

# PATHFINDER<sup>®</sup>

PLAYER COMPANION™



Animal  
Archive

# Animal Magic Item Slots

The vast diversity among species of familiars and animal companions often makes it difficult to determine what kinds of magic items are suitable for certain creatures to wear. While wearable wondrous items typically resize themselves to fit a creature trying to wear them, the situation becomes a little more complicated if the creature simply lacks the requisite appendage or body part.

The following table presents all of the animal companions and familiars available to characters, divided into general categories that loosely define their body type as well as which magic item slots are available to them. Available slots followed by either “(saddle)” or “(horseshoes)” denote that creatures of that body type can only wear magic items in the appropriate slots as long as they are either saddles or horseshoes, respectively (for instance, a hoofed quadruped can wear a *saddle of the sky-river*, but not a *belt of dwarvenkind*).

Creature body types marked with an asterisk (\*) are able to grasp and carry one object at a time in their paws, claws, or hands, including weapons, rods, wands, and staves, though they may not be able to use such items effectively (GM’s discretion) and take penalties for nonproficiency as usual.

Specific animals may be able to wear different types of items as specified in their original monster entry. A complete list of familiars and their sources can be found on page 10, while details on animal companions can be found in the books indicated by their superscript citations below (animal companions without citations can be found in the *Pathfinder RPG Core Rulebook* and those marked with two asterisks [\*\*] can be found in this book).

If you are using animal companions or familiars from another source, you can use the information in this table as a guideline for those creatures. Additionally, GMs may use this table as a guide to determine what kinds of magical gear non-humanoid monsters can wear and use. Note that the rules in this section are merely suggestions, and ultimately it is up to the GM to decide what kinds of animals can use particular types of magic items.

Body Type	Available Slots	Animal Companions	Familiars
Avian*	Armor, belt, chest, eyes, headband, neck, ring, wrist	Axe beak <sup>B3</sup> , dimorphodon <sup>AP37</sup> , dinosaur (pteranodon) <sup>B1</sup> , dire bat <sup>B1</sup> , eagle, giant vulture <sup>B3</sup> , hawk, owl, quetzalcoatllus <sup>AP37</sup> , roc <sup>B1</sup>	Bat, dodo, hawk, osprey, owl, parrot, raven, rhamphorhynchus, snail kite, thrush, toucan
Biped (claws/paws)*	Armor, belt, chest, eyes, headband, neck, ring, shoulders, wrist	Dinosaur (allosaurus <sup>B2</sup> , deinonychus, iguanodon <sup>B3</sup> , pachycephalosaurus <sup>B3</sup> , parasaurololphus <sup>B2</sup> , spinosaurus <sup>B3</sup> , tyrannosaurus <sup>B1</sup> , velociraptor), kangaroo <sup>B3</sup>	Dinosaur (compsognathus)
Biped (hands)*	All item slots	Ape, baboon <sup>B2</sup>	Monkey
Piscine	Belt, chest (saddle), eyes	Dinosaur (tylosaurus <sup>B2</sup> ), dolphin <sup>B1</sup> , manta ray <sup>B2</sup> , orca <sup>B1</sup> , shark, stingray <sup>B2</sup> , walrus <sup>**</sup>	Seal
Quadruped (claws/paws)	Armor, belt (saddle), chest, eyes, headband, neck, shoulders, wrist	Badger, bear, cheetah, dire rat <sup>B1</sup> , dog, giant weasel <sup>AP67</sup> , goblin dog <sup>B1</sup> , hyena <sup>B1</sup> , leopard, lion, panda <sup>**</sup> , thylacine <sup>B3</sup> , tiger, wolf, wolverine	Cat, donkey rat, flying squirrel, fox, hedgehog, mongoose, otter, platypus, raccoon, rat, skunk, squirrel, weasel
Quadruped/Hexapod (feet)	Armor, belt (saddle), chest, eyes, headband, neck, shoulders, wrist	Camel, dinosaur (triceratops <sup>B1</sup> ), elephant <sup>B1</sup> , giant ant <sup>UM</sup> , giant mantis <sup>UM</sup> , giant wasp <sup>UM</sup> , hippopotamus <sup>B2</sup> , mammoth <sup>B1</sup> , mastodon <sup>B1</sup> , megafauna (arsinoitherium <sup>B2</sup> , baluchitherium <sup>B3</sup> , megatherium <sup>B2</sup> ), rhinoceros <sup>B1</sup>	
Quadruped (hooves)	Armor, belt (saddle), chest, eyes, feet (horseshoes), head, headband, neck, shoulders, wrist	Antelope <sup>B3</sup> , aurochs <sup>B1</sup> , bison <sup>B1</sup> , boar, buffalo <sup>B1</sup> , elk <sup>B3</sup> , horse, llama <sup>**</sup> , megafauna (megaloceros <sup>B2</sup> ), moose <sup>**</sup> , pony, ram <sup>B2</sup>	Goat, pig
Quadruped (squat-body)	Armor, eyes, headband, neck, shoulders, wrist	Dinosaur (elamosaurus <sup>B1</sup> ), giant frog <sup>B1</sup> , giant snapping turtle <sup>B2</sup> , megafauna (archelon <sup>B3</sup> , glyptodon <sup>B2</sup> )	Snapping turtle, toad, turtle
Saurian	Armor, belt (saddle), chest, eyes, headband, neck	Alligator, crocodile, dinosaur (ankylosaurus <sup>B1</sup> , brachiosaurus <sup>B1</sup> , dimetrodon <sup>B3</sup> , stegosaurus <sup>B1</sup> ), giant chameleon <sup>B3</sup> , giant gecko <sup>B3</sup> , megafauna (megalania <sup>B3</sup> ), monitor lizard <sup>B1</sup>	Dwarf caiman, lizard, marine iguana
Serpentine	Belt, eyes, headband	Constrictor snake, electric eel <sup>B1</sup> , gar <sup>B2</sup> , giant leech <sup>UM</sup> , giant moray eel <sup>B1</sup> , giant slug <sup>UM</sup> , megafauna (basilosaurus <sup>B3</sup> )	Sea krait, viper
Verminous	Belt, eyes	Giant beetle <sup>UM</sup> , giant centipede <sup>UM</sup> , giant crab <sup>UM</sup> , giant scorpion <sup>UM</sup> , giant spider <sup>UM</sup> , octopus <sup>B1</sup> , squid <sup>B1</sup>	Blue-ringed octopus, giant isopod, greensting scorpion, house centipede, king crab

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## REFERENCES

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 3</i>	B3
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary</i>	B1	<i>Ultimate Equipment</i>	UE
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM



Lini and her faithful snow leopard Droogami must call upon the forest's beasts to aid them in the fight against Emily Fiegenschuh's monstrous troll.



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# FOR YOUR CHARACTER

In every Pathfinder Player Companion you'll find something for your character. This book includes the following.

## FOCUS CHARACTERS

This Pathfinder Player Companion highlights options that are specific to characters of the following classes, as well as elements that can apply to other characters.

### CAVALIERS

A cavalier is rarely seen without his mount, and this book allows a bold knight to make his steed even more formidable with new tricks (page 8), equipment (page 12), magic items (page 26), and more.

### DRUIDS

In addition to new spells focusing on animals (page 24), new animal companions to choose from (page 28), new magic items (page 26), and new equipment (page 12) for their companions, druids also get an array of new animal tricks (page 8) to make their animals even more useful in a variety of situations.

### RANGERS

Rangers get all the same benefits from this book as druids, though since they're less focused on casting spells, the new tricks and archetypes are even more important for them.

### SORCERERS

Like wizards, sorcerers with the arcane bloodline have the option of taking a familiar, which means that everything in this book that caters to wizards applies to sorcerers as well.

### WIZARDS

The complete list of available familiars (page 10) that's provided here, which includes several brand-new ones, makes choosing your familiar a snap. In addition, spells (page 24), archetypes (page 20), and magic items (page 26) to make those familiars even more robust and useful mean wizards will find a lot to love in these pages.

## FOR EVERY CHARACTER

While classes such as druids, cavaliers, and wizards receive their own animal companions, mounts, or familiars as class features, most classes are designed to be solo adventurers. This book contains numerous options for characters that typically don't benefit from bestial allies, no matter their background or class.

New PC archetypes for barbarians and rogues (pages 6–7) grant these characters the aid of special animal partners that can make such characters into dastardly con artists or brutal war hounds.

PCs need not always acquire their savage companions through alternate class abilities, however. Pages 14–15 sport extensive lists of animals available for purchase from both mundane sellers and black markets, and members of any class can benefit from the purchase of an animal, whether it be as discreet as a humble porcupine or as ostentatious as a dire bear.

Characters who wish to obtain the aid of animals but don't want to invest in certain classes or skills may benefit from spells (pages 24–25) and magic items (pages 26–27), including the *collar of obedience* and the *rod of animal training*.

To aid in choosing just what animals to purchase or magically acquire, details on the preferred animals of different races can be found on page 5 of this volume. Just as every race has certain animals that it puts on a pedestal, so too does every god have animals associated with his or her faith (back inside cover). Make sure you know which animal choices best fit your character's background!

## QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Animal Archive*.

1 Does my choice of familiar, mount, or animal companion make sense for our campaign? Would one particular type of animal be more useful than another?

2 How does the general public view my animal? Is it welcome in cities or inns? How familiar are people with it?

3 Do I control my animal directly in combat the same way I control my PC, or is it treated as an NPC under the GM's control?

## RULES INDEX

This Player Companion presents numerous new rules that can be found in their respective sections (outlined in the Table of Contents on page 1). In addition, the following short index summarizes the various archetypes spread throughout this volume. Archetypes marked with an asterisk (\*) are intended for animal companions and familiars rather than PCs.

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Racer*	21
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### DID YOU KNOW?

The only animal companion from a Pathfinder product to have his own official account and personalized avatar on the [paizo.com](http://paizo.com) messageboards is Mordimor Jones, Action Badger, from Bill Ward's Pathfinder Tales stories.

## TAMER'S TOOLBOX

In addition to the abundance of rules presented in this Pathfinder Player Companion, numerous other Pathfinder products contain spells, equipment, and magic items useful for characters who use animals during their adventures. The following index catalogs some of the magic items from other Pathfinder books that can bolster the powers of animals, familiars, or mounts as well as the PCs who partner with such beasts.

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**“IF A DOG BARKS FOR NO REASON,  
IGNORE HIM. IF HE STOPS BARKING FOR  
NO REASON, DRAW YOUR SWORD.”**

**—KELLID PROVERB**

RGH  
9.12

# ANIMAL ARCHIVE OVERVIEW



Animals are central to any civilization. Without beasts of burden to till the fields, agriculture becomes far more difficult. Without swift mounts to carry people from place to place, the average person has little idea of what lies beyond the horizon. Dogs guard and herd, cats keep vermin out of food stores, and swift-winged birds carry messages between towns.

Yet animals are more than just useful tools—they can also be valued friends and steadfast companions. Many cultures keep animals like cats, dogs, ferrets, or pigs as pets, or even revere them as sacred to the gods. The connections people make with animals transcend their utility, and many “masters” see their creatures not as slaves or servants, but as friends—friends that, with proper character class abilities or training from Handle Animal checks, can be helpful companions to individuals of any adventuring class.

Player characters can acquire animal friends to assist them in their adventures in numerous ways. The simplest way is to choose to play a character class that revolves around the kind of animal that inspires you. Looking for a powerful animal companion that follows you through thick and thin, performs tricks, and guards your back in a fight? Then you’ll want to choose the druid or ranger class, as both have the nature bond class feature, which allows them to select animal companions. Or you might choose to be a cavalier, automatically acquiring a mount to carry you into battle, or a paladin whose divine bond

with your god takes the form of an intelligent steed that aids your fight against evil.

Animals aren’t just for warriors, either. Want a magical animal to assist you with your study of magic and deliver touch spells? Then play a wizard character or a sorcerer of the arcane bloodline and use your arcane bond ability to acquire a familiar. Interested in gaining magic directly from your familiar? Then play a witch, whose familiar is a conduit to your spells and patron. Though not as physically powerful as animal companions, familiars are easier to take with you into urban areas and often more useful as servants or spies.

Yet class abilities aren’t the only way to acquire animal friends to aid you during an adventure. No matter your character’s class, you still have options. For instance, though an animal purchased in a market or rescued from a trap in a forest may not be as useful as an intelligent familiar or a druid’s companion, you can still use the Handle Animal skill to train it to be a valuable assistant or the Ride skill to convince it to carry you fearlessly into battle. With Handle Animal, you can teach such an ally to attack, defend, fetch, seek, track, or perform a whole laundry list of other tricks. With a trained animal, your party gains the skills of a fighter, guard, hunter, laborer, performer, tracker, or another specialist, all depending on which tricks you teach it. And best of all, it works for love and food—so there are never any squabbles about how to split the treasure!

## RACIAL ANIMALS

Every race has certain animals it prefers above others. Though not intended to be comprehensive, each of the following sections has some suggestions for favored beasts.

### DWARVES

Dwarves value strong, tireless, independent animals helpful to their work. The animals do not have to be aesthetically pleasing, as dwarves care less about physical beauty than performance and results. They favor animals with a strong sense of loyalty, as well as those having strong backs or fierce protective instincts. Few dwarves ever bond with birds, as their race has inherent distrust for the sky and its creatures. Most favor “sensible” burrowing creatures, with a preference for furred creatures, and often keep badgers, rats, and weasels as pets.

**Animal Companions:** Armadillos, badgers, bears, boars, cats (lions), dogs, giant beetles, giant centipedes, wolves

**Battle Animals:** Bears, boars, lions, wolves, and their dire variants

**Familiars:** Bats, cats, donkey rats, goats, hedgehogs, rats, toads, weasels

**Mounts:** Camels, donkeys, giant frilled lizards, giant geckos, horses, mules

### ELVES

Elves value both beauty and utility. They believe stealthy, perceptive creatures like sleek cats and predatory birds make the best companions. Elven spellcasters favor elegant birds, cats, and occasionally snakes for their familiars. Aquatic elves befriend sharks, dolphins, and octopuses.

**Animal Companions:** Cats (cheetahs, leopards, lions, tigers), octopuses, orcas, raptors (eagles, hawks, owls), snakes (vipers), wolves

**Battle Animals:** Cats (cheetahs, leopards, lions, tigers), dogs, elk, giant eagles, rams, wolves

**Familiars:** Cats, monkeys, octopuses, owls, parrots, raptors (hawks, ospreys, owls), ravens, snakes (constrictors, vipers), spiders, squirrels

**Mounts:** Dolphins, giant bats, giant eagles, horses

### GNOMES

Gnomes value creatures for their individuality, finding each one interesting in its own right. They know how to bring out the fun-loving nature of even the most stoic creatures, and are always on the lookout for strange and unusual animals. Gnomes are more likely than the other races to treat their pets like people, and might insist on soliciting their opinions (to the consternation of their party members). They may keep virtually any type of animal as a “pet”—even those they can barely control. It’s not uncommon to find a gnome with a donkey rat, drain spider, firefoot fennec, monkey, or even stranger pet.

**Animal Companions:** Apes, badgers, crocodiles, bears, cats (lions, tigers), dinosaurs (deinonychuses, velociraptors), dogs, sharks, snakes (constrictors, vipers), wolves

**Battle Animals:** Dire badgers, dire boars, dire crocodiles, dire wolverines, dogs, wolves

**Familiars:** Armadillos, bats, cats, centipedes, crabs, donkey rats, firefoot fennecs, foxes, giant isopods, goats, hedgehogs, lizards, monkeys, pigs, platypuses, ravens, skunks, squirrels, toads, toucans, vipers, weasels

**Mounts:** Boars, dire badgers, dire weasels, dogs (riding), giant eagles, giant geckos, monitor lizards, war ponies, wolves

### HALFLINGS

City-based halflings value small, stealthy animal companions and familiars that can easily sneak through a city, gather information, or fend for themselves. Wildlands halflings often befriend creatures of a much larger size, letting the animals double as mounts and protectors. Halfling pets tend to be small, clever creatures like cats, mongooses, rats, ravens, and weasels.

