, but also unfound mystery and discovery. Interactions with cheshire cats are often

characterized by their seemingly phantom-like presence, phasing in and out of reality while holding cryptic conversations with those who would engage it.

A cheshire cat is a variant bayun cat which exchanges spherelike abilities (Mind sphere (Enthrall, Sleep)), the lullaby whispers ability, and the Ability Focus (lullaby whispers) feat for the following:

Alignment: Chaotic Neutral

Immune: Confusion

Special Attacks: fading smile (DC 16)

[**Note:** The cheshire cat's sphere-like ability statistics are identical to the bayun cat's; this section provides the information for the two common talents the cheshire has access to instead of entrall and sleep]

- Amnesia (charm): cause the target to forget
 - ◇ lesser charm (the target forgets what happened the previous round, but may attempt a new saving throw each time it is reminded of the information) (Will negates)
 - ◇ greater charm (the target forgets all memories from the past 3 minutes, or all memory of a single thing for 3 minutes) (Will negates)
- Confusion (charm); cause the target to behave erratically
 - ◇ lesser charm (the target is confused for 1 round) (Will negates)
 - ◇ greater charm (the target is confused for 3 minutes) (Will negates)

Feats: Ability Focus (we're all mad)

Special Abilities

Fading Smile (Su): The cheshire cat is only seen when it wants to be. The cheshire cat may spend a move action to become invisible, as though under the effects of the Illusion sphere Suppression (glamer) invisibility sphere effect with a caster level equal to the cheshire cat's Hit Dice. The cheshire cat can remain invisible this way indefinitely and does not need to concentrate on the invisibility effect. The cheshire cat can choose to become visible as a free action, or automatically becomes visible if it attacks another creature (such as with its claws or one of its Mind sphere sphere-like abilities).

We're All Mad (Su): While invisible (such as while using the fading smile ability), the cheshire cat may spend a move action to teleport up to twice its base speed into an unoccupied space it can see. The cheshire cat may teleport this way once every 1d4 rounds; teleporting this way does not provoke an attack of opportunity. Whenever the cheshire cat uses this ability to teleport, the cheshire cat may choose to leave a figment of itself in the

square it teleported from, as though using the Illusion sphere Decoy (glamer) talent, which lasts for 1 round. A decoy created this way always uses the coaxing decoy ability. The save DC is Charisma-based (to disbelieve the decoy).

Familiar

A 7th-level spellcaster of any alignment the Improved Familiar feat can gain a cheshire cat as a familiar.

Cinnamon Bird CR 3

Visually indistinguishable from an average songbird, save for its soft orange-brown colored plumage and the distinct smell of rare spices, this golden-brown plumed songbird cheerfully works at arranging its nest.

N Tiny magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

Defense

AC 16, **touch** 16, **flat-footed** 12 (+4 Dex, +2 size)

hp 24 (4d10+4)

Fort +5, **Ref** +8, **Will** +4

DR 5/magic

Offense

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

Melee Bite +4 (1d3-3)

Space 2.5 ft.; **Reach** 0 ft.

Sphere-Like Abilities (CL 4; MSB +3; MSD 14; concentration +6; CAM Cha)

At will:

Creation Sphere – Talents Divided Creation, Distant Creation; **Special:** can only have one create effect at a time; if create is used again, any previous objects are immediately dismissed

- create, close range (35 ft.), DC 15; create one object up to Large size (4 Small objects; vegetable matter only, 4 minutes)

- ◇ Divided Creation: can create multiple objects (total less than largest size possible)
- ◇ Spice Maker: 1/day, can permanently create 1 pound of rare spices worth up to 20 gp

Statistics

Str 6, **Dex** 18, **Con** 13, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +0; **CMD** +14

Feats Improved Initiative, Iron Will, Sphere Focus (Creation)

Skills Appraise +5, Fly +15, Perception +15, Stealth +12; **Racial Modifiers** +4 Appraise, +8 Perception

SQ crafter's companion, spice maker

Special Abilities

Crafter's Companion (Ex): A cinnamon bird can assist others (usually its master, if a familiar) in creating formulae, alchemical items, and potions. Formulae, alchemical items, or potions crafted this way have a distinct scent from the rare spices a cinnamon bird will collect to assist the craftsman. A cinnamon bird can assist with the following crafting:

- **Alchemy sphere formulae.** Increase the effective ranks of Craft (alchemy) by 1 and the results of your Craft (alchemy) check by 4 when determining the effects of that formulae.
- **Potions, either with the Brew Potion feat or by using a talent with the instill descriptor.** Increase the caster level of the potion or instilled liquid by 1.
- **Mundane alchemical items.** Increase any alchemical bonus granted by the crafted item by 1 (such as the bonus granted by antitoxin on a saving throw against poison).

