

New Familiars

Here is a bunch of alternate Familiars I have made for use of Familiars, some particularly for Underwater Sorcerers, Wizards and Adepts who can't take a normal Viper, Raven, Bat, Cat, Raven, Etc. with them underwater. Along with creature Stats for these animals (and Vermin), I have also posted a brief description on their use as familiars, as well as bonuses the familiars provide to their Masters, if any.

Salmon

Tiny Animal (Aquatic)

Hit Die: 1/2 d8 (2hp)

Initiative: +4 (Dex)

Speed: swim 60 feet

AC: 17 (+2 Size, +4 Dex, +1 natural) Touch 16, flatfooted 13

Attacks: Bite +6 melee

Damage: 1d3-4 damage

Face/Reach: 2 1/2 ft. by 2 1/2-ft./ 0 ft.

Special attacks: -

Special Qualities: Low light vision, Scent

Saves: Fort +2, Ref +4, Will+1

Abilities: Str 3, Dex 18, Con 10, Int 1, Wisdom 12, Cha 4

Skills: Listen +7, Spot+7

Feats: Weapon Finesse (bite)

Climate Terrain: Any aquatic

Organization: Solitary, shoal (2-12), or School (20-100)

Challenge Rating: 1/4

Treasure: none

Alignment: Always Neutral

Advancement: 1-2 HD (Tiny), 3-5 HD (Small), 6-9 HD (Medium-size), 10-20 HD (Large)

Salmon are common fish that spawn in rivers and lakes, and live as adults in the open ocean. These stats could also be used for other fresh water or sea fish such as trout, bass, parrotfish, or other fish of appropriate size, with advanced fish taking up fish of larger size.

Combat:

Salmon do not attack unless extremely provoked, attacking with their weak bites. They often travel in schools to appear larger and increase their chances of survival.

Familiar benefit: Aquatic Spell casters can take a salmon or other fish as a familiar, gaining a +2 bonus to reflex saves.

Crab

Tiny Vermin (Aquatic)

Hit Die: 1/2 d8 +1 (3 HP)

Initiative: +1 (Dex)

Speed: 20 feet, Swim 30 feet, Burrow 10 feet

AC: 15 (+2 size, +1 Dex. +2 natural) touch 13, flatfooted 14

Attacks: 2 Claws +3 Melee

Damage: Claw 1d4-3 damage

Face Reach: 2 1/2 ft. by 2 1/2 ft./ 0 feet

Special Attacks: -

Special Qualities: Dark vision 60 ft., Scent

Saves: Fort+3, Ref+3, Will+1

Abilities: Str 4, Dex 12, Con 13, Int-, Wis 12, Cha 2

Skills: Hide +10, Listen+6, Search +6

Feats: Weapon Finesse (Claw)

Climate Terrain: Any Aquatic

Organization: Solitary or colony (6-40)

CR: 1/4

Treasure: None

Alignment: Always Neutral

Advancement: 1-4 (small), 5-11 (Medium-size), 12-20 (Large)

Crabs are small crustaceans with 6 legs and claw like pincers. They have a hard shell for protection, and most varieties are able to walk on land for prolonged periods.

These stats can be used to include lobsters or other large crustaceans such as prawn or Horseshoe crabs.

Combat:

Crabs only attack if provoked, such as if inadvertently stepped on, pinching with their claws. Larger varieties of crabs can be vicious menaces.

Vermin Traits: A Crab is immune to all mind influencing effects (charms, compulsions phantasms, patterns or moral effects) it also has dark vision (60 foot range).

Varieties of crabs: These following stats can be added to the general crab stats for a bit more variety

Hermit crabs: a variety of Crab, often live inside the shells of other sea creatures like Snails, giving them an additional +2 to natural armor, but are slowed to 10 feet when walking or swimming and can't burrow in the shell.

Coconut crabs: Are land bond crabs that often feed off of coconuts in trees. They have a climb speed of 20 feet.

Lobster: These crab relatives have no burrowing speed, but can swim at a faster speed of 40 feet. This also applies to Cray-fish, Crawfish and Prawns.

Horse Shoe Crab: These little guys are actually arachnids and are more closely related to spiders and scorpions then Lobsters or crabs. They attack with a tail attack rather then their claws, with only one tail attack instead of 2 claws.

Familiar benefits: Crabs are the favorite familiars for species that often travel above and below the surface