**Animal Companions:** Badgers, cats (cheetahs, leopards), dogs, giant frogs, ponies, wolves

**Battle Animals:** Dogs, cats (lions, tigers), monitor lizards, wolves

**Familiars:** Bats, cats, centipedes, goats, hedgehogs, lizards, mongooses, pigs, rats, ravens, scarlet spiders, scorpions, snakes (vipers), squirrels, toads, turtles, weasels

**Mounts:** Boars, monitor lizards, riding dogs, war ponies

### HUMANS

Humans are eclectic in what they value in animal companions and familiars, but dogs, cats, and rats rank high on their list of preferred pets. Seafaring humans favor animals that are capable of living on a ship or keeping pace with one in the water.

**Animal Companions:** Apes, bears, birds (eagles, hawks, owls), cats (cheetahs, leopards, lions, tigers), crocodiles, dogs, horses, ponies, snakes (constrictors, vipers), wolves

**Battle Animals:** Apes, bears, dogs, elephants, lions, mammoths, wolves, and their dire variants

**Familiars:** Bats, birds (hawks, owls, parrots, ravens), cats, foxes, monkeys, rats, snakes (constrictors), toads, turtles

**Mounts:** Camels, donkeys, horses, mules

### ORCS AND HALF-ORCS

Orcs prefer tough, powerful animal companions—fierce creatures capable of ripping apart opponents with teeth, claws, or tusks—and often use megafauna as living siege engines, sometimes permanently affixing crude armor to their skins. Their familiars tend to be crafty, dangerous, or not worth killing, such as scorpions, vipers, or carrion crows. Half-orcs are much broader in their choices, and often befriend those unloved creatures that live on the edges of society, such as rats, bats, vermin, feral dogs and cats, and ravens.

**Animal Companions:** Bears, crocodiles, snakes, wolves

**Battle Animals:** Dinosaurs, dire animals, megafauna (elephants, mammoths, rhinoceroses, smilodons)

**Familiars:** Bats, rats, ravens, scorpions, snakes

**Mounts:** Boars, camels, horses, monitor lizards, wolves

# PC ARCHETYPES

Some classes gain familiars or animal companions within the standard rules, and any class can purchase an animal that is already trained or use the Handle Animal skill to train it for use in adventuring. This section introduces several new archetypes whose class abilities are focused on the acquisition, training, and cooperative use of familiars and animal companions in the context of classes that do not normally use animal allies in such a robust way.

## CARNIVALIST (ROGUE ARCHETYPE)

Carnivalists train their miniature minions to perform acts of larceny and often hide their true talents behind theatrical sideshows.

**Class Skills:** A carnivalist gains Handle Animal as a class skill.

**Familiar:** At 1st level, a carnivalist gains a familiar as a wizard of equal level. Levels in a class that grants a familiar stack with carnivalist levels for determining the familiar's abilities.

**Pet Performance (Ex):** A carnivalist gains use of several bardic performances, making Handle Animal checks in place of any Perform checks. At 2nd level, she gains the distraction bardic performance. At 4th level, she gains the fascinate bardic performance. At 6th level, she also gains use of the following performance.

*Trained Legerdemain (Ex):* At 6th level, a carnivalist can command a familiar or pet within 30 feet to make a Disable Device or Sleight of Hand check as if trained in the skill, using its own skill ranks (if any), Dexterity modifier, and equipment, with a competence bonus equal to 1/2 her rogue level. The check requires the normal amount of time to complete and the DC increases by 5. The carnivalist must maintain this pet performance each round her familiar or pet attempts a Disable Device or Sleight of Hand check.

The pet performance ability otherwise functions identically to bardic performance. Levels in a class with the distraction or fascinate bardic performances stack with carnivalist levels for the purpose of determining bonuses granted by these performances. This ability replaces the rogue talents gained at 2nd, 4th, and 6th level.

**Sneak Attack (Ex):** A carnivalist gains this ability starting at 2nd level. The sneak attack damage dealt is 1d6 points at 2nd level, and increases by 1d6 points every 4 carnivalist levels thereafter. A carnivalist's familiar can also deal sneak attack damage as appropriate to foes as long as it is within 30 feet of her (though only Small and larger creatures may flank enemies, as usual).

**Animal Trainer (Ex):** Starting at 3rd level, a carnivalist receives a bonus equal to 1/2 her rogue level whenever she uses Handle Animal on a Tiny or Small animal. In addition, she can increase the DC by 5 to reduce the time needed to teach an animal a new trick or train an animal for a general purpose to 1 day for every week normally required. She can also train more than one animal at once, although each animal after the first adds 2 to the DC. This ability replaces trap sense.

## HUNTMASTER (CAVALIER ARCHETYPE)

Huntmasters train the beasts favored by lordly castes into swift and deadly trackers.

**Class Skills:** A huntmaster gains Knowledge (nature), Stealth, and Survival as class skills.

**Weapon and Armor Proficiency:** A huntmaster is not proficient with heavy armor. Huntmasters are proficient with all simple and martial weapons, plus the net and whip.

**Bestial Challenge (Ex):** Whenever a huntmaster issues a challenge, both he and his hunting pack gain the bonuses and penalties associated with his challenge. This modifies the challenge ability.

**Hunting Pack (Ex):** At 1st level, a huntmaster forms a close bond with an animal companion. This animal companion functions as a druid's animal companion, using the cavalier's level as his effective druid level. He can choose either a bird or a dog when selecting his animal companion.

The huntmaster can have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion. Each time a huntmaster's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the huntmaster's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the huntmaster the ability to cast a single spell so that it affects all of his animal companions.

A huntmaster's animal companions gain a bonus on Survival checks to follow tracks equal to 1/2 the cavalier's class level (minimum 1). This ability replaces mount.

**Tactician (Ex):** A huntmaster's tactician ability affects only his hunting pack, not other allies. This modifies the tactician, greater tactician, and master tactician abilities.

**Takedown (Ex):** At 3rd level, a huntmaster's dog can make a free trip or dirty trick (entangled) combat maneuver after a successful melee attack. A huntmaster's bird can make a free dirty trick (dazzled or deafened) combat maneuver after a successful melee attack; if the target is already dazzled, the bird can choose dirty trick (blinded) instead. These combat maneuvers do not provoke attacks of opportunity. This ability replaces cavalier's charge.

**Animal Trainer (Ex):** At 4th level, a huntmaster's expert trainer ability applies to birds and dogs rather than mounts. This modifies the expert trainer ability.



**Swift Tracker (Ex):** At 5th level, a huntmaster gains the swift tracker ability, as the ranger ability of the same name. This ability replaces banner.

**Bonus Feats:** At 6th level, a huntmaster and all members of his hunting pack gain Step Up as a bonus feat. At 12th level, they gain Following Step<sup>APG</sup> and at 18th level, they gain Step Up and Strike<sup>APG</sup>. This ability replaces a cavalier's standard bonus feats.

**Pack Attack (Ex):** At 11th level, whenever a huntmaster and any of his hunting pack or multiple animals in his hunting pack are adjacent and attack the same target in melee, they are treated as flanking. In addition, they can flank a creature with improved uncanny dodge if the huntmaster has at least 4 more levels than the target. This ability replaces mighty charge.

**Quarry (Ex):** At 14th level, a huntmaster gains quarry, as the ranger ability of the same name. The benefits of this ability also apply to his hunting pack. This ability replaces greater banner.

**Improved Quarry (Ex):** At 20th level, a huntmaster gains improved quarry, as the ranger ability of the same name. The benefits of this ability also apply to his hunting pack. This ability replaces supreme charge.

## MAD DOG (BARBARIAN ARCHETYPE)

Though named for the wild savages who fight alongside rabid dogs, mad dogs employ all manner of beasts as their battle brethren.

**War Beast (Ex):** At 1st level, a mad dog gains the service of an animal companion, using the barbarian's level as her effective druid level. This ability replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

**Pack Tactics (Ex):** At 2nd level, a mad dog and her war beast gain a +4 bonus on attack rolls while flanking the same opponent (instead of the normal +2 bonus). This ability replaces uncanny dodge.

**Rage (Ex):** A mad dog gains this ability at 4th level, except that her effective barbarian level for the ability is equal to her barbarian level - 3.

**Ferocious Fetch (Ex):** At 5th level, a mad dog's war beast gains Improved Drag<sup>APG</sup> as a bonus feat. As a swift action, a mad dog can command her war beast to move toward an opponent within 30 feet and attempt a drag combat maneuver to pull the target back toward the mad dog. The war beast can move before and after performing the maneuver, but this movement counts toward the war beast's total movement during its turn. This ability replaces improved uncanny dodge.

**Damage Reduction (Ex):** At 10th level, a mad dog gains damage reduction. At 13th level and every 3 barbarian levels thereafter, this damage reduction rises by 1, to a maximum of DR 4/— at 19th

level. A mad dog's war beast gains the same damage reduction as the mad dog.

**Throat Cutter (Ex):** At 14th level, whenever her war beast succeeds at a bull rush, drag, grapple, overrun, or trip combat maneuver against an opponent threatened by the mad dog, a mad dog can take an attack of opportunity against that opponent. This ability replaces indomitable will.

**Rage Powers:** The following rage powers complement the mad dog archetype: animal fury, beast totem<sup>APG</sup>, bestial leaper<sup>UC</sup>, primal scent<sup>UC</sup>, raging leaper, reckless abandon<sup>APG</sup>, scent, sprint<sup>UC</sup>, swift foot, and terrifying howl. The following new rage powers also complement this archetype:

**Ferocious Beast (Ex):** While the barbarian is raging, her animal companion also gains the benefits of rage (including greater rage, mighty rage, and tireless rage), though the barbarian must spend 1 additional round of rage per round if her companion begins or ends its turn adjacent to her, and 2 additional rounds of rage per round if not.

**Ferocious Beast, Greater (Ex):** While the barbarian is raging, her animal companion shares the benefits of the barbarian's rage powers that are constant in effect. It gains no benefit from rage powers that require actions to activate, even if they are free actions. A barbarian must have the ferocious beast rage power and be at least 8th level to select this rage power.



# ANIMAL TRICKS

Animal tricks are specific tasks you can teach an animal using the Handle Animal skill. The training process requires a week of work and a successful Handle Animal check against a listed DC. Successfully teaching an animal a trick includes teaching it some command that indicates it should perform the trick.

An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. The *Pathfinder RPG Core Rulebook* defines 12 tricks in the Handle Animal skill description (attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, and work) and seven general purposes (combat training, fighting, guarding, heavy labor, hunting, performance, and riding) that include various combinations of the existing tricks, yet these are not the only tasks animals can be trained to perform.

## NEW ANIMAL TRICKS

The following new tricks can be taught to animals by training the animal for a week and making a successful Handle Animal skill check against the listed DC.

**Aid (DC 20):** The animal can use the aid another action to aid a specific ally in combat by attacking a specific foe the ally is fighting. You may point to a particular creature that you wish the animal to aid, and another that you want it make an attack roll against, and it will comply if able. The normal creature type restrictions governing the attacktrick still apply.

**Bombard (DC 20):** A flying animal can deliver projectiles on command, attempting to drop a specified item that it can carry (often alchemist's fire or some other incendiary) on a designated point or opponent, using its base attack bonus to determine its attack roll. The animal cannot throw the object, and must be able to fly directly over the target.

**Break Out (DC 20):** On command, the animal attempts to break or gnaw through any bars or bindings restricting itself, its handler, or a person indicated by the handler. If not effective on its own, this trick can grant the target character a +4 circumstance bonus on Escape Artist checks. The animal can also take certain basic actions like lifting a latch or bringing its master an unattended key. Weight and Strength restrictions still apply, and pickpocketing a key or picking any sort of lock is still far beyond the animal's ability.

**Bury (DC 15):** An animal with this trick can be instructed to bury an object in its possession. The animal normally seeks a secluded place to bury its object. An animal with both bury and fetch can be instructed to fetch an item it has buried.

**Deliver (DC 15):** The animal takes an object (one you or an ally gives it, or that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken. (Retrieving an item from an animal using the deliver trick is a move action.)

**Detect (DC 25):** The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying potential dangers or secret passages. When commanded, the animal uses its Perception skill to try to pinpoint the source of anything that strikes it as unusual about a room or location. Note that because the animal is not intelligent, any number of strange mechanisms, doors, scents, or unfamiliar objects may catch the animal's attention, and it cannot attempt the same Perception check more than once in this way.

**Entertain (DC 25):** The animal can dance, sing, or perform some other impressive and enjoyable trick to entertain those around it. At the command of its owner, the animal can make a Perform check (or a Charisma check if



it has no ranks in Perform) to show off its talent. Willing onlookers or those who fail an opposed Sense Motive check take a -2 penalty on Perception checks to notice anything but the animal entertaining them. Tricksters and con artists often teach their animals to perform this trick while they pickpocket viewers or sneak about unnoticed.

**Exclusive (DC 20):** The animal takes directions only from the handler who taught it this trick. If an animal has both the exclusive and serve tricks, it takes directions only from the handler that taught it the exclusive trick and those creatures indicated by the trainer's serve command. An animal with the exclusive trick does not take trick commands from others even if it is friendly or helpful toward them (such as through the result of a *charm animal* spell), though this does not prevent it from being controlled by other enchantment spells (such as *dominate animal*), and the animal still otherwise acts as a friendly or helpful creature when applicable.

**Flank (DC 20):** You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe. If you or an ally is also threatening the foe, the animal attempts to flank the foe, if possible. It always takes attacks of opportunity. The animal must know the attack trick before it can learn this trick.

**Flee (DC 20):** The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any creatures with him or her, remaining hidden but within range of its sight or hearing. This trick is particularly useful for thieves and adventurers in that it allows the animal to evade capture, then return later to help free its friends.

**Get Help (DC 20):** With this trick, a trainer can designate a number of creatures up to the animal's Intelligence score as "help." When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

**Hunt (DC 20):** This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler. An animal with this trick may attempt Survival checks (or Wisdom checks if the animal has no ranks in Survival) to provide food for others or lead them to water and shelter (as the "get along in the wild" use of the Survival skill). An animal with this trick may use the aid another action to assist Survival checks made by its handler for these purposes.

**Maneuver (DC 20):** The animal is trained to use a specific combat maneuver on command. An animal must know the attack trick before it can be taught the maneuver trick, and it only performs maneuvers against targets it would normally attack. This trick can be taught to an animal multiple times. Each time it is taught, the animal can be commanded to use a different combat maneuver.

**Menace (DC 20):** A menacing animal attempts to keep a creature you indicate from moving. It does its best to intimidate the target, but only attacks if the target

attempts to move from its present location or take any significant action (particularly a hostile-seeming one). As soon as the target stops moving, the animal ceases attacking, but continues to menace.

**Serve (DC 15):** An animal with this trick willingly takes orders from a creature you designate. If the creature you tell the animal to serve knows what tricks the animal has, it can instruct the animal to perform these tricks using your Handle Animal bonus on the check instead of its own. The animal treats the designated ally as friendly. An animal can unlearn this trick with 1 week of training. This trick can be taught to an animal multiple times. Each time it is taught, the animal can serve an additional creature you designate.

**Sneak (DC 15):** The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

**Throw Rider (DC 15):** The animal can attempt to fling a creature riding it to the ground. Treat this as a trip combat maneuver that applies to all creatures riding the animal, and that does not provoke attacks of opportunity. An animal that knows the throw rider and exclusive tricks can be instructed to attempt to automatically throw anyone other than its trainer who attempts to ride it.