Sphere-Like Abilities (Sp): A cinnamon bird possesses sphere-like abilities, as indicated in its stat block. The cinnamon bird's caster level for these sphere-like abilities is equal to its CR. If a cinnamon bird is serving as a familiar, it uses its master's level to calculate its caster level, MSB, and MSD for its sphere-like abilities as if it were a Mid-Caster.

Spice Maker (Ex): A cinnamon bird gains a +1 bonus to its caster level with its Creation sphere sphere-like ability. In addition, the cinnamon bird can create rare and fragrant spices when using its Creation sphere create sphere-like ability. Once per day, the cinnamon bird may augment its create sphere-like ability with the Create Materials advanced talent to permanently create up to 1 pound of rare spices worth up to 5 gp per caster level.

Ecology

Environment any temperate or warm

Organization solitary, nestmates (2), flock (3-12)

Treasure incidental, rare spices (10-100 gp)

Description

Often rumored to live on the outskirts of small villages and trading outposts, cinnamon birds are prized as companions to traders, craftsmen, and alchemists. Noted by their unique smell, brought on by their nesting habits, cinnamon birds are prized and revered for their appraisal skills in evaluating rare spices, herbs, and reagents. Usually nonviolent, cinnamon birds protect themselves by using their potent Creation sphere magics to entrap or entangle would-be predators.

Cinnamon birds are known to assemble their nests from assortments of rare spices, most famous for using whole cinnamon sticks, and will dry and cure them to assemble nests. In older civilizations, cinnamon was a valuable spice in the early ages of trade caravans, and a cinnamon bird's sighting near a town was seen as a symbol of prosperity.

Familiar

A 7th-level spellcaster of any alignment with the Improved Familiar feat can gain a cinnamon bird as a familiar.

Minka Bird (CR +0)

This owl-like bird stares with empty, blue-hazed eyes. Rumored as heralds to the whims of fate, the minka bird is revered as a guardian of the afterlife and a prized companion to fortune tellers, soothsayers, and those who would tempt fate. The sighting of a minka bird is said to be an omen of certain and impending death.

A minka bird is a variant cinnamon bird which exchanges abilities (Creation sphere sphere-like ability, crafter's companion, spice maker), the Sphere Focus (Creation) feat, and the +4 Appraise racial skill bonus for the following:

Sphere-Like Abilities (CL 3; MSB +3; MSD 14; concentration +5; CAM Cha)

1/day:

Divination Sphere: (divine) Augury

- divine, 1 minute, DC 14; (gain information)

◇ Augury (divine); ask whether an action will bring good or bad results within the next 4 hours, 90% chance for a meaningful reply

Magic

Caster Level 3; **MSB** +4; **MSD** 15; **Concentration** +6

Tradition Fortune's Conduit (Verbal Casting, Witchmarked [glowing eyes]); **CAM** Cha

Spell Points 8

Fate Sphere – Talents Resounding Word; (word) Borrow Luck, Borrow Trouble, Mercy, Pain; Drawbacks (Neutrality, Tongue Of Ages)

- word, medium range (130 ft.), DC 14; (effects of a (word) talent)
- ◇ Borrow Luck (word); immediate action, 1 sp, target rerolls a failed check and takes a -4 on that type of roll until they fail
- ◇ Borrow Trouble (word); immediate action, 1 sp, target rerolls a successful check and takes a +4 on that type of roll until they succeed
- ◇ Mercy (word); standard action, 1 sp, target deals nonlethal with all weapon attacks for 3 rounds
- ◇ Pain (word); standard action, 0 sp, target suffers 1d4 + 1 nonlethal damage, takes penalties on mental skill checks, and must succeed at concentration checks to cast, +1 sp to continue without concentration (3 rounds)

Feats Sphere Focus (Fate)

Languages Common (cannot speak; except to provide verbal components for sphere effects)

Special Abilities

Diviner's Companion (Su): If the master of a minka bird familiar is a spherecaster, the minka bird can infuse its master with a portion of its mystical capacity. Each time the minka bird's master rests and regains spell points, the minka bird's master chooses either fate or portents: If the minka bird's master chooses fate, the minka bird grants its master one Fate sphere (word) talent of the master's choice as a temporary bonus talent. If the minka bird's master chooses portents, the minka bird grants its master one Divination sphere (divine) talent of the master's choice as a temporary bonus talent. The minka bird must be with its master when granting a temporary bonus talent to its master, and the master must possess that talent's base sphere and meet any prerequisites (if an advanced talent). The minka bird's master immediately loses the chosen benefits if the minka bird is killed or dismissed.