**Watch (DC 15):** The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

## NEW GENERAL PURPOSES

Rather than teaching an animal individual tricks, you can simply train it for a general purpose (*Core Rulebook 97*). Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the general purpose package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks above and beyond those included in its general purpose, it may do so with the proper training. Training an animal for a general purpose requires only one Handle Animal check, but takes a number of weeks equal to the number of tricks in the general purpose package.

**Air Support (DC 20):** An animal trained in air support knows the attack, bombard, and deliver tricks.

**Burglar (DC 25):** An animal trained as a burglar knows the come, fetch, maneuver (steal), seek, and sneak tricks. You can order it to steal a specific item you point out.

**Liberator (DC 25):** An animal trained in liberating knows the break out, flee, and get help tricks.

**Servant (DC 20):** An animal trained as a servant knows the deliver, exclusive, and serve tricks.

# FAMILIARS

Choosing a familiar is an important part of any PC's career, and the sort of animal a spellcaster consorts with can say a lot about his or her personality. Below is a complete list of all the familiars currently in the Pathfinder Roleplaying Game, as well as some important notes regarding modifying familiars.

## FAMILIARS AND SPECIAL ABILITIES

Familiar	Special Ability	Statistics
Armadillo	Master gains a +1 natural armor bonus to AC	See page 30
Bat	Master gains a +3 bonus on Fly checks	<i>Bestiary</i> 131
Cat	Master gains a +3 bonus on Stealth checks	<i>Bestiary</i> 131
Centipede, house	Master gains a +3 bonus on Stealth checks	<i>Ultimate Magic</i> 119
Compsognathus	Master gains a +4 bonus on initiative checks	<i>Bestiary</i> 2 90
Crab, king	Master gains a +2 bonus on combat maneuver checks to start and maintain a grapple	<i>Ultimate Magic</i> 119
Dodo	Master gains a +4 bonus on initiative checks	<i>Pathfinder Adventure Path</i> #55 88
Donkey rat	Master gains a +2 bonus on Fortitude saves	<i>Ultimate Magic</i> 117
Dwarf caiman	Master gains a +3 bonus on Stealth checks	<i>Pathfinder Adventure Path</i> #55 88
Fox	Master gains a +2 bonus on Reflex saves	<i>Bestiary</i> 3 112
Giant isopod	Master gains a +1 natural armor bonus to AC	<i>Pathfinder Adventure Path</i> #55 89
Goat	Master gains a +3 bonus on Survival checks	<i>Bestiary</i> 3 112
Hawk	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light	<i>Bestiary</i> 131
Hedgehog	Master gains a +2 bonus on Will saves	<i>Ultimate Magic</i> 119
Lizard	Master gains a +3 bonus on Climb checks	<i>Bestiary</i> 131
Marine iguana	Master gains a +3 bonus on Swim checks	Use dwarf caiman stats
Monkey	Master gains a +3 bonus on Acrobatics checks	<i>Bestiary</i> 132
Mongoose	Master gains a +2 bonus on Fortitude saves	Use weasel stats
Octopus, blue-ringed	Master gains a +3 bonus on Swim checks	<i>Ultimate Magic</i> 117
Osprey	Master gains a +3 bonus on Survival checks	Use hawk stats
Otter	Master gains a +3 bonus on Swim checks	<i>Bestiary</i> 3 113
Owl	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness	<i>Bestiary</i> 132
Parrot	Master gains a +3 bonus on Linguistics checks	Use raven stats
Pig	Master gains a +3 bonus on Diplomacy checks	<i>Bestiary</i> 3 113
Platypus	Master gains a +3 bonus on Swim checks	See page 30
Raccoon	Master gains a +3 bonus on Sleight of Hand checks	<i>Bestiary</i> 3 113
Rat	Master gains a +2 bonus on Fortitude saves	<i>Bestiary</i> 132
Raven*	Master gains a +3 bonus on Appraise checks	<i>Bestiary</i> 133
Rhamphorhynchus	Master gains a +2 bonus on initiative checks	<i>Pathfinder Adventure Path</i> #37 82
Scorpion, greensting	Master gains a +4 bonus on initiative checks	<i>Ultimate Magic</i> 118
Sea krait	Master gains a +2 bonus on Fortitude saves	Use viper stats
Seal	Master gains a +3 bonus on Swim checks	<i>Pathfinder Adventure Path</i> #55 89
Skunk	Master gains a +2 bonus on Fortitude saves	See page 31
Snail kite	Master gains a +3 bonus on Fly checks	Use hawk stats
Spider, scarlet	Master gains a +3 bonus on Climb checks	<i>Ultimate Magic</i> 120
Squirrel	Master gains a +3 bonus on Sleight of Hand checks	See page 31
Squirrel, flying	Master gains a +3 bonus on Fly checks	<i>Bestiary</i> 3 112
Thrush*	Master gains a +3 bonus on Diplomacy checks	<i>Ultimate Magic</i> 120
Toad	Master gains 3 hit points	<i>Bestiary</i> 133
Toucan	Master gains a +3 bonus on Diplomacy checks	Use raven stats (cannot speak)
Turtle	Master gains a +1 natural armor bonus to AC	<i>Ultimate Magic</i> 120
Turtle, snapping	Master gains a +2 bonus on Fortitude saves	<i>Bestiary</i> 2 273
Viper	Master gains a +3 bonus on Bluff checks	<i>Bestiary</i> 133
Weasel	Master gains a +2 bonus on Reflex saves	<i>Bestiary</i> 133

\* Speaks one language of its master's choice as a supernatural ability.

## SMALL AND VERMIN FAMILIARS

Some of these familiars break some of the rules and assumptions of the familiars presented in the *Pathfinder RPG Core Rulebook*. Small familiars threaten the areas around them just like other Small creatures do, and can be used to flank enemies, though both familiars and their masters are often loath to use such tactics, as the result tends to be a dead familiar.

Small familiars are also harder to keep on a master's person than Tiny or smaller familiars. Often they require some form of magic item, like a *bag of holding*, for such a feat to work.

The process of making a vermin into a familiar grants it an Intelligence score and removes the mindless trait. Vermin familiars communicate with their masters and other vermin of their kind (greensting scorpions with other scorpions, house centipedes with other centipedes, and scarlet spiders with other spiders) by way of a strange combination of behaviors, slight changes in coloration, and even the excretion of scents, subtle and otherwise. As with other types of familiars, other creatures cannot understand this communication without magical aid.

### APPROXIMATING FAMILIARS

Though the list presented on the previous page is long, as a player, you may desire a special familiar—either real, unique to Golarion, or wholly imagined—that hasn't yet been presented with specific Pathfinder stats. With your Game Master's approval, however, it's easy to "re-skin" an existing familiar stat block to create the exact familiar you want.

The easiest way is to examine the Familiars and Special Abilities table on page 10 and try to find the animal most similar to the one in your imagination, then use the source listed in the Statistics column to find its full stat block. For many animals, you'll be able to simply use that stat block for your familiar, in the same way that a parrot uses the same stats as a raven, and change only the flavor and descriptions. This way, you don't have to worry about tweaking the creature's mechanics, and your GM can rest easy knowing that the familiar is still balanced.

Sometimes, however, you may want an animal radically different from any on this list. In these cases, your best bet is to flip through the various Pathfinder RPG bestiaries until you find something similar to what you're looking for—preferably of a low Challenge Rating. From there, you can change the skills and feats, add or subtract attacks, and otherwise sculpt the creature until it matches the picture in your imagination. Bear in mind that monster design is a complicated process. You'll need to be familiar with the rules in the appendices of the *Pathfinder RPG Bestiary* if you want your creature to be balanced, and even if you do the math perfectly, your GM may still decide the creature is too powerful. After all, familiars are intended to be relatively weak, and even a baby mastodon is going to be hard to reduce to an appropriate CR without designing a totally new monster, at which point you might as well just grab the pig familiar stats and add fur. The young template is also extremely useful in reducing creatures' CRs. Once you've got the stats worked out, use the examples above to decide what ability your familiar grants its new master. And don't forget to get your GM's approval!

For example, let's say you want to create a cardinal, because you think he'd go well with your fire wizard who only wears red. Since they're both small birds, it's easy

enough to take the raven stat block above and simply remove the ability to talk. If you want a lobster, you can use the king crab, perhaps reversing its land and swim speeds to represent its quick movement underwater. A rat makes a fine guinea pig, and a weasel makes a great stoat or ermine. If you want to tinker further, remember that the further you range from an existing stat block—especially if it's to add extra attacks or otherwise improve a creature—the more likely your GM is to reject it as being unbalanced. The Pathfinder Roleplaying Game tries to balance familiars so that none are obviously better than the others; if yours is clearly better, it's probably too powerful, and perhaps better suited for the animal companion class feature.



# ANIMAL EQUIPMENT

In addition to the items found starting on page 81 of *Pathfinder RPG Ultimate Equipment*, the following pieces of equipment are useful to characters that frequently deal with animals.

## ANIMAL GEAR

The following gear is commonly used by animal trainers, breeders, and adventurers who frequently find themselves in the company of animals.

Item	Price	Weight
Aquatic pinger	6 gp	1/2 lb.
Barding stitches	50 gp	1 lb.
Beast-training kit	15 gp	26 lbs.
Bird feed (per day)	5 cp	1/2 lb.
Bird-training kit	17 gp	8 lbs.
Carnivore feed (per day)	5 cp	5 lbs.
Dandy brush	2 sp	2 lbs.
Mastodon brush	20 gp	5 lbs.
Poison caps	25 gp	1/2 lb.
Training sleeve	100 gp	5 lbs.
Whet bone	1 sp	2 lbs.

### AQUATIC PINGER

PRICE 6 GP

WEIGHT 1/2 lb.

This small chime is designed to be used in aquatic environs. After submerging the pinger in water, the user can lower a miniature mallet into the dry hollow of the chime from above and ring the instrument with a successful DC 5 Perform (percussion) check. An aquatic pinger can be heard clearly from up to a half-mile away by underwater creatures (Perception DC 0). For each half-mile beyond, Perception checks to hear an aquatic pinger take a –2 penalty.

### BARDING STITCHES

PRICE 50 GP

WEIGHT 1 lb.

This thin, specially treated wire can be used to attach barding to creatures whose body types cannot normally accommodate armor, such as piscine, serpentine, and verminous animals (see the inside front cover), by delicately and thoroughly sewing the equipment directly to the creature's flesh. Equipping a creature with barding using barding stitches takes 10 times as long as the figures shown on page 153 of the *Pathfinder RPG Core Rulebook*, and a successful DC 25 Heal check is required to attach or remove the stitches. The creature must be helpless or willing to be equipped with barding stitches, and must have at least a +1 natural armor bonus to AC. An armored creature with barding stitches takes a –2 penalty on Strength- and Dexterity-based skill checks (in addition to any penalties from the barding itself), Fortitude and Reflex saves, and saves against effects with the pain descriptor (these penalties stack). These penalties persist for as long as the creature is equipped with barding stitches.

### BEAST-TRAINING KIT

PRICE 15 GP

WEIGHT 26 lbs.

This kit includes a dandy brush, training harness<sup>ARG</sup>, training whip<sup>ARG</sup>, whet bone, and 2 days' worth of carnivore feed. The weight of this kit can be reduced by 10 pounds by forgoing the carnivore feed.

### BIRD FEED (PER DAY)

PRICE 5 CP

WEIGHT 1/2 lb.

This mixture of seed and dead insects is suitable food for small birds such as ravens, crows, and chickens. Birds of prey such as falcons, hawks, and owls can also sustain themselves on bird feed, though they typically require at least two servings per day. Larger avian creatures such as axe beaks and griffons require larger portions of meat, and cannot survive on bird feed alone.

### BIRD-TRAINING KIT

PRICE 17 GP

WEIGHT 8 lbs.

This kit includes a falconry gauntlet<sup>UE</sup>, Tiny cage<sup>UE</sup>, training whip<sup>ARG</sup>, and 2 days' worth of bird feed.

### CARNIVORE FEED (PER DAY)

PRICE 5 CP

WEIGHT 5 lbs.

Consisting of various kinds of raw meat that have been jerked, smoked, or salted for preservation, a day's worth of carnivore feed is adequate food for any Small or Medium meat-eating animal such as a tiger, bear, or dog. Larger carnivores might require up to 2 to 4 days' worth of carnivore feed per day.

### DANDY BRUSH

PRICE 2 SP

WEIGHT 2 lbs.

This hard-bristled tool has a handle that slips over the wearer's hand, and is used by animal breeders, owners, and grooms to brush the animals in their care, loosening dirt and detritus from the creatures' coats and stimulating the skin so it produces the natural oils that keep them healthy and clean.

### MASTODON BRUSH

PRICE 20 GP

WEIGHT 5 lbs.

Tribespeople in lands where megafauna and other large mammals are an important source of food and transportation craft these large, two-handed grooming tools to keep their enormous mounts and pack animals healthy and clean.

### POISON CAPS

PRICE 25 GP

WEIGHT 1/2 lb.

These small rubber cones attach to a creature's fangs and allow it to potentially poison those it bites. Poison caps must be filled with an injury poison (see pages 557–560 of the *Core Rulebook*), and must be attached to a creature's teeth prior to use. A creature equipped with poison caps deals bite damage as a creature one size smaller than usual, but the next time the creature makes a successful bite

attack, it also injects the poison from the caps into its target. The price and weight listed above are for a pair of poison caps; both must be used simultaneously in order to be effective. A pair of poison caps can only be used once; they are effectively destroyed after a successful bite attack. The cost of the poison is not included in the cost of the poison caps.

<b>TRAINING SLEEVE</b>	PRICE 100 GP
	WEIGHT 5 lbs.

This thick, heavily padded sleeve fits over the wearer's arm and serves as a target for animals being trained to attack. When used in conjunction with the Handle Animal skill to train an animal for a general purpose, this item grants the user a +5 competence bonus on her Handle Animal check to successfully combat train an animal.

<b>WHET BONE</b>	PRICE 1 SP
	WEIGHT 2 lbs.

This hardened mixture of animal marrow and minerals is shaped into a long bone. When chewed upon by a creature for no fewer than 15 minutes, a whet bone grants the creature a +1 bonus on its next damage roll the first time it hits with a bite attack. This only works on nonmagical bite attacks.

## SPECIAL SUBSTANCES AND ITEMS

Any of these substances can be made by a character with the Craft (alchemy) skill.

Item	Price	Weight	Craft DC
Deodorizing agent (vial)	30 gp	—	25
Fury drops	50 gp	—	25
Noxious aromatic (flask)	15 gp	1 lb.	20

<b>DEODORIZING AGENT</b>	PRICE 30 GP
	WEIGHT —

Coating a creature in a vial of this milky, odorless substance takes 1 minute and renders it scentless for 1d3 hours. Creatures that rely on scent for locating creatures do not gain the benefit of this ability against a creature affected by a dose of deodorizing agent.

<b>FURY DROPS</b>	PRICE 50 GP
	WEIGHT —

Anointing a creature's eyes with a dose of fury drops causes it to immediately fly into a rage for 1d6 rounds, granting it a +2 alchemical bonus to Strength and Constitution, a +1 alchemical bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical to a barbarian's rage, and creatures are fatigued at the end of the rage. Only creatures with an Intelligence score of 1 or 2 can be affected by fury drops.

<b>NOXIOUS AROMATIC</b>	PRICE 15 GP
	WEIGHT 1 lb.

This glass container of foul-smelling oil shatters easily upon impact. You can throw a vial of noxious aromatic as a splash weapon with a range increment of 10 feet. If a creature with the scent sense is standing in the square of impact, it must succeed at a DC 14 Fortitude save or be nauseated for 1d4+1 rounds. Any creature with scent in an adjacent square must succeed at a DC 12 Fortitude save or be sickened for 1 round. Creatures without the scent ability are not affected by noxious aromatic.



# PURCHASING ANIMALS

A number of classes can gain animal companions or familiars, but what about characters who don't have access to these boons or simply want to purchase an animal as a pet, steed, or cohort? The following tables present prices for characters who want to purchase various kinds of animals not tied to a class feature or special ability. These entries complement those found on pages 80–86 of *Pathfinder RPG Ultimate Equipment*. The prices given assume that the animal is being bought in or near its native habitat, and prices (especially for rarer creatures such as dinosaurs or dire animals) and availability might change significantly at the GM's discretion.

The entries on the following tables represent the prices for animals as they are presented in their full stat blocks, not in the animal companion stat blocks for those animals that have animal companion options.

## RIDING ANIMALS

When reared from birth, the following animals can easily be ridden by Small or Medium humanoids, depending on the riding animal's size. In addition, most of these animals can be purchased already trained for combat.

Animal	Price		Source
	Price	(Combat-Trained)	
Aurochs	300 gp	450 gp	<i>Bestiary</i> 174
Bison	50 gp	75 gp	<i>Bestiary</i> 174
Boar	100 gp	150 gp	<i>Bestiary</i> 36
Elk	100 gp	150 gp	<i>Bestiary</i> 3 147
Giant chameleon	225 gp	350 gp	<i>Bestiary</i> 3 186
Giant frilled lizard	375 gp	550 gp	<i>Bestiary</i> 194
Giant gecko	100 gp	150 gp	<i>Bestiary</i> 3 186
Giant owl	6,000 gp	9,000 gp	<i>Bestiary</i> 3 213
Giant vulture	750 gp	1,125 gp	<i>Bestiary</i> 3 284
Goblin dog	35 gp	50 gp	<i>Bestiary</i> 157
Lion	200 gp	300 gp	<i>Bestiary</i> 193
Ram	25 gp	50 gp	<i>Bestiary</i> 2 154
Rhinoceros	1,000 gp	1,500 gp	<i>Bestiary</i> 235
Roc	7,200 gp	10,800 gp	<i>Bestiary</i> 236
Tiger	325 gp	500 gp	<i>Bestiary</i> 265
Woolly rhinoceros	2,000 gp	3,000 gp	<i>Bestiary</i> 235

## DINOSAURS AND MEGAFUNA

The following animals are classified as either dinosaurs or megafauna, and garner a significantly higher price than most animals on the open market. The prices listed are for dinosaurs and megafauna that have been reared from birth in order to serve as pets or mounts. Combat-trained dinosaurs and megafauna are incredibly rare and have similarly extravagant costs (if one can even find a seller). Though not normally readily available, combat-trained dinosaurs and megafauna typically cost an amount equal to 1-1/2 × the price of the standard animal.

Animal	Price	Source
Allosaurus	3,850 gp	<i>Bestiary</i> 2 90
Ankylosaurus	3,000 gp	<i>Bestiary</i> 83
Archelon	1,750 gp	<i>Bestiary</i> 3 192

Arsinoitherium	3,150 gp	<i>Bestiary</i> 2 186
Baluchitherium	4,800 gp	<i>Bestiary</i> 3 192
Basilosaurus	10,200 gp	<i>Bestiary</i> 3 193
Brachiosaurus	9,000 gp	<i>Bestiary</i> 83
Compsognathus	25 gp	<i>Bestiary</i> 2 90
Deinonychus	600 gp	<i>Bestiary</i> 84
Dimetrodon	600 gp	<i>Bestiary</i> 3 78
Elasmosaurus	3,500 gp	<i>Bestiary</i> 84
Glyptodon	2,700 gp	<i>Bestiary</i> 2 186
Iguanodon	2,700 gp	<i>Bestiary</i> 3 78
Megalania	3,500 gp	<i>Bestiary</i> 3 193
Megaloceros	800 gp	<i>Bestiary</i> 2 187
Megatherium	1,750 gp	<i>Bestiary</i> 2 187
Pachycephalosaurus	1,000 gp	<i>Bestiary</i> 3 79
Parasaurolophus	1,200 gp	<i>Bestiary</i> 2 91
Pteranodon	750 gp	<i>Bestiary</i> 85
Spinosaurus	11,000 gp	<i>Bestiary</i> 3 79
Stegosaurus	4,200 gp	<i>Bestiary</i> 85
Triceratops	5,600 gp	<i>Bestiary</i> 86
Tylosaurus	4,000 gp	<i>Bestiary</i> 2 91
Tyrannosaurus	8,100 gp	<i>Bestiary</i> 86

## AQUATIC ANIMALS

Many of the following aquatic animals can be bought at seaside markets or from fisherfolk merchants out at sea. Pirates often make use of sharks, eels, and other nasty sea denizens when interrogating captured prisoners, searching for underwater traps, or retrieving sunken treasure. Some of the larger or rarer creatures, such as whales, are obviously much more difficult to find on the open market, and may only be available in seedy underground bazaars. Most aquatic animals can be trained as normal, though they are rarely sold already trained.

Animal	Price	Source
Blue whale	12,500 gp	<i>Pathfinder</i> #59 86
Crimson whale	8,000 gp	<i>Pathfinder</i> #59 87
Crocodile	55 gp	<i>Bestiary</i> 51
Dolphin	105 gp	<i>Bestiary</i> 88
Dwarf caiman	7 gp	<i>Pathfinder</i> #55 88
Electric eel	125 gp	<i>Bestiary</i> 119
Gar	90 gp	<i>Bestiary</i> 2 128
Giant frog	75 gp	<i>Bestiary</i> 135
Giant gar	1,200 gp	<i>Bestiary</i> 2 128
Giant moray eel	1,000 gp	<i>Bestiary</i> 119
Giant octopus	1,800 gp	<i>Bestiary</i> 219



Giant squid	2,500 gp	<i>Bestiary</i> 259
Giant toad	150 gp	<i>Bestiary</i> 2 268
Great white whale	12,600 gp	<i>Bestiary</i> 2 282
Manta ray	25 gp	<i>Bestiary</i> 2 232
Marine iguana	6 gp	Paizo blog
Narwhal	350 gp	<i>Pathfinder</i> #59 87
Orca	1,350 gp	<i>Bestiary</i> 88
Sea krait	5 gp	Paizo blog
Seal	45 gp	<i>Pathfinder</i> #55 89
Shark	325 gp	<i>Bestiary</i> 247
Squid	25 gp	<i>Bestiary</i> 259
Stingray	18 gp	<i>Bestiary</i> 2 232
Whale	10,000 gp	<i>Bestiary</i> 2 282

## DIRE ANIMALS

These feral beasts are all but untamable, and are typically only sought out by violent brawlers or cruel lords, either for brutish protection or to pit against equally vicious creatures in violent animal fights. At the GM's discretion, PCs who acquire dire animals may be required to attempt wild empathy or Handle Animal checks every day to keep their pets from running away or attacking them and their allies. Dire animals are not generally suitable as mounts, though the GM may make exceptions at her discretion.

Animal	Price	Source
Dire ape	450 gp	<i>Bestiary</i> 17
Dire badger	125 gp	<i>Bestiary</i> 2 40
Dire bat	220 gp	<i>Bestiary</i> 30
Dire bear	1,750 gp	<i>Bestiary</i> 31
Dire boar	370 gp	<i>Bestiary</i> 36
Dire crocodile	2,700 gp	<i>Bestiary</i> 51
Dire hyena	250 gp	<i>Bestiary</i> 179
Dire lion	1,000 gp	<i>Bestiary</i> 193
Dire shark	3,375 gp	<i>Bestiary</i> 247
Dire tiger	1,055 gp	<i>Bestiary</i> 265
Dire wolf	380 gp	<i>Bestiary</i> 278
Dire wolverine	500 gp	<i>Bestiary</i> 279

## OTHER ANIMALS

The following reared animals don't fit into one of the aforementioned categories, but can still be purchased by sellers who have access to them. Some may be purchased already combat-trained at the GM's discretion, and typically cost an amount equal to 1-1/2 x the price of the standard animal.

Animal	Price	Source
Antelope	45 gp	<i>Bestiary</i> 3 147
Baboon	15 gp	<i>Bestiary</i> 2 212
Behemoth hippopotamus	7,900 gp	<i>Bestiary</i> 2 157
Cheetah	160 gp	<i>Bestiary</i> 70
Constrictor snake	90 gp	<i>Bestiary</i> 255
Dodo	5 gp	<i>Pathfinder</i> #55 88
Eagle	40 gp	<i>Bestiary</i> 118
Emperor cobra	1,600 gp	<i>Bestiary</i> 2 252
Giant anaconda	6,300 gp	<i>Bestiary</i> 2 252

## PURCHASING ANIMALS ON GOLARION

While slavery is frowned upon in many civilized areas of the world, few nations of the Inner Sea have qualms with the purchase, acquisition, and marketing of nonintelligent beasts such as animals. Most common people use animals as work-beasts to pull their plows and draft animals to perform menial labor that requires heavy lifting. More privileged peoples appreciate animals as status symbols, and members of royalty in Cheliax, Taldor, and beyond can often be seen sporting lap dogs or rare avian specimens as signs of their high station.

Despite animals' common mundane applications, creative thinkers can devise any number of uses for their purchased pets, and adventurers are infamous for this sort of ingenuity. A pack of lions makes for a fierce set of guardians, while a disciplined squirrel might be able to cause all sorts of mischief on behalf of a rogue who spends time training the rodent. In Irrisen, where ravens are popular familiars among the ruling White Witches, a clever adventurer might use one of these birds to pose as a servant and thereby intimidate locals. Several tribes in the Mwangi Expanse have been known to befriend native gorillas and monkeys, which can prove to be invaluable aid in the fight to survive the dire elements of the rainforest.

Some groups on Golarion, however, hold the buying, selling, and ownership of animals in less esteem. Druidic circles often aim to protect local animal populations from exploitation, especially if captured animals are being mistreated or used for such nefarious acts as dog fighting. Many Andoren freedom fighters and members of the abolitionist Bellflower Network view awakened animals as equally deserving of liberty, and go to great lengths to free imprisoned or captured intelligent animals.

Giant porcupine	135 gp	<i>Bestiary</i> 3 222
Giant skunk	190 gp	<i>Bestiary</i> 3 247
Giant snapping turtle	5,200 gp	<i>Bestiary</i> 2 273
Gorilla	175 gp	<i>Bestiary</i> 17
Great horned owl	22 gp	<i>Bestiary</i> 3 213
Grizzly bear	740 gp	<i>Bestiary</i> 31
Hippopotamus	1,050 gp	<i>Bestiary</i> 2 157
Hyena	80 gp	<i>Bestiary</i> 179
Kangaroo	30 gp	<i>Bestiary</i> 3 191
Leopard	100 gp	<i>Bestiary</i> 40
Mongoose	4 gp	Paizo blog
Monitor lizard	150 gp	<i>Bestiary</i> 194
Osprey	45 gp	Paizo blog
Poison frog	60 gp	<i>Bestiary</i> 135
Porcupine	5 gp	<i>Bestiary</i> 3 222
Snail kite	18 gp	Paizo blog
Snapping turtle	5 gp	<i>Bestiary</i> 2 273
Thylacine	18 gp	<i>Bestiary</i> 3 191
Toucan	40 gp	Paizo blog
Vulture	30 gp	<i>Bestiary</i> 3 284
Wolf	100 gp	<i>Bestiary</i> 278
Wolverine	125 gp	<i>Bestiary</i> 279

## ANIMALS OF THE INNER SEA

The following are but a few of the unique animals endemic to the Inner Sea region. In addition to a short description of the animal, each entry details suitable statistics for the creature, as well as exactly where in the Inner Sea it resides.

### Razorcrow

The unusually large razorcrow earns its name from its curved beak, which sports numerous jagged edges that make it easy for the bird to rip into carrion and animal hides its smaller cousins could only peck at. Many peoples consider a murder of razorcrows a dire omen, and herders take the appearance of these birds as a sign that famine or disease is imminent among their cattle.

A razorcrow uses the same statistics as a raven (*Pathfinder RPG Bestiary* 133), except its bite attack deals 1d4 points of damage and its Strength score is 6.



SOUTHERN AVISTAN, INCLUDING CHELIAX, THE MENADOR MOUNTAINS, AND ISGER



### Ether Frog

The enigmatic ether frog is a strange amphibian native to the Vaults of Orv in the Darklands. Its bulbous body and alien physiology are perfectly suited for these inky depths; it even possesses a unique set of sensory organs designed for exactly this environment. Each ether frog has a singular oculus inside its translucent back that allows it to see through the darkness that permeates its subterranean habitat.

An ether frog uses the same statistics as a toad (*Bestiary* 133), but has darkvision to a range of 60 feet rather than low-light vision, and is poisonous when eaten (Fortitude DC 14, initial and secondary damage 1d4 Dexterity).

DARKLANDS, INCLUDING ORV, SEKAMINA, AND SOMETIMES NAR-VOTH



### Axe Beak

Enormous birds that vaguely resemble a cross between a parrot and an ostrich, axe beaks are known for their aggressive and territorial demeanor. Though wild axe beaks rarely brook intruders into their hunting grounds, domesticated varieties are relatively common, and many wealthy nobles and ostentatious warriors ride these birds as mounts. Axe beak eggs command a high price in the markets that sell them.

Statistics for the axe beak appear on page 29 of *Pathfinder RPG Bestiary* 3.

GRASSLANDS AND HILLS OF GARUND, AS WELL AS ABSALOM AND TIAN XIA





## Dimorphodon

This species of pterosaur lives in tropical environs, and is commonly found alongside dinosaurs. Despite this, dimorphodons, like the rest of their kind, are not true dinosaurs—though this distinction is meaningless to most since the enormous flying reptiles are just as ravenous and dangerous as their terrestrial cousins, and inject a unique poison deadly to other creatures. Dimorphodons are often called fangbirds or vampire lizards by superstitious locals, and they are sometimes trained to serve as bestial companions by those who have a way with animals.

Statistics for the dimorphodon appear on pages 82 and 83 of *Pathfinder Adventure Path* #37.



WESTERN GARUND, INCLUDING MEDIOGALTI ISLAND, SARGAVA, THE SHACKLES, AND THE SODDEN LANDS

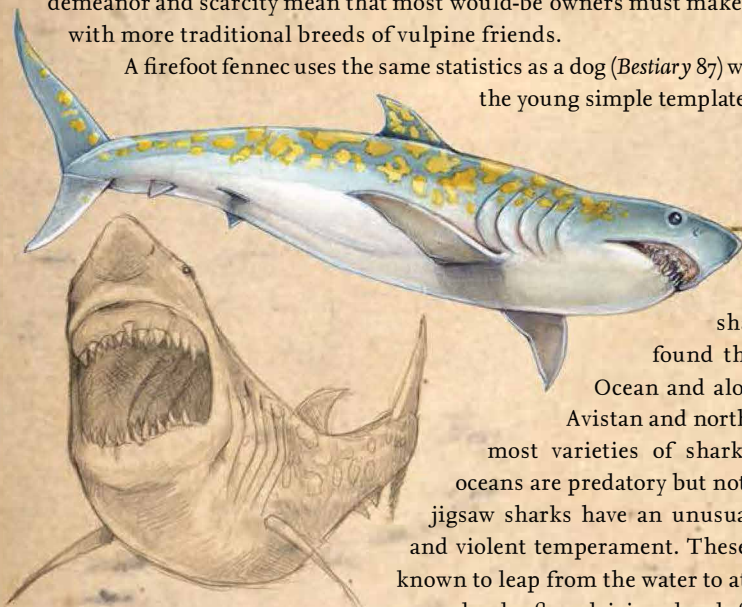
## Firefoot Fennec

The firefoot fennec is a colorful vulpine related to the common fox, but is distinct both for its miniature stature and unique coloration, namely the crimson patterns that decorate its paws. Relatively little is known about these elusive creatures, though many Andoren and Iseri researchers speculate that the creatures may not be native to Avistan, and are more likely to hail from northern Garund, judging by their sandy fur and adaptive physiology. Because of firefoot fennecs' ability to survive in numerous types of environments—as well as their cultural status as symbols of good luck—many people from all over the Inner Sea seek to obtain them as pets or companions. The foxes' flighty demeanor and scarcity mean that most would-be owners must make do with more traditional breeds of vulpine friends.