Fortune's Herald (Ex): A minka bird has a 90% chance to receive a meaningful reply when using its augury sphere-like ability and can communicate the results of this reply, even though it cannot speak normally. In addition, the first time a minka bird targets an individual creature with either the Borrow Luck or Borrow Fortune talent each day, a minka bird may reduce the spell point cost of that effect by 1 (minimum 0).

Spherecaster: A minka bird is a Mid-Caster and gains one magic talent for every 4 Hit Dice it possesses. A minka bird uses the Fortune's Conduit casting tradition and can only select

magic talents from the Divination or Fate sphere. If a minka bird is serving as a familiar, it uses its master's level to calculate its caster level, MSB, MSD, and spell points as if it were a Mid-Caster and gains new magic talents using its master's level as if it were its own Hit Dice. All minka birds always possess the Borrow Luck and Borrow Trouble (word) talents. The average minka bird has the Fate sphere (word) talents presented in its stat block, although some may possess other talents, such as a minka bird with the Harm (word) instead of the Pain (word).

Familiar

A 7th-level spellcaster of any alignment with the Improved Familiar feat can gain a minka bird as a familiar.

Climate, Lava Toad (CR 1)

This small, orange-red toad emits a soft, warm glow. Its craggy, rough skin is nearly scorching to the touch and its hearty deep croak sounds like a small volcano.

N Tiny magical beast (climate)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

Defense

AC 15, **touch** 15, **flat-footed** 12 (+3 Dex, +2 size)

hp 14 (2d10+4)

Fort +5, **Ref** +6, **Will** +1; +2 vs. illusions (see Mirage Sight)

DR 5/slashing; **Immune** weather (Ash, Heat, Vog); **Resist** acid 10, fire 10

Offense

Speed 20 ft., climb 10 ft.

Melee bite +7 (1d3-4 plus 1d4 fire)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks attuned mantles (severity 3; DC 13), lava pellet (2d6; DC 13)

- Blazing Skin (mantle, heat); deal 1d4 fire damage to attacker when struck by most melee weapons (metal, natural, unarmed, touch); immediate action, 2 damage dice
- High Energy (mantle, heat); gain 6 temporary hit points each round (double Heat severity)

- Mirage Sight (mantle, heat); +2 on saving throws vs. illusions; at severity 5, roll twice vs. concealment

Statistics

Str 5, **Dex** 17, **Con** 15, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +2; **CMB** -3; **CMD** +10

Feats Weapon Finesse

Skills Climb +9, Survival +1, Perception +6; **Racial Modifiers** +4 Climb, +8 Survival (Volcanic terrains or any environment with Heat weather conditions severity 3 or higher)

Languages Ignan (cannot speak)

SQ volcanic glow, weather attunement (Ash, Heat, Vog)

Special Abilities

Lava Pellet (Ex): A lava toad can regurgitate its blistering hot stomach acid to form a lava pellet, a rapidly-cooled, solidified shell filled with the still-boiling hot stomach acid. Treat the lava pellet as an alchemist's fire, except it deals 1d6 fire damage, plus 1d6 for every 4 Hit Dice the lava toad possesses. The Reflex save to extinguish the fire from a lava pellet is Constitution-based (DC 13 for an average lava toad). A lava toad can create a single lava pellet with 30 minutes of uninterrupted downtime, or 15 minutes if the lava toad has eaten within the past hour. Lava pellets are strangely volatile, and if a lava toad produces a new lava pellet, all previous lava pellets go inert as the pellet fully solidifies. When creating lava pellets, an older and more powerful lava toad can produce 1 additional lava pellet for every 4 Hit Dice it possesses. If a lava toad can produce multiple lava pellets, any previously created lava pellets become inert.