A firefoot fennec uses the same statistics as a dog (*Bestiary* 87) with the young simple template.



NORTHERN ANDORAN, SOUTHERN ISGER, AND NORTHEASTERN CHELIAX



## Jigsaw Shark

The fierce predator known as the jigsaw shark is a common fish found throughout the Arcadian Ocean and along the coast of western Avistan and northwestern Garund. While most varieties of sharks found in Golarion's oceans are predatory but not particularly aggressive, jigsaw sharks have an unusually ravenous demeanor and violent temperament. These sharks have even been known to leap from the water to attack creatures on docks or on land after driving local fish populations away from a location.

A jigsaw shark uses the same statistics as a shark (*Bestiary* 247) with the young simple template.



ARCADIAN OCEAN AND COASTLINES OF WESTERN AVISTAN

# ANIMAL FEATS

This section presents new feats for animal companions and familiars, as well as for PCs that make use of these animals. Some feats might be available to other creatures that meet the prerequisites. Feats that are meant for familiars can be switched out for a familiar's default feats (as listed in the familiar's statistics) if the familiar meets the prerequisites. Such feat replacements must be made when the PC first acquires a new familiar, and—like all new feats from supplemental sources—the new feats should be approved by the GM before being integrated into play.

## BOON COMPANION

Your bond with your animal companion or familiar is unusually close.

**Prerequisite:** Animal companion or familiar class feature.

**Benefit:** The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature.

**Special:** You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

## CRITICAL CONDUIT

You are deadly when delivering your master's magic.

**Prerequisites:** Deliver touch spells ability, familiar.

**Benefit:** When delivering a touch spell for your master, the critical threat range of your touch attack is doubled. This feat does not stack with Improved Critical or other effects that increase critical threat range.

## EXTRA ITEM SLOT

You are able to wear magic items more easily than other creatures of your kind.

**Prerequisite:** Non-humanoid body shape.

**Benefit:** Choose one magic item slot not normally available to creatures with your shape. You can now use magic items in that slot.

## FAMILIAR FOCUS

You are closely connected to your master's powers.

**Prerequisite:** Familiar.

**Benefit:** Whenever your master targets you with a harmless spell or spell-like ability, your master's effective caster level for the effect is increased by 1.

## FAMILIAR SPELL (METAMAGIC)

You can imbue your familiar with a spell.

**Prerequisite:** Spellcaster with familiar class feature.

**Benefit:** You can transfer a prepared spell to your familiar, allowing the familiar to cast that spell at a later time. Variables that rely on caster level function according to your caster level, not your familiar's Hit Dice, though your familiar's Intelligence may influence

how precisely it can follow your instructions on how to use these spells.

Your familiar must be able to speak to cast spells with a verbal component (the ability to speak with its master or creatures of its kind is insufficient). Your familiar must be carrying any material or focus components necessary, unless the materials cost less than 1 gp and the spell is prepared with Eschew Materials. Attack rolls use your familiar's ability scores. A familiar spell counts against the number of spells you may prepare for as long as your familiar retains the spell. Once your familiar casts a retained spell, you can prepare a new spell in that slot the next time you prepare spells.

A familiar spell uses up a spell slot 3 levels higher than the spell's actual level. Your familiar can store a number of spell levels (including this modifier) equal to your caster level, but no spell's adjusted level can exceed half your caster level.

**Special:** If you are a spontaneous caster, you must select a specific spell with which to imbue your familiar; you cannot imbue your familiar with an open spell slot.

## JUMPER

You are a natural leaper.

**Prerequisites:** Acrobatics 1 rank, creature type other than humanoid or outsider.

**Benefit:** You always count as having a running start when making jump checks using Acrobatics. Acrobatics becomes a class skill for you.

## LITHE ATTACKER

Your unmatched grace allows you to strike even from the tightest crevices.

**Prerequisites:** Narrow Frame, Escape Artist 5 ranks, animal or magical beast.

**Benefit:** You can attack from nooks and crannies, even while using Escape Artist to squeeze through or into a narrow space less than half as wide as your normal space, and you do not lose your Dexterity bonus to AC while using Escape Artist to squeeze through or into a narrow space. You still take a -4 penalty to AC while using Escape Artist in this way.

## MASTER OF YOUR KIND

When you speak to other animals of your kind, you can influence them to act according to your wishes and those of your master.

**Prerequisites:** Familiar, speak with animals of its kind ability.

**Benefit:** Your master gains a +2 bonus on Handle Animal checks with animals of your kind. In addition, once per day you can use *animal messenger*, *animal trance*, or *charm animal* as a spell-like ability, using your master's caster level but your own Charisma modifier. These abilities affect only animals of your kind, and you gain only one use of this ability per day (not one of each ability); however, you can gain one additional use of any one of these three abilities by having your master sacrifice a prepared spell or spell slot of the same level or higher as a standard action.

## NARROW FRAME

Your excellent coordination allows you to maneuver better in close quarters.

**Prerequisites:** Escape Artist 1 rank, animal or magical beast.

**Benefit:** You do not take penalties on your attack rolls or to your AC for squeezing through a narrow space that is at least half as wide as your normal space, though each move into or through a narrow space still counts as if it were 2 squares.

**Normal:** You take a -4 penalty on attack rolls and a -4 penalty to AC while squeezing.

## SPELL SPONGE

Your mystical connection with your spellcasting master attunes you to helpful magical effects.

**Prerequisites:** Animal companion or familiar, share spells ability.

**Benefit:** Whenever your master targets you with a harmless spell with a target of "you," the spell's duration is doubled as if modified by the Extend Spell metamagic feat. This does not affect spells with a duration of concentration, instantaneous, or permanent, or spells already modified by Extend Spell.

## STABLE GALLOP

You run with a smooth and steady gait.

**Prerequisite:** Animal or magical beast.

**Benefit:** Your AC penalty when charging is halved. The penalties on ranged attacks made by your rider are reduced by 1 when you take a double move and by 2 when you run (minimum penalty of 0). Your rider gains a +4 bonus on concentration checks caused by your motion.

## SURE-FOOTED

Your footing is secure in unstable terrain.

**Prerequisite:** Quadruped animal or magical beast.

**Benefit:** You gain a +2 bonus on Acrobatics checks to keep your balance and Reflex saves to avoid falling. You can move at a normal speed on steep slopes and

stairs and do not risk falling when running or charging downhill.

**Normal:** Moving uphill costs 2 squares of movement to enter each square of steep slope. Running or charging downhill requires a successful DC 10 Acrobatics check (or DC 10 Ride check for mounted characters) or you risk falling (*Pathfinder RPG Core Rulebook* 428).

## VALIANT STEED

Your courage is unnaturally strong.

**Prerequisite:** Animal or magical beast.

**Benefit:** You gain a +4 morale bonus on saves against fear and emotion effects. If you can serve as a mount, your rider gains a +4 morale bonus on Handle Animal, Ride, and wild empathy checks to force you within range of a creature with the unnatural aura universal monster rule. In addition, the DC to push you with the Handle Animal skill does not increase if you are wounded or have taken any nonlethal damage or ability score damage.

**Normal:** The DC to push an animal increases by 2 if the animal is wounded or has taken any nonlethal damage or ability score damage.



# ANIMAL ARCHETYPES

This section introduces animal archetypes, which modify animal companions' and familiars' standard abilities, similar to how class archetypes modify player characters' class features. These archetypes function by swapping out certain abilities that are common to standard companions or familiars and replacing them with new abilities tailored to a particular theme. Where levels are referenced in archetype descriptions, they refer to the class level of the PC master in whichever class grants the companion or familiar as a class feature.

## BODYGUARD (COMPANION ARCHETYPE)

Some companions live lives of faithful devotion and steady vigilance, standing watch through long hours and always ready to leap into action to protect their master.

**Animal Feats:** In addition to the standard animal companion feats, a bodyguard may select Bodyguard<sup>APG</sup>, Combat Patrol<sup>APG</sup>, Heroic Defiance<sup>APG</sup>, Heroic Recovery<sup>APG</sup>, and In Harm's Way<sup>APG</sup>.

**Shared Vigilance (Ex):** A bodyguard and its master both gain Alertness as a bonus feat whenever they are adjacent. This ability replaces share spells.

**Tenacious Guardian (Ex):** At 3rd level, a bodyguard can always act in a surprise round (though it remains flat-footed until it acts). As long as its master is adjacent, a bodyguard remains conscious (though it becomes staggered) when its hit points fall below 0. While below 0 hit points, the bodyguard loses 1 hit point per round but gains a +2 morale bonus on attack rolls, saving throws, and skill checks, dying only if its hit points reach a negative total equal to its Constitution score plus its master's class level. This ability replaces evasion.

**Uncanny Dodge (Ex):** At 9th level, a bodyguard gains uncanny dodge, as the rogue class feature of the same name. This ability replaces Multiattack.

**Greater Tenacity (Ex):** At 15th level, a bodyguard with fewer than 0 hit points gains a +4 morale bonus on attack rolls, saving throws, and skill checks; immunity to fear effects; and temporary hit points equal to its master's class level (maximum 20). It dies only if its hit points reach a negative total equal to twice its Constitution score + its master's class level. This ability replaces improved evasion.

## CHARGER (COMPANION ARCHETYPE)

The mighty charger is a boon to heavily armored and armed champions, bearing them and their ironmongery into battle without hesitation.

**Animal Feats:** In addition to the standard animal companion feats, a charger may select Charge Through<sup>APG</sup>, Greater Overrun, Improved Great Fortitude, and Improved Iron Will.

**Animal Skills:** Chargers treat Intimidate as a class skill.

**Mounted Challenge (Ex):** When ridden by a cavalier, chargers gain half of the bonuses and penalties granted by the cavalier's challenge class feature. This ability replaces share spells.

**Barding Training (Ex):** At 3rd level, a charger's armor check penalty for wearing barding or for carrying a

medium load is reduced by 1 and the maximum Dexterity bonus for its armor and load increases by 1. Reduce the armor check and medium load penalties by an additional 1 for every 6 levels after 3rd; increase the maximum Dexterity bonus for the charger's armor by an additional 1 for every 6 levels after 3rd. In addition, the charger's speed does not decrease when wearing medium armor or carrying a medium load. At 9th level, a charger can move at normal speed in heavy armor or while carrying a heavy load. This ability replaces evasion and Multiattack.

**Indefatigable (Ex):** At 6th level, a charger becomes immune to fatigue. This ability replaces devotion.

**Stalwart Steed (Ex):** At 15th level, the charger gains the ability to withstand great punishment and stress. Whenever the charger succeeds at a Fortitude or Will save that would normally result in a reduced or partial effect, the charger is unaffected. This ability replaces improved evasion.

## INFILTRATOR (FAMILIAR ARCHETYPE)

Familiars can serve as excellent spies, and infiltrators are the very best of their kind at this subtle art.

**Class Skills:** Bluff and Disguise become class skills for an infiltrator.

**Alertness:** An infiltrator gains Alertness as a bonus feat, rather than providing it to its master.

**Share Spells:** An infiltrator may only share divination spells that have a target of "You" with this ability.

**Uncanny Stealth (Ex):** An infiltrator gains uncanny dodge and improved uncanny dodge, treating its master's level as its effective rogue level. This ability replaces improved evasion.

**Scry on Familiar (Sp):** An infiltrator gains this ability at 7th level, and its master may divide the duration of *scrying* into 1-minute increments, up to 1 minute per level per day. This ability replaces speak with animals of its kind.

**Telepathic Bond (Sp):** At 9th level, an infiltrator gains a permanent *telepathic bond* with its master.

**Spell Resistance (Su):** An infiltrator's spell resistance applies only against divinations and mind-affecting effects.

## PILFERER (FAMILIAR ARCHETYPE)

Some familiars are stealthy pilferers who perform tricks of thievery or simple spying on their master's behalf.

**Class Skills:** A pilferer treats Disable Device, Escape Artist, and Sleight of Hand as class skills.

**Improved Steal:** A pilferer gains Improved Steal<sup>APG</sup> as a bonus feat. This ability replaces Alertness.

**Nondetection (Sp):** A pilferer is under the constant effect of *nondetection* with a caster level equal to its master's class level. The DC of the caster level check to penetrate the *nondetection* effect is equal to 15 + the master's caster level. This ability replaces improved evasion.

**Sneak:** At 3rd level, a pilferer gains a competence bonus equal to 1/2 its master's class level on Sleight of Hand and Stealth checks. This ability replaces deliver touch spells.

**Greater Steal:** At 9th level, a pilferer gains Greater Steal<sup>APG</sup> as a bonus feat. This ability replaces speak with animals of its kind.

## RACER (COMPANION ARCHETYPE)

Some companions have uncanny speed, providing their masters with swift transport.

**Animal Feats:** In addition to the standard animal companion feats, a racer may select Acrobatic Steps, Charge Through<sup>APG</sup>, Improved Lightning Reflexes, Lightning Stance, Nimble Moves, and Wind Stance.

**Fast Movement (Ex):** A racer's speed is 10 feet greater than typical animals of its kind when wearing no armor and carrying a light load. This ability replaces share spells.

**Sprint (Ex):** At 6th level, once per hour a racer can move at 10 times its normal speed when it makes a charge or uses the run action. This ability replaces devotion.

## TOTEM GUIDE (COMPANION ARCHETYPE)

Totem guides embody the wisdom and spirituality of the natural world, providing guidance as well as aid in combat. Once a totem guide is chosen, a character may replace the companion if it is slain but may not choose a different kind of totem guide.

**Spiritual Guidance (Sp):** At 3rd level, a totem guide can use *guidance* as a spell-like ability at will as a full-round action, targeting itself or its master. In addition, a totem guide's master can spontaneously cast the following spells while adjacent to the totem guide by sacrificing a spell slot of equal or higher level: *detect animals or plants* (1st), *augury* (2nd), *helping hand* (3rd), *divination* (4th), *commune with nature* (5th), and *find the path* (6th). The totem guide serves as a divine focus for these spells, but costly material components must still be provided. This ability replaces evasion.

**Beast Speech (Ex):** At 6th level, a totem guide can speak with its master as though the two shared a common language, and it can speak with other animals of its species (or, at the GM's discretion, other creatures with similar types). This ability replaces devotion.

**Eldritch Claws:** At 9th level, a totem guide gains Eldritch Claws<sup>APG</sup> as a bonus feat. This ability replaces Multiattack.

**Ghost Guardian (Ex):** At 15th level, a totem guide's natural weapons deal full damage to incorporeal creatures and its natural armor bonus applies against incorporeal touch attacks. A totem guide can never be raised or animated as an undead creature. This ability replaces improved evasion.

## VALET (FAMILIAR ARCHETYPE)

A valet is a consummate personal servant, able to fetch, deliver, and perform for its master's every need.

**Class Skills:** A valet treats Craft, Perform, and Profession as class skills.

**Able Assistant (Ex):** A valet's master treats the valet as if it possessed the Cooperative Crafting<sup>APG</sup> feat and shared all Craft skills and item creation feats he possesses. This ability replaces Alertness.

**Prestidigitation (Sp):** A valet can use *prestidigitation* once per hour.

**Teammate (Ex):** A valet is considered to have all the teamwork feats its master has.

**Deliver Touch Spells (Su):** At 3rd level, when delivering a harmless touch spell to a willing creature, a valet can move before and after delivering the spell, as long as its total movement does not exceed its speed. This ability modifies deliver touch spells.

**Deliver Aid (Ex):** At 7th level, a valet can move before and after using the aid another action, as long as its total movement does not exceed its speed. This ability replaces speak with animals of its kind.

**Aide to All (Ex):** At 13th level, a valet can choose to use the aid another action as a full-round action, granting up to three adjacent creatures bonuses from this action. Each bonus may be either for the same action or check or for different actions or checks. This ability replaces scry on familiar.



# INTELLIGENT ANIMALS

One of the surest ways to complicate the relationship between an adventurer and her animal companion is to cast *awaken* on the beast. The moment the spell takes effect, an animal companion ceases to be a class feature, and instead becomes a person—an NPC whose Intelligence has increased by 3d6 (potentially making it as smart as or smarter than the caster), and who has an increased Charisma score and knows at least one spoken language.

An adventurer considering awakening his animal companion should keep in mind the *awaken* spell's potential drawbacks. Most pointedly, awakened animals can no longer serve as companions, and the character must follow the rules for Leadership if he wishes to take the animal as an official cohort. Further, an intelligent animal can be difficult to manage. After awakening, animals are predisposed to be friendly toward whoever cast the spell—in this case, presumably their masters. Yet if an animal was mistreated during its time as a companion, or is treated poorly after its awakening, that friendliness is mixed with a sense of confusion that can last anywhere from a few moments to a few hours as the animal reconciles the abuse with the great gift it's been given. Since *awaken* is not a charm or mind-control spell, there's nothing to prevent awakened animals from resenting mistreatment in the same way a normal person of their intelligence level would, and they're no more inclined to be automatically servile than anyone else. More than one careless druid has found her awakened animal companion refusing to follow instructions, leaving to pursue its own goals, or even seeking vengeance for its former "enslavement."

On the flip side, there are many advantages to awakening an animal companion. If treated well, an awakened animal may become a valuable member of an adventuring party, adding new perspective to problems and fighting alongside its friends. Awakened animals can also make stealthy and reliable snoops (for who guards her words in front of a dog?), teach adventurers about their native environments, act as guides, and provide a valuable surprise weapon against enemies who think them mere brutes. Druids, in particular, may find awakening animal companions appealing—either because they wish to become true friends with their companions, or because they would value the animals' skills as allies. A devious druid, upon witnessing an enemy mistreating its companion, may even cast *awaken* in secret upon the beast, trusting that its natural instincts will make it turn on its oppressor.

## SO YOU'VE AWAKENED YOUR ANIMAL

Although the personalities of awakened animals are as varied as those of adventurers, augmented animals often exhibit traits hearkening back to their species. Similarly, certain types of animals may favor specific classes, battle tactics, or even weapons. The following are examples of some broad animal groups' commonalities.

**Avians:** Raptors such as eagles, hawks, and owls—as well as more bizarre fliers—tend to develop aloof, detached

personalities, while smaller individuals are often more social and high-strung. Awakened avian animals keenly observe the world around them—often understanding it much better than their demure natures might imply—and are adept at inferring others' desires, motives, and intentions. These intelligent flyers are shrewdly calculating and opportunistic, especially when it comes to ensuring their own survival. Awakened birds can often be found high above a fracas, coldly deciding on the best course of action, and only entering a fray when it's in their best interest or that of their friends.

In combat, avian animals enjoy taking opponents by surprise, favoring training as rogues and ninjas, though they may also enjoy a bard's ability to soar above the fray and inspire with their songs and majestic screeches. In these capacities, the birds often use their winged stealth to their advantage, taking cover in trees and then striking quickly and silently. Awakened avian animals use their natural weapons, but often with a twist—devious awakened flyers have been known to drop smoke shot, chain shot, and even bombs on unsuspecting enemies.

**Land Mammals (Large):** Relishing their brute size and strength, large mammals—such as bison, lions, and rhinoceroses—tend to divide along predator/prey lines. Herbivores tend to be generally docile but easily spooked or enraged, while predators are aggressive and cunning, constantly seeking social dominance. Whether they're among cowering villagers or in a raiding party, these animals love to tell stories of their physical prowess, and awakened large animals tend to be the worst kind of braggadocios.

In combat, most large animals gravitate toward brash, volatile tactics, becoming barbarians or fighters who enjoy wading into battle before thinking. The exceptions are those hunters like the great cats that rely on stealth and tracking, who are just as likely to become rogues or rangers as they are to become barbarians. Some large mammals, however, have been known to become samurai, replacing their natural affinity for recklessness with precision and discipline.

Large mammals recognize the value in using their natural weapons, and augment those weapons in any way they can. For a rhinoceros, that might mean sharpening its deadly horn, while a lion might tip its claws with poison and a bison might overrun its enemies with spiked chainmail affixed to its chest.

**Land Mammals (Small and Medium):** Encompassing perhaps the widest variety of species—including creatures like cheetahs, hyenas, ponies, and weasels—Small and



Medium mammals tend to adopt mischievous, resourceful personalities when awakened. Used to living in vast ecosystems full of larger predators, these creatures are accustomed to using any advantage they have, banding together with allies or manipulating others to serve their own designs.

In battle, these animals tend to be smart and savvy, shrewd at observing situations and determining whether it would be most advantageous to fight or run. Those animals who prefer combat to diplomacy tend to value speed and stealth, thus making barbarians and rogues natural choices, yet the natural curiosity of many smaller animals may also lead them to the study of magic, from wizardry to druidism, which brings their own environments under their control. These creatures tend to be opportunistic, perpetually on the lookout for interesting magic items to help augment their natural abilities.

**Aquatic Animals:** Often as mysterious as the depths in which they live, ocean dwellers are predisposed to developing deep, philosophical personalities when awakened. The reflective natures of animals such as giant squid, whales, and dolphins typically manifest in one of two ways: they either find majesty in nature or adopt a religion. Once awakened, aquatic animals also tend to be the most creative and artistic group of creatures.

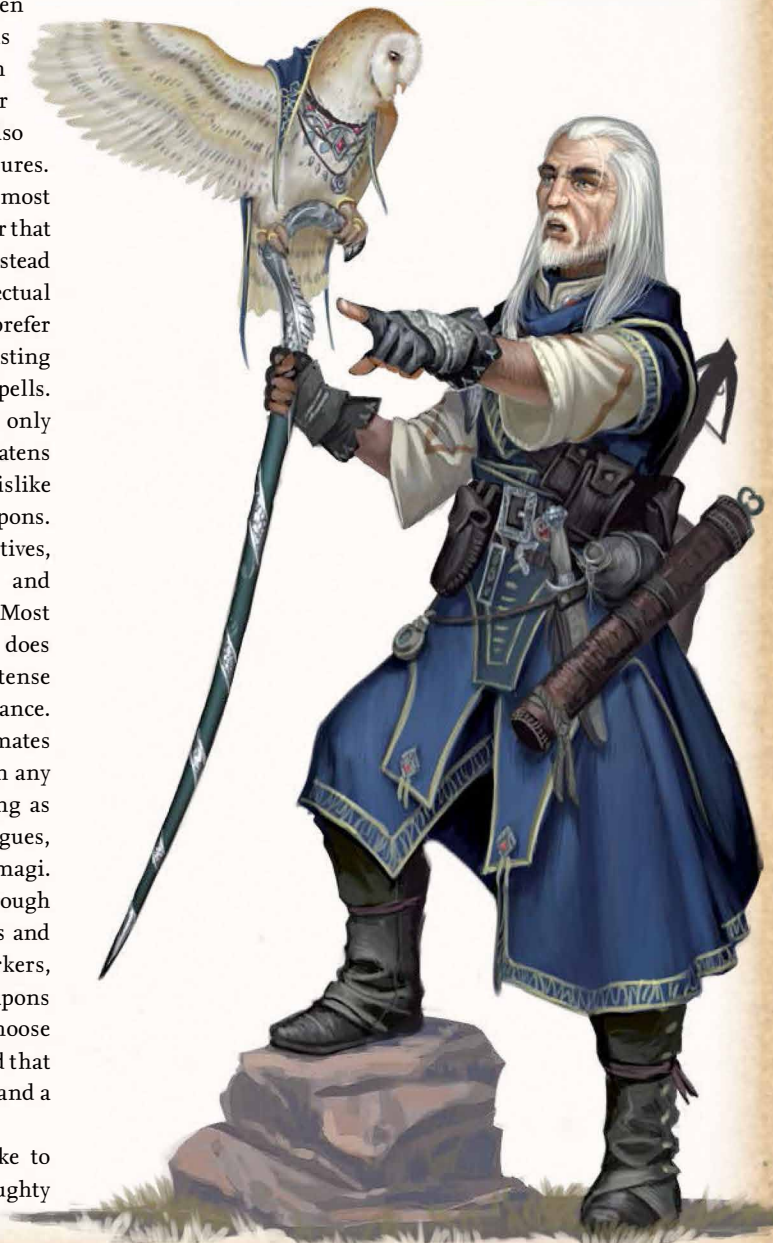
Of all awakened creatures, aquatic animals are the most likely to become clerics or paladins—or cult leaders, for that matter. Aquatic animals who eschew religion may instead pursue training as druids or bards, or crave the intellectual stimulation of wizardry. In battle, aquatic animals prefer to rely on the gifts their personal beliefs provide, casting divine spells or weaving intricate battle songs and spells. As a rule, aquatic animals eschew combat and fight only when necessary for survival unless an enemy threatens something the animal holds sacred. Because they so dislike combat, aquatic animals rarely alter their natural weapons.

**Primates:** Perhaps the most human in their perspectives, augmented primates such as monkeys, baboons, and gorillas tend to have a wide range of personalities. Most are highly social and communicative, though this does not always make them great allies as they form intense attachments, manipulate others, and vie for dominance. Perhaps reflecting their impulsive personalities, primates generally pursue whatever paths seem appropriate in any given moment, and are likely to multiclass, training as anything from barbarians, fighters, rangers, and rogues, to exotic callings such as gunslingers and even magi. Those smaller primates used to traveling quickly through trees make great burglars and sailors, while gorillas and chimpanzees make better mercenaries and berserkers, charging into foes with terrifying force. The weapons primates wield also run the gamut. A gorilla might choose an enormous club, a chimpanzee a two-handed sword that lets him take advantage of his tremendous strength, and a monkey a hand crossbow or blunderbuss.

**Reptiles:** From the lizard to the constrictor snake to the ankylosaurus, awakened reptiles tend to be haughty

and disdainful toward others. They eschew company whenever possible, preferring instead to be alone with their increasingly complex thoughts. Although their gruff exteriors can be off-putting, once an adventurer has earned an awakened reptile's friendship, it lasts for a lifetime.

When they are forced to pursue a discipline, smaller reptiles favor esoteric orders and studies, perhaps becoming druids, oracles, or even witches, while larger reptiles—such as dinosaurs—are often content to remain savagely effective barbarians. Poisonous creatures might become rogues, ninjas, and assassins, supplementing their own poisons with those of others. Though not necessarily evil, reptiles often retain predatory streaks that can seem cruel to others, and some crave violence and the thrill of the hunt over all. In combat, as in most things, reptiles rarely show anger or passion, instead pursuing their goals with cold, emotionless drive, their expressions nearly impossible for other creatures to read.



# SPELLS

Penned centuries ago by the son of an eccentric dwarven druid obsessed with insects, decay, and destruction, the *Evergreen Pact* was Coulthar Au's attempt to redeem the tainted legacy of his mad mother by reconciling her saner insights with traditional druidism and the broader natural world. The *Evergreen Pact* contains all of the spells in the following section, allowing characters of the appropriate classes to prepare and cast them.

## BLEED FOR YOUR MASTER

**School** enchantment (compulsion); **Level** antipaladin 2, druid 3, ranger 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 immediate action

**Components** V, S

**Range** touch

**Target** your animal companion, familiar, or fiendish servant

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

When you would be hit by an attack that requires an attack roll, you may cast this spell to compel the target to throw itself in front of the blow, taking damage from the attack instead of you. After taking damage, the target is shaken for 1 minute. If you target your animal companion, familiar, or fiendish servant with this spell while it is already shaken, it becomes frightened after intercepting the attack.

If the attack involves multiple attack rolls from a single effect (e.g., *scorching ray*), the target intercepts all attacks. If the attack involves multiple attack rolls from natural attacks or iterative attacks, it intercepts only one attack.

If the spell affects an area, the target instead grants you cover against the effect (+2 bonus on Reflex saves) if it is your size or smaller, or improved cover (+4 on Reflex saves and improved evasion against the effect) if it is larger than you. The target

automatically fails its Reflex save against the effect, but may still benefit from effects such as improved evasion.

This spell has no effect on attacks that do not require an attack roll or affect an area. Your animal companion, familiar, or fiendish servant must be adjacent to you at the time of casting or this spell has no effect.

## DIE FOR YOUR MASTER

**School** enchantment (compulsion); **Level** antipaladin 4, druid 5, sorcerer/wizard 5, witch 5

This spell functions as *bleed for your master*, but it allows your companion or familiar to intercept any attack that targets you, including those that do not require attack rolls (e.g., *chain lightning*, *hold monster*, and *magic missile*). Your companion or familiar cannot intercept effects that do not affect creatures of its type (e.g., *dominate person*).

## FAMILIAR FIGMENT

**School** illusion (figment); **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** your familiar

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

You create an illusory duplicate of your familiar that moves erratically around your familiar's space, frequently moving through the familiar's body with a blurring effect that makes it indistinguishable from the real creature. Attacks against the familiar have a 50% miss chance; attacks that miss instead target the familiar figment, which reacts as if damaged as appropriate to the attack but unlike a *mirror image* is not destroyed when struck. This spell does not grant your familiar concealment or prevent it from being targeted by spell effects that do not require an attack roll.

In addition, as a swift action, your familiar can direct the familiar figment to attempt a melee touch attack, using your base attack bonus and the familiar's Dexterity modifier. If this attack hits, your familiar (but not other creatures) treats that target as flanked until the end of its turn.

## HUNTER'S FRIEND

**School** transmutation; **Level** druid 3, ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** your animal companion

**Duration** 1 hour/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no



Your animal companion works in perfect harmony with your mastery of nature. You share one of the following class abilities with your companion for every 4 caster levels you possess: camouflage, favored enemy, favored terrain, hide in plain sight, resist nature's lure, swift tracker, trackless step, venom immunity, and woodland stride. You must have the ability in question to share it with your companion, and it functions for your companion just as it functions for you, save that each favored enemy or favored terrain you share counts as a separate class ability for the purpose of this spell.

At the GM's discretion, you may instead share an ability granted by an archetype that substitutes for one of the above abilities, such as the arctic endurance, arctic native, icewalking, and snowcaster abilities of an arctic druid<sup>APG</sup>.

#### SCAMPER

**School** transmutation; **Level** druid 2, ranger 2

**Casting Time** 1 swift action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** your animal companion

**Duration** 1 round

**Saving Throw** none; **Spell Resistance** no

Your animal companion moves with astonishing agility and speed until the end of its turn. It can move at full speed while using Acrobatics, and it gains a competence bonus equal to twice your caster level (maximum +20 at 10th level) on Acrobatics checks made to avoid attacks of opportunity or move through a square occupied by an enemy.

#### SEA STALLION

**School** transmutation; **Level** druid 4, paladin 4, ranger 4

This spell functions as *sea steed*, but as long as you are mounted on the affected creature, you also gain the amphibious quality and your melee attacks function as if you were using *freedom of movement*. If you are dismounted, you retain the amphibious quality for 1 minute; if you remount before this time, the spell continues. If not, your mount retains the effects but you do not. If your mount is dropped to 0 or fewer hit points, the spell ends for both of you.

#### SEA STEED

**School** transmutation (polymorph); **Level** druid 2, paladin 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** your mount

**Duration** 10 minutes/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no

Your animal companion or mount adapts to life in the water, gaining scales that cover its body and fins in place of feet. Your mount gains the aquatic subtype, the amphibious quality, and a swim speed equal to its normal speed, though its land speed is reduced to 10 feet (if its land speed is normally greater than 10 feet—otherwise, its land speed is unaffected) while this spell is in effect.