Volcanic Glow (Ex): A lava toad glows with the heat of a small volcano. A lava toad can shed normal light as a torch in a 5-foot radius. While shedding light this way, the lava frog can boil water as though it were a campfire or appropriate heating element, and provides any creature in contact with it a +4 bonus on saving throws against exposure to cold weather. The lava toad can suppress or resume this ability as a free action.

Ecology

Environment warm volcano

Organization solitary, knot (3-7)

Treasure none

Description

Lava toads are a precocious breed of toad that managed to rapidly adapt to a harsh volcanic environment through sheer luck, chance, or otherwise. The lava toad is usually the size of an average toad and displays many of the same tendencies, except for their supernatural comfort with lava and volcanic gases. This has been a boon to lava toad communities, which often thrive in these areas due to few natural predators. Lava toads are often prized and domesticated by goblin and kobold clans which take up residence in volcanic environments, collecting the lava pellets the lava toads excrete as makeshift incendiaries for mining or defense and using their natural glow instead of mining torches.

Familiar A 3rd-level spellcaster of any alignment with the Improved Familiar feat and the ability to cast any spell or magic sphere effect with the fire descriptor (including Weather sphere control weather for Heat) can gain a lava toad as a familiar. A lava frog's master gains the bonus on saving throws against exposure to cold weather from the lava frog's volcanic glow ability even when not in contact with the lava frog and even if the lava frog is not using the volcanic glow ability.

Improved Animal Companions

Adamantortoise

Prerequisite: Survival 5 ranks or Swim 5 ranks.

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +7 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 11, Con 17, Int 6, Wis 13, Cha 10; **Defensive Abilities** DR 5/adamantine; **Special Abilities** Shielding Shell (Ex): An adamantortoise gains a shield bonus to their AC equal to 1/2 their natural armor bonus. The adamantortoise treats its shell as though it were a shield and may use its shell for the Shield sphere. The adamantortoise does not lose its shield bonus to AC when making an attack with its shell, and can make shield bash attacks with its shell as if it were a light shield (1d4 Medium); **Special Qualities** darkvision 60 ft., low-light vision.

9th-Level Advancement: **Size** Large; **AC** +5 natural armor; **Attack** bite (1d8), shell (1d6); **Ability Scores** +2 Str, +2 Con; **Feats** Extra Combat Talent for the Shield sphere.

Mastery (11th-level): Variant The adamantortoise gains one of the following variants:

- **Adamantortoise, Greater:** **Ability Scores** +2 Str, +2 Con; **Defensive Abilities** DR 10/adamantine; **Feats** Extra Combat Talent (2) for the Shield sphere.
- **Mystic-Shell Tortoise:** **Alignment** lawful neutral; **Ability Scores** +4 Cha; **Special Abilities** Mystic Defenses (Su): The mystic-shell tortoise can spend 10 minutes to cast an aegis on itself, reducing the spell point cost by 1 (minimum 0); **Special** the mystic-shell tortoise is considered to possess the casting class feature with no casting tradition (natural casting) and uses Charisma as its casting ability modifier. The mystic-shell tortoise gains a spell pool equal to 1/2 its Hit Dice + its Charisma

modifier and is considered a Low-Caster with a caster level equal to 1/2 its Hit Dice. Instead of the 2 bonus magic talents most casters gain, the mystic-shell tortoise gains 2 bonus magic talents for the Protection sphere, and may select magic talents with its feats.

Behir (spheres)

Prerequisites: Diplomacy or Intimidate 7 ranks; Knowledge (arcana) 7 ranks.

Starting Statistics: **Size** Medium; **Speed** 40 ft., climb 20 ft.; **AC** +6 natural armor; **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 15, Dex 12, Con 16, Int 11, Wis 13, Cha 12; **Special Attacks** breath weapon (30-ft. line, 1d6 electricity damage per 2 Hit Dice, Ref half, usable every 1d4 rounds); **Special Qualities** darkvision 60 ft., low-light vision, electricity resistance 10.

Mastery (11th-level): **Size** Large; **AC** +3 natural armor; **Attack** bite (1d8), tail slap (1d8); **Ability Scores** +4 Str, -2 Dex, +2 Con; **Special Qualities** immune to electricity.