## THE EVERGREEN PACT

The *Evergreen Pact* explores the nature of friendship between the humanoid races and their animal allies, wrestling with the societal ethics of taming and breeding wild things alongside the moral quandaries for druids as ambassadors between civilization and the natural world. Is their relationship one of comradeship and community with the wild, or simply another flavor of conquest and control, commanding beasts to fight and die in their service? What do druids—and others who bind natural and supernatural creatures to their service—owe in return? These questions have driven many readers to melancholy, and perhaps this is what has led to the book having an ill reputation in many circles; the lore and secrets contained within are often ignored because of disagreement with the author's philosophical premises, but none can deny that the details in this booklet are highly informative, to say the least.

**Effects:** Characters in possession of a copy of the *Evergreen Pact* may consult the leather-bound pamphlet as a full-round action to gain a +2 insight bonus on their next Knowledge check to identify an animal, a familiar of any type, a magical beast, or a vermin.

#### SHARE SHAPE

**School** transmutation (polymorph); **Level** ranger 3, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Duration** 1 hour/level (D)

This spell functions as *beast shape II*, but you may only assume the form of an animal of a type identical to your animal companion or familiar. If your familiar or companion is not an animal, this spell has no effect.

#### SHIELD COMPANION

**School** abjuration; **Level** antipaladin 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1, witch 1

**Target** your animal companion, familiar, or fiendish servant

This spell functions as *shield other* but affects only the caster's animal companion or familiar. Spellcasters from classes that do not normally gain an animal companion, familiar, or fiendish servant but who gain one through an alternate class feature, archetype, or prestige class can prepare and cast this spell as a 1st-level spell if they are capable of casting spells.

#### SKY STEED

**School** transmutation; **Level** paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** your mount

**Duration** 1 minute/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no

Your mount sprouts angelic wings and gains a fly speed equal to its land speed with average maneuverability and a bonus on Fly checks equal to your caster level.

# MAGIC ITEMS

A noble steed and his liege would be remiss without magical horseshoes with which to adorn the graceful beast. The following magic items can greatly benefit animals—whether mundane animals, animal companions, mounts, or familiars—as well as adventurers who have frequent dealings with such creatures.

## ANIMAL MAGIC ITEMS

The following magic items are well suited for various animals, though some may be equipped on other creatures as well at the GM's discretion. For optional rules regarding how to equip animals with magic items and which animals can equip items in which body slots, see the inside cover of this book.

<b>CIRCLET OF SPEAKING</b>		<b>CL 4th</b>
<b>SLOT</b> headband	<b>PRICE</b> 4,800 GP	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint divination		

This thin, silver circlet allows an animal wearing it to speak, even if it is not normally capable of doing so because of its low Intelligence score or lack of known languages. The creator of the item decides what language the circlet's wearer can speak when she crafts the item (typically Common); once crafting is complete, this cannot be changed. A *circlet of speaking* does not grant an animal a bonus to Intelligence, and the wearer's general behavior remains largely the same while it wears a *circlet of speaking*, though it can communicate its desires and rudimentary knowledge as though being spoken to via *Speak with animals*.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 2,400 GP
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Craft Wondrous Item, *Speak with animals*

<b>COLLAR OF OBEDIENCE</b>		<b>CL 9th</b>
<b>SLOT</b> neck	<b>PRICE</b> 5,000 GP	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> moderate enchantment		



This collar of bright red leather bears a small golden pendant and makes the wearer much more biddable and compliant. The wearer takes a -4 penalty on saving throws against mind-affecting effects used by the creature that placed

the collar on it, and that creature gains a +4 bonus on Handle Animal checks to train or push the wearer. Any other creatures take a -4 penalty on Handle Animal checks against the wearer, and the wearer gains a +2 resistance bonus on saving throws against their mind-affecting effects.

A *collar of obedience* can be placed on any Small, Medium, or Large creature. Placing a *collar of obedience* on a creature is a full-round action that requires a successful grapple maneuver. Removing the collar is also a full-round action, and the creature removing it must have precise digits capable of working the locking mechanism. A creature made helpful with wild empathy does not resist having the collar equipped or removed.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 2,500 GP
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Craft Wondrous Item, *charm animal* or *mind fog*

<b>HORSESHOES OF SACRED SILVER</b>		<b>CL 7th</b>
<b>SLOT</b> feet	<b>PRICE</b> 20,000 GP	<b>WEIGHT</b> 4 lbs.
<b>AURA</b> moderate evocation [good]		



These mithral horseshoes are imbued with heavenly power. They grant the *holy* weapon special ability to the wearer's hoof attacks, and if the wearer hits an evil-aligned target with both hooves in the same round, the target is staggered for 1 round (Fortitude DC 16 negates). In addition, the wearer gains a +2 sacred bonus on bull rush, drag, and overrun combat maneuvers. If the wearer is a mount and the rider uses the Trample feat, add 2 to the rider's overrun combat maneuver check. If the wearer uses the trample special ability, increase the trample DC by 2; if the target fails its save against the trample attempt, add the damage from the *holy* weapon special ability to the trample damage.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 10,000 GP
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Craft Magic Arms and Armor, Craft Wondrous Item, *holy smite*, creator must be good

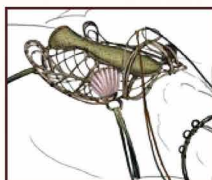
<b>PULL-RING OF SCENT</b>		<b>CL 5th</b>
<b>SLOT</b> headband	<b>PRICE</b> 11,000 GP	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint transmutation		

This dull brass ring is typically placed in the nose or muzzle, or elsewhere on the head of an animal, and is used to attach a lead rope or bridle. The wearer (and its rider, if any) gives off no scent and cannot be tracked or located by scent. In addition, it gains the scent ability within 30 feet; if the wearer already possesses scent, the range for this sense increases by 30 feet (to a maximum of 60 feet).

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 5,500 GP
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Craft Wondrous Item, *beast shape I*

<b>SADDLE OF THE SKY-RIVER</b>		<b>CL 7th</b>
<b>SLOT</b> chest	<b>PRICE</b> 16,000 GP	<b>WEIGHT</b> 15 lbs.
<b>AURA</b> moderate evocation [water] and transmutation [air, water]		



This nacreous saddle is carved from giant mollusk shells, lashed with braided kelp, and designed to be worn by aquatic mounts. On command, an arcing torrent of water rises up from an existing body of water, allowing the mount to use its swim speed to move through the air. This functions as *air walk* and can be used a total of 7 minutes per day, usable in 1-minute increments. The arc of water trails behind the mount and rider

and can be used by other swimming creatures to move through the air (Swim DC 15). When the effect ends, the suspended water disappears with a negligible amount of water falling on creatures underneath the path of the arc.

The sky-river created by the saddle does not harm creatures, though it does extinguish nonmagical fires in areas it overlaps with them. As a standard action, the rider can expend 2 minutes of the sky-river's duration to produce a *hydraulic torrent*<sup>APG</sup> with a CMB of +9.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 8,000 GP</b>
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Craft Wondrous Item, *air walk, hydraulic torrent*<sup>APG</sup>, *water walk*

## OTHER MAGIC ITEMS

These items are intended for use by PCs or other non-animal creatures.

<b>FAMILIAR METAMAGIC ROD</b>		<b>PRICE VARIES</b>
<i>Lesser familiar metamagic rod</i>		14,000 GP
<i>Familiar metamagic rod</i>		54,000 GP
<i>Greater familiar metamagic rod</i>		121,500 GP
<b>AURA strong (no school)</b>	<b>CL 17th</b>	<b>WEIGHT 5 lbs.</b>

The wielder can cast up to three spells per day that affect his familiar as though using the Familiar Spell feat.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST varies</b>
<i>Lesser familiar metamagic rod</i>	7,000 GP
<i>Familiar metamagic rod</i>	27,000 GP
<i>Greater familiar metamagic rod</i>	60,750 GP

Craft Rod, Familiar Spell (see page 18)

<b>FIGURINE OF WONDROUS POWER, GLASS WALRUS</b>		<b>CL 11th</b>
<b>SLOT none</b>	<b>PRICE 14,000 GP</b>	<b>WEIGHT 1 lb.</b>
<b>AURA moderate transmutation</b>		

This *figurine of wondrous power* is shaped like a walrus and is carved out of a prismatic crystal. It follows all the normal rules for *figurines of wondrous power* (*Pathfinder RPG Core Rulebook* 513). When animated, a glass walrus acts in all ways like a normal walrus (see page 29) except it can glide along the surface of water as though under the constant effects of *water walk*. Up to two Medium creatures or four Small creatures can fit on a glass walrus's back as the creature glides across water (the walrus moves at half speed while carrying creatures), and the walrus can carry up to 600 pounds in this way before it becomes too encumbered to move. A glass walrus can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the glass walrus again becomes a tiny statuette.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 7,000 GP</b>
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Craft Wondrous Item, *animate objects, water walk*

<b>INSTANT MUZZLE</b>		<b>CL 9th</b>
<b>SLOT none</b>	<b>PRICE 6,500 GP</b>	<b>WEIGHT 4 lbs.</b>
<b>AURA moderate enchantment and transmutation</b>		

This ball of iron bands and hinges is about the size of a human fist. Three times per day, when thrown at a creature or space as

a thrown weapon, the contraption opens up as it strikes a solid surface, taking the shape of a metal muzzle. If it hits the target, the muzzle immediately attaches itself to the face of any Large or smaller creature struck by the ball or any single Large or smaller creature in the 5-foot square so targeted. The muzzle harmlessly clatters to the ground and returns to ball form if it fails to strike a creature or no creature is present in the space in which it landed, and it does not return to its thrower.

A creature muzzled with an *instant muzzle* cannot speak properly (if it was normally able to do so), and gains a 20% spell failure chance for any spell it attempts to cast with verbal components, and a 20% chance to incorrectly use a command word when activating a magic item. The muzzled creature cannot make bite attacks or even drink or eat properly. The muzzle has hardness 10 and 25 hit points. An *instant muzzle* remains attached to a creature for 4 rounds before detaching and returning to ball form, immediately teleporting back to the hand of the creature that originally threw the item.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 3,250 GP</b>
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Craft Wondrous Item, *fumbletongue*<sup>UM</sup>, *telekinesis*

<b>ROD OF ANIMAL TRAINING</b>		<b>CL 9th</b>
<b>SLOT none</b>	<b>PRICE 12,300 GP</b>	<b>WEIGHT 5 lbs.</b>
<b>AURA moderate enchantment</b>		

The head of this bronze scepter is shaped like a roaring lion leaping forward. When held by a creature with no ranks in the Handle Animal skill, this rod allows the wielder to teach tricks to any animal with an Intelligence score of 1 or 2 as though the wielder were trained in the use of that skill. Regardless of whether the wielder of a *rod of animal training* has ranks in Handle Animal, she gains a +5 competence bonus on Handle Animal checks to teach a trick to an animal or to train an animal for a general purpose, and the wielder can use *charm animal* (DC 11) as a spell-like ability three times per day.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 6,150 GP</b>
----------------------------------	----------------------

Craft Rod, *charm animal*

<b>TAMER'S WHIP</b>		<b>CL 8th</b>
<b>SLOT none</b>	<b>PRICE 11,901 GP</b>	<b>WEIGHT 2 lbs.</b>
<b>AURA moderate conjuration and enchantment</b> [mind-affecting, sonic]		



This leathern lash is dyed with special unguents that give it a disturbing crimson hue. A *tamer's whip* is a +1 *animal-bane whip* that deals lethal damage to animals and magical beasts regardless of their natural armor bonus. Cracking a *tamer's whip* as a move action grants the wielder the following benefits until the end of her turn: a +4 competence bonus on Intimidate checks made against animals and magical beasts, a +4 competence bonus on Handle Animal checks made to push them, and a +2 bonus on any combat maneuvers against animals or magical beasts.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 6,101 GP</b>
----------------------------------	----------------------




Craft Magic Arms and Armor, *animal trance, snare, summon nature's ally I*

# NEW ANIMAL COMPANIONS

This section presents stat blocks for four new animals, as well as rules for using these creatures as animal companions.

## LLAMA

This shaggy, hoofed quadruped sports an elongated neck and large, crooked teeth.

<b>LLAMA</b>	<b>CR 1/2</b>	  
<b>XP 200</b>		
N Medium animal		
<b>Init</b> +1; <b>Senses</b> low-light vision; Perception +1		
<b>DEFENSE</b>		
<b>AC</b> 11, touch 11, flat-footed 10 (+1 Dex)		
<b>hp</b> 6 (1d8+2)		
<b>Fort</b> +4, <b>Ref</b> +3, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 40 ft.		

**Melee** bite +1 (1d6+1)

**Special Attacks** spit (+1 ranged touch)

### STATISTICS

**Str** 12, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 9

**Base Atk** +0; **CMB** +1; **CMD** 12 (16 vs. trip)

**Feats** Endurance

**Skills** Acrobatics +5 (+9 when jumping); **Racial Modifiers**

+4 Acrobatics when jumping

### ECOLOGY

**Environment** cold or temperate hills or mountains

**Organization** solitary, pair, or herd (3–15)

**Treasure** none

### SPECIAL ABILITIES

**Spit (Ex)** Once per hour, a llama can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must succeed at a DC 12 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

Perhaps llamas' most distinctive feature is their long necks. Rival males violently bump their necks against one another during fights for dominance among the herd, but overall these social animals are remarkably tame.




## LLAMA COMPANIONS

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 11, Dex 16, Con 12, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +4.

## MOOSE

A slightly goofy, bent-nosed face does little to detract from the imposing height and bulk of this ungulate.

<b>MOOSE</b>	<b>CR 3</b>	  
<b>XP 800</b>		
N Large animal		
<b>Init</b> +2; <b>Senses</b> low-light vision, scent; Perception +9		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)		
<b>hp</b> 34 (4d8+16)		
<b>Fort</b> +8, <b>Ref</b> +6, <b>Will</b> +3		
<b>OFFENSE</b>		
<b>Speed</b> 40 ft.		
<b>Melee</b> gore +6 (1d8+4), 2 hooves +1 (1d6+2)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
<b>Special Attacks</b> powerful charge (gore, 2d8+6)		
<b>STATISTICS</b>		
<b>Str</b> 19, <b>Dex</b> 15, <b>Con</b> 18, <b>Int</b> 2, <b>Wis</b> 14, <b>Cha</b> 7		
<b>Base Atk</b> +3; <b>CMB</b> +8; <b>CMD</b> 20 (24 vs. trip)		
<b>Feats</b> Endurance, Run		



**Skills** Perception +9

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#### ECOLOGY

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**Environment** cold forests

**Organization** solitary or pair

**Treasure** none

Their daunting height and bulk, combined with the intimidating antlers of the males, means that moose are rarely threatened by natural predators, and when cornered by hunters they are truly a force to be reckoned with.




## MOOSE COMPANIONS

**Starting Statistics:** **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d6), 2 hooves (1d3); **Ability Scores** Str 12, Dex 15, Con 14, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Attack** gore (1d8), 2 hooves (1d4); **Ability Scores** Str +6, Dex -2, Con +4; **Special Attacks** powerful charge.

## PANDA

*This black-and-white-furred bear is about as long in the body as an average human—but much rounder.*

<b>PANDA</b>	<b>CR 2</b>	  
<b>XP 600</b>		
N Medium animal		
<b>Init</b> +0; <b>Senses</b> low-light vision; Perception +7		
<b>DEFENSE</b>		
<b>AC</b> 13, touch 10, flat-footed 13 (+3 natural)		
<b>hp</b> 19 (3d8+6)		
<b>Fort</b> +5, <b>Ref</b> +3, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft.		
<b>Melee</b> bite +5 (1d6+6), 2 claws +5 (1d3+3)		
<b>STATISTICS</b>		
<b>Str</b> 17, <b>Dex</b> 10, <b>Con</b> 15, <b>Int</b> 2, <b>Wis</b> 11, <b>Cha</b> 14		
<b>Base Atk</b> +2, <b>CMB</b> +5, <b>CMD</b> 15 (19 vs. trip)		
<b>Feats</b> Endurance, Skill Focus (Perception)		
<b>Skills</b> Climb +11, Perception +7, Survival +1; <b>Racial Modifiers</b> +4 Climb		
<b>SQ</b> powerful bite		
<b>ECOLOGY</b>		
<b>Environment</b> temperate or warm jungles		
<b>Organization</b> solitary or pair		
<b>Treasure</b> none		
<b>SPECIAL ABILITIES</b>		
<b>Powerful Bite (Ex)</b> A panda applies twice its Strength bonus to bite damage.		