Variant In addition to the changes granted as part of the behir's mastery, the behir gains one of the following variants:

- **Brutal Behir:** **Attack** tail slap (1d8 and push); **Special Qualities** tremorsense 60 ft.; **Feats** Extra Combat Talent (3) for the Brute sphere; **Special** the brutal behir's tail slap is treated as a primary natural attack for all purposes.
 - **Royal Behir:** **Attack** 2 claws (1d6); **Special** The royal behir's creature type changes to dragon (augmented magical beast); do not recalculate the royal behir's statistics except as follows: **Hit Dice** the royal behir's Hit Dice changes to d12; **Base Attack Bonus** the royal behir's base attack bonus becomes equal to its Hit Dice; **Saves** the royal behir has a good Will save (equal to its base Fortitude and Reflex saves); **Defensive Abilities** immune to magic sleep effects and paralysis, as per the immunities granted by the dragon type.
-

Owlbear

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 10 ft.; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d6 plus grab); **Ability Scores** Str 17, Dex 13, Con 15, Int 2, Wis 15, Cha 6; **Feats** Extra Combat Talent (2) for the Wrestling sphere; **Special Qualities** darkvision 60 ft., low-light vision.

9th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Ability Scores** +4 Str, +2 Con; **Special Abilities** Wide Claws (Ex): The owlbear does not gain the grappled condition if it grapples a foe using its claws.

Mastery (11th-level): **Feats** Extra Combat Talent for the Wrestling sphere; **Variants** The owlbear gains one of the following variants:

- **Catchclaw Owlbear: Attacks** The catchclaw owlbear's natural reach with its claws increases by +5 ft. (to 15 ft.).
- **Spirit-Eyed Owlbear: Special Abilities** Spiritsense (Su): The spirit-eyed owlbear notices, locates, and can distinguish between living and undead creatures within 60 ft., as though it had the blindsight ability; **Special Qualities** immune to death and negative energy effects.

Phoenix

Prerequisites: Diplomacy 5 ranks; Knowledge (arcana) or Knowledge (religion) 5 ranks.

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 40 ft. (good); **AC** +3 natural armor; **Attack** bite (1d4), 2 wings (1d4); **Ability Scores** Str 11, Dex 17, Con 13, Int 8, Wis 13, Cha 16; **Special Qualities** darkvision 60 ft., low-light vision, fire resistance 10; **Special** The phoenix is considered to possess the casting class feature with no casting tradition (natural casting) and uses Charisma as its casting ability modifier. The phoenix gains a spell pool equal to 1/2 its Hit Dice + its Charisma modifier and is considered a Low-Caster with a caster level equal to 1/2 its Hit Dice. Instead of the 2 bonus magic talents most casters gain, the phoenix gains 2 bonus magic talents for the Nature sphere and may select magic talents with its feats. The phoenix must choose the Nature sphere (fire) package with one of the bonus magic talents gained this way.

9th-Level Advancement: AC +1 natural armor; Speed fly 60 ft. (good); **Variants** The phoenix gains one of the following variants:

- **Blessed Flame: Ability Scores** +2 Dex, +4 Int, +2 Cha; **Feats** Extra Magic Talent for the Nature sphere; **Special Abilities** Glorious Flames (Su): When casting any sphere effect that deals fire damage, a blessed flame may instead heal any affected targets. The sphere effect deals no damage and living creatures affected by the sphere effect instead gain a number of hit points equal to 1/2 the fire damage the sphere effect would normally deal. This healing cannot restore a creature's hit points above half their normal maximum; any healing in excess of half their normal maximum hit points are instead gained as temporary hit points, lasting 1 minute.
- **Skyfire Avenger: Size** Large; **AC** +3 natural armor; **Attack** bite (1d8), 2 wings (1d8); **Ability Scores** +8 Str, +2 Con; **Special** the skyfire avenger can carry a rider while flying, but reduces its fly speed by half while doing so.

Mastery (11th-level): The phoenix gains the Nature sphere Phoenix Resurgence advanced talent as a bonus magic talent, even if it does not have any of the prerequisites normally required for this talent. The phoenix may use the Phoenix Resurgence talent once per day without spending spell points; **Feats** Extra Magic Talent (x2) for the Nature sphere; **Special Qualities** fire resistance 20.

Serpopard

Prerequisite: Acrobatics 5 ranks or Survival 5 ranks.

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d6); **Ability Scores** Str 15, Dex 18, Con 14, Int 4, Wis 15, Cha 6; **Feats** Extra Combat Talent (2) for the Lancer sphere; **Special Qualities** darkvision 60 ft., low-light vision.

9th-Level Advancement: Speed 50 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** bite (2d6); **Ability Scores** +2 Str, +4 Dex; **Special Abilities** Predator (Ex): The serpopard gains one free rank in Acrobatics and Stealth for each Hit Dice it possesses.