Pandas spend most of their lives alone, avoiding even other pandas except during mating season. They are excellent climbers, with front paws configured much like humans' opposable thumbs to help them grip bamboo stalks and tree branches. Bamboo shoots make up almost their entire diet, although pandas are technically omnivorous. In part because of the low nutritional value

of bamboo, pandas lack the energy for aggression, and avoid danger wherever possible.




## PANDA COMPANIONS

**Starting Statistics:** **Size** Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 13, Dex 12, Con 14, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision.

**7th-Level Advancement:** **Size** Medium; **AC** +3 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** powerful bite.

## WALRUS

*This bulky, thick-skinned, flippered creature has on its face two enormous tusks and what looks like a coarse mustache.*

<b>WALRUS</b>	<b>CR 4</b>	  
<b>XP 1,200</b>		
N Large animal		
<b>Init</b> +0; <b>Senses</b> low-light vision; Perception +6		
<b>DEFENSE</b>		
<b>AC</b> 17, touch 9, flat-footed 17 (+8 natural, -1 size)		
<b>hp</b> 42 (5d8+20)		
<b>Fort</b> +8, <b>Ref</b> +6, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 20 ft., swim 40 ft.		
<b>Melee</b> gore +8 (1d8+9/19-20)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
<b>STATISTICS</b>		
<b>Str</b> 23, <b>Dex</b> 11, <b>Con</b> 18, <b>Int</b> 2, <b>Wis</b> 10, <b>Cha</b> 9		
<b>Base Atk</b> +3; <b>CMB</b> +10; <b>CMD</b> 20 (24 vs. trip)		
<b>Feats</b> Improved Bull Rush, Lightning Reflexes, Power Attack		
<b>Skills</b> Perception +6, Swim +19		
<b>SQ</b> fatal gore, hold breath		
<b>ECOLOGY</b>		
<b>Environment</b> cold coastlines		
<b>Organization</b> solitary, pair, or herd (3-20)		
<b>Treasure</b> none		
<b>SPECIAL ABILITIES</b>		
<b>Fatal Gore (Ex)</b> A walrus threatens a critical hit with gore attacks on a roll of 19 or 20.		

Young walrus start out with gray hides, but their flesh becomes almost pinkish when they reach old age (20-30 years for most walrus). Their hide is up to 4 inches thick, with another 6 inches of blubber hidden underneath that, accounting for their incredible toughness—and for their usefulness to arctic cultures as a source of meat and fuel.

## WALRUS COMPANIONS

**Starting Statistics:** **Size** Medium; **Speed** 20 ft., swim 40 ft.; **AC** +3 natural armor; **Attack** gore (1d6); **Ability Scores** Str 14, Dex 13, Con 14, Int 2, Wis 13, Cha 9; **Special Qualities** hold breath, low-light vision.

**7th-Level Advancement:** **Size** Large; **AC** +4 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** fatal gore.

# NEW FAMILIARS

The following section presents statistics for several new animals that can serve as familiars. These familiars can be taken by anyone with the familiar class feature, and utilize all the standard rules for familiars presented on pages 82–83 of the *Pathfinder RPG Core Rulebook*. Tiny or smaller familiars in this section use Dexterity to modify Climb and Swim skill checks. Note that stats for the skunk listed below can be found on page 247 of *Pathfinder RPG Bestiary 3*.

Familiar	Special Ability
Armadillo	Master gains a +1 natural armor bonus to AC
Platypus	Master gains a +3 bonus on Swim checks
Rabbit	Master gains a +4 bonus on initiative checks
Skunk	Master gains a +2 bonus on Fortitude saves
Squirrel	Master gains a +3 bonus on Sleight of Hand checks

## ARMADILLO

*This round, dust-colored creature's snout pokes out of its bony armor shell.*



**ARMADILLO** CR 1/4 **XP 100**

N Tiny animal  
**Init** +2; **Senses** scent; Perception +8

---

**DEFENSE**

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)  
**hp** 4 (1d8)  
**Fort** +2, **Ref** +4, **Will** +1

---

**OFFENSE**

**Speed** 30 ft., burrow 5 ft.  
**Melee** claw +0 (1d2–3)  
**Space** 2-1/2 ft.; **Reach** 0 ft.

---

**STATISTICS**

**Str** 4, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 9  
**Base Atk** +0; **CMB** +0; **CMD** 7 (11 vs. trip)  
**Feats** Skill Focus (Perception)  
**Skills** Perception +8, Swim +1; **Racial Modifiers** +4 Swim

---

**ECOLOGY**

**Environment** temperate or warm plains  
**Organization** solitary  
**Treasure** none

---

**SPECIAL ABILITIES**

**Natural Diver (Ex)** Armadillos can hold their breath underwater for up to 6 minutes. Their dense armor naturally causes them to sink; they can inflate their stomachs to counter this, accounting for their racial bonus on Swim checks.  
**Protective Ball (Ex)** Some armadillos can roll up into a ball, increasing their natural armor bonus to +3 but decreasing their speed to 0.

These squat-bodied mammals are easily recognizable thanks to their distinctive leathery shell, which provides them with natural protection against numerous dangers and predators in their native environs. Armadillos have very poor eyesight, perceiving the world largely through scent and touch. They are exceptional diggers, and

burrow both to find food and to make their dens. When an armadillo goes underwater, it swallows air to increase its buoyancy, inflating its stomach up to twice its normal size so it won't sink.

These stats represent an average armadillo, which is 2-1/2 feet long and weighs roughly 10 pounds, but other breeds can range from 6 inches to up to 5 feet long, and weigh up to 130 pounds in the case of giant armadillos.

## PLATYPUS

*This creature is plump, brown, and covered in sleek fur, but has a duck's bill and webbed feet at the end of its four stumpy legs, with sharp spurs jutting from its hind feet.*



**PLATYPUS** CR 1/6 **XP 65**

N Tiny animal  
**Init** +3; **Senses** electrolocation 30 ft. (while underwater); Perception +1 (+5 while underwater)

---

**DEFENSE**

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)  
**hp** 3 (1d8–1)  
**Fort** +1, **Ref** +4, **Will** +1

---

**OFFENSE**

**Speed** 10 ft., swim 40 ft.  
**Melee** spur +4 (1d3–4 plus poison)  
**Space** 2-1/2 ft.; **Reach** 0 ft.

---

**STATISTICS**

**Str** 2, **Dex** 14, **Con** 8, **Int** 2, **Wis** 13, **Cha** 11  
**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)  
**Feats** Weapon Finesse  
**Skills** Swim +15; **Racial Modifiers** +4 Perception while underwater

---

**ECOLOGY**

**Environment** temperate or tropical rivers  
**Organization** solitary  
**Treasure** none

---

**SPECIAL ABILITIES**




**Electrolocation (Ex)** While underwater, platypuses can sense the tiny electrical currents that trigger muscle movement. This allows them to locate living prey and to distinguish it from inanimate objects. Treat electrolocation as blindsight 30 feet, but platypuses can sense only living creatures, and it functions only underwater.  
**Poison (Ex)** Spur—injury; *save* Fort DC 9; *frequency* 1/round for 4 rounds; *effect* 1 nonlethal damage; *cure* 1 save.  
**Semiaquatic (Ex)** Platypuses can hold their breath underwater for up to 5 minutes before they must start attempting Constitution checks to avoid suffocation.



Platypuses are members of an extremely unusual order of egg-laying mammals known as monotremes, and live in riverside burrows where they hunt for worms, larvae, and shellfish. Platypuses also possess a remarkable electrical sense they use in place of sight, scent, and hearing while hunting underwater. The average platypus is roughly 1-1/2 feet long and weighs 3-1/2 pounds.

## RABBIT




*This small, furry creature has long ears and oversized feet.*

<b>RABBIT</b>	<b>CR 1/6</b>	  
<b>XP 65</b>		
N Tiny animal		
<b>Init</b> +3; <b>Senses</b> low-light vision; Perception +1		
<b>DEFENSE</b>		
<b>AC</b> 15, touch 15, flat-footed 12 (+3 Dex, +2 size)		
<b>hp</b> 3 (1d8-1)		
<b>Fort</b> +1, <b>Ref</b> +5, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 50 ft.		
<b>Melee</b> bite -2 (1d3-4)		
<b>Space</b> 2-1/2 ft.; <b>Reach</b> 0 ft.		
<b>STATISTICS</b>		
<b>Str</b> 3, <b>Dex</b> 16, <b>Con</b> 9, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 5		
<b>Base Atk</b> +0; <b>CMB</b> +1; <b>CMD</b> 7 (11 vs. trip)		
<b>Feats</b> Run		
<b>Skills</b> Stealth +15; <b>Racial Modifiers</b> +8 Acrobatics when jumping		
<b>ECOLOGY</b>		
<b>Environment</b> cold forests or plains		
<b>Organization</b> solitary, pair, or down (3-16)		
<b>Treasure</b> none		

Rabbits are burrowing herbivores with short tails, long ears for sensing predators, and powerful hind legs that allow them to leap quickly to safety in an emergency. They are frequently confused with rodents, but can be distinguished thanks to their two sets of incisor teeth, which are positioned one behind the other. An average rabbit is between 8 and 20 inches long and weighs 1 to 4 pounds.

## SQUIRREL

*A small, bright-eyed bundle of fur, this woodland creature has a bushy tail as big as the rest of its body.*

<b>SQUIRREL</b>	<b>CR 1/8</b>	  
<b>XP 50</b>		
N Diminutive animal		
<b>Init</b> +4; <b>Senses</b> low-light vision; Perception +1		
<b>DEFENSE</b>		
<b>AC</b> 18, touch 18, flat-footed 14 (+4 Dex, +4 size)		
<b>hp</b> 3 (1d8-1)		
<b>Fort</b> +1, <b>Ref</b> +6, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 20 ft., climb 20 ft.		
<b>Melee</b> bite +8 (1d2-4)		

**Space** 1 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 2, **Dex** 19, **Con** 9, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Acrobatics<sup>8</sup>, Weapon Finesse

**Skills** Acrobatics +6, Climb +16

### ECOLOGY

**Environment** any forests

**Organization** solitary or pair

**Treasure** none

Squirrels are surprisingly wily creatures. When they know they are being watched, they pretend to bury nuts, but instead sneak them into their mouths and take them away to hide elsewhere when no one is watching. They eat most things, occasionally even preying on small snakes and birds. The average squirrel is roughly 1-1/2 feet long and weighs 1 pound.

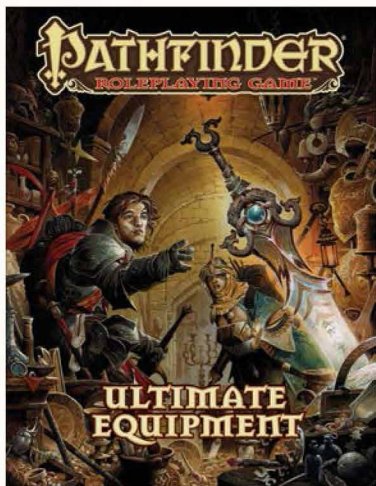


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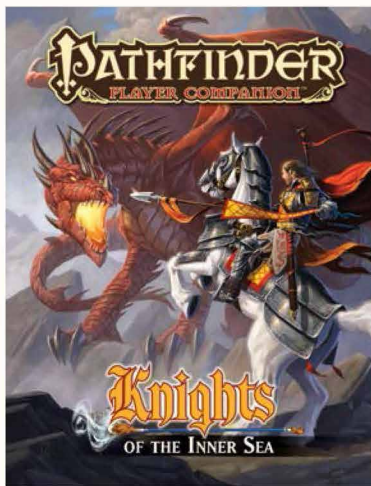
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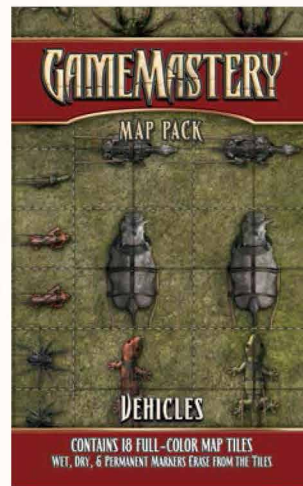
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# Gods and Animals

Deities are often associated with specific animals, and characters who worship a deity may feel a special kinship with animals favored by their god. Some of the most common symbolic animals are listed below, with the animal most associated with the god listed first. Note that associations are not necessarily exclusive—things like lions, snakes, and spiders are so iconic on their own that they may naturally fit with more than one deity.



**Abadar:** Monkeys, golden eagles, beavers, watchdogs and house cats, mounts and beasts of burden



**Asmodeus:** Snakes, lions, goats, roosters



**Calistria:** Wasps, poisonous animals



**Cayden Cailean:** Hounds, eagles, animals that have escaped from captivity



**Desna:** Butterflies, moths, caterpillars, owls, sparrows, dragonflies, messenger birds



**Erastil:** Elk and deer, hoofed animals, farm animals



**Gorum:** Rhinoceroses; war-trained animals like horses, elephants, and mastiffs; dinosaurs



**Gozreh:** All animals



**Iomedae:** Lions, eagles, and other symbols of rulership; migratory birds



**Irori:** Snails, white tigers, mantises, octopuses



**Lamashtu:** Jackals, hyenas, wolves, deformed or hybrid animals



**Nethys:** Peacocks, zebras, whales



**Norgorber:** Spiders, rats, crows and jackdaws, poisonous animals



**Pharasma:** Whippoorwills, scarabs, elephants



**Rovagug:** Scorpions, worms, spiders, vermin, rabid animals



**Sarenrae:** Doves, falcons, basking lizards



**Shelyn:** Songbirds, swans, wolves, dolphins, cats, rabbits



**Torag:** Badgers, burrowing animals, cave-dwelling animals, armadillos



**Urgathoa:** Death's-head moths, flies and maggots, vultures and carrion-eaters



**Zon-Kuthon:** Bats, parasites, ants, rabid wolves

# Fur and Feathers

From a witch's black cat to a ranger's mighty wolf companion or a cavalier's noble steed, animals have always had a place in fantasy adventuring—but why should only a few classes have all the fun? With the proper training, animals can be invaluable allies for adventurers of all stripes. Whether you're a scholarly spellcaster looking for a familiar to deliver spells or help turn the pages of your spellbook, or a brawler ready to lead your armored animal into the thick of battle, this book is a treasure trove of rules and advice aimed at helping you and your animal friends get the most out of your fantastic adventures.

*Animal Archive* presents a player-focused, in-depth discussion of animals and the various roles they can play in your game. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you'll find:

- ▶ A complete list of every familiar in the Pathfinder Roleplaying Game, to make choosing yours quick and convenient.
- ▶ New archetypes like the mad dog barbarian or carnivalist rogue to help classes that haven't traditionally used animals work with their bestial allies, as well as tips on how every class can employ animals.
- ▶ New animal companions and familiars, from innocuous squirrels and rabbits to bizarre platypuses, armored armadillos, and powerful pandas.
- ▶ Information on which animals are closely associated with the various races and deities of the Pathfinder campaign setting.
- ▶ Tons of new tricks and feats to customize your animals, plus archetypes for animal companions and familiars.
- ▶ New animal equipment, spells, magic items, information about the personalities of magically intelligent animals, and more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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