Mastery (11th-level): **Attack** bite (2d6 plus hemorrhaging poison); **Feats** Extra Combat Talent for the Lancer sphere; **Special Attacks** hemorrhaging poison (frequency 1 round [3]; **effect** Duelist sphere Long Cuts [bleed damage cannot be cured unless sufficient healing or Heal check]; cure 1 save, Con-based DC).

Unicorn

Prerequisite: Heal 5 ranks or Knowledge (nature) 5 ranks.

Starting Statistics: **Alignment** choose one alignment (good, evil, lawful, chaotic). The unicorn's alignment must be of that alignment (such as choosing good, the unicorn must be lawful good, neutral good, or chaotic good); **Size** Large; **Speed** 50 ft.; **AC** +3 natural armor; **Attack** gore (1d6), 2 hooves (1d6); **Ability Scores** Str 15, Dex 14, Con 15, Int 10, Wis 13, Cha 15;

Special Qualities darkvision 60 ft., low-light vision, scent. **7th-Level Advancement:** Speed 60 ft.; **Attacks** gore (2d6); **Variants** the unicorn gains one of the following variants:

- **Anemioi Pegasus:** Speed 60 ft. fly (good); **Special** the pegasus can carry a rider while flying, but reduces its fly speed by half while doing so.
- **Life Guardian:** **Special Abilities** Life Guardian (Su): Whenever an ally within 30 feet of the life guardian receives magical healing, the amount of healing received is increased by the life guardian's Charisma modifier (minimum 1).
- **Royal Hippocampus:** Speed 60 ft. swim; **Special Abilities** Undersea Guide (Su): Any friendly creature in physical contact with a hippocampus can breathe underwater normally (such as while mounted); **Special Qualities** aquatic.

Mastery (11th-level): **Ability Scores** +2 Cha; **Special Attacks** the unicorn's natural attacks are treated as magic and aligned weapons (with alignments matching the unicorn's alignment) for the purposes of damage reduction; **Special Qualities** immune to poison; **Special** The unicorn is considered to possess the casting class feature with no casting tradition (natural casting) and uses Charisma as its casting ability modifier. The unicorn gains a spell pool equal to 1/2 its Hit Dice + its Charisma modifier and is considered a Low-Caster with a caster level equal to 1/2 its Hit Dice. Instead of the 2 bonus magic talents most casters gain, the unicorn gains 2 bonus magic talents for the Life sphere, and may select magic talents with its feats.

Improved Companion Templates

When choosing an improved companion, instead of choosing a new creature, you may instead choose one of the following template options to your companion. If a template choice has prerequisites, you must meet those prerequisites before qualifying for that option. Some template options include additional adjustments or gain a mastery at the indicated level.

When determining the effects of a template that uses the templated creature's Challenge Rating ("CR"), use your effective druid level for that companion as its CR.

Aligned

Your companion holds qualities similar to the great outsiders which champion their alignment.

Special: The aligned templates are alignment-themed. Their theme is referred to as their "thematic alignment" for this section. For example, the celestial template's thematic alignment is good, resolute is lawful, and counterpoised is true neutral.

Prerequisites: Knowledge (religion) or Knowledge (planes) 3 ranks; alignment within 1 step of the template's thematic alignment.

Template: The companion gains one template chosen between [celestial](#), [entropic](#), [fiendish](#), [resolute](#) (Pathfinder RPG Bestiary), and [counterpoised](#) (Champions of Balance).

Template Adjustments: Alignment The companion's alignment shifts to the template's thematic alignment; **Ability Scores** If the companion's base Intelligence is less than 3, it increases to 3. If the companion's base Charisma is less than 11, it increases to 11.

Mastery (11th level): Ability Scores Str +2, Cha +2.

Constructed

Your companion possesses inorganic or mechanical physiology, whether clockwork organs, cybernetic limbs, or golem-crafted skin.

Prerequisite: Knowledge (engineering) or Craft (mechanical) 5 ranks.

Template: The companion gains the [promethean creature template](#) (Horror Adventures).

Mastery (11th level): Defensive Abilities fortification (25%). This stacks with other abilities which ignore critical hits and precision damage.

Special: If you possess the Tech sphere and would replace the Craft (mechanical) skill with another skill when determining the effects of the Tech sphere, you may use that skill to qualify for this improved companion template as though it were Craft (mechanical).

Dark

Your companion's form shifts hues of gray, purple, and black, its power drawn from the planar inkwells of shadow.

Prerequisite: Knowledge (planes) or Stealth 3 ranks.

Template: The companion gains the [dark template](#) (Monster Summoner's Handbook).

Template Adjustments: Special Abilities Shadow Blend (Su): In any condition of illumination other than bright light, the companion gains concealment (20% miss chance). The companion can suppress or resume this ability as a free action.

Mastery (11th level): Ability Scores Dex +2; If the companion's base Intelligence is less than 3, it increases to 3; **Skills** The companion gains a +4 racial bonus on Stealth checks.

Elemental

Your companion's form displays elemental might, its power intimately connected to the elemental planes.

Prerequisite: Knowledge (planes) 3 ranks or Charisma 13.

Template: The companion gains one template chosen between [aerial](#), [aqueous](#), [chthonic](#), and [fiery](#) (Monster Summoner's Handbook).

Mastery (11th level): Ability Scores Wis +2; If the companion's base Intelligence is less than 3, it increases to 3;

Languages The companion can speak, read, and understand one language based on their chosen template (aerial–auran; aqueous–aquan; chthonic–terran; fiery–ignan).

Fey-Touched

Your companion has ties to the faerie, whether cursed, gifted, or by chance.

Prerequisite: Bluff or Knowledge (nature) 3 ranks.

Template: The companion gains the [fey-touched creature template](#) (Heroes from the Fringe), but does not gain the change shape special quality.

Template Adjustments: Ability Scores If the companion's base Intelligence is less than 6, it is increased to 6; if the companion's base Charisma is less than 11, it increases to 11.

Feats The companion gains Transformation as a bonus feat and must choose Anthropomorphic Transformation (transformation) as its (transformation) talent; **Special** If the companion does not know a language, it gains one language its master can speak while transformed.

Mastery (11th level): Ability Scores Cha +4; **Special** The companion gains Bluff and Stealth as class skills and is treated as having the fey creature type in addition to its original creature type whenever it would be advantageous (such as being treated as a fey creature for the Fallen Fey sphere).

Giant

Your companion's size is great and its strength mighty, harkening to the great giants.

Prerequisite: Knowledge (local) 5 ranks or Strength 13.

Template: The companion gains the [giant template](#) (Pathfinder RPG Bestiary).

Mastery (11th level): Defensive Abilities DR/5 piercing.

Possessed

Your companion is not alone in its own mind as a spirit or long-passed personality walks alongside it.

Special: The possessed template grants a "second personality" to the base creature, referred to as a spirit. The spirit's motives should be aligned with the companion's master and should not be hostile to the companion's master. GMs and players should discuss what type of spirit would possess the companion before selecting this template.

Prerequisites: Knowledge (history) or Sense Motive 5 ranks; Psychic Sensitivity or the ability to cast psychic spells.

Template: The companion gains the [possessed template](#) (Horror Adventures).

Template Adjustments: Special Whenever the spirit possesses the companion, it remains in control for 10 minutes. In addition, choose any one language the companion's master can speak. While the spirit is possessing the companion, the companion can speak and understand that language.

Mastery (11th level): Ability Scores +2 Con; **Special** Spectral Prowess (Su): While the spirit is possessing the companion, the companion's natural attacks gain the ghost touch special weapon ability and deal an additional 1d10 damage against creatures with the

undead type or incorporeal subtype. In addition, once per day as a free action, the companion can choose to become possessed by the spirit.

Primordial

Your companion's form is an echo of the past, drawing great strength from ancient well springs and powerful ancestors.

Special: When selecting this template, choose one magic sphere to be the companion's "primordial sphere". Once the companion's primordial sphere is chosen, it cannot be changed. Prerequisite: Knowledge (history) or Survival 3 ranks.

Template: The companion gains the [primordial template](#) (Monster Summoner's Handbook), but does not gain the spell-like abilities.

Template Adjustments: Ability Scores +2 to the companion's casting ability modifier;

Feats Advanced Magic Training, Basic Magic Training; the companion must select its primordial sphere with the talent gained from this feat. If the companion already possesses Basic Magic Training, the companion instead gains Extra Magic Talent, selecting a magic talent from its primordial sphere.

Mastery (11th level): Ability Scores +2 to the companion's casting ability modifier;

Feats Extra Magic Talent, selecting a magic talent from the companion's primordial sphere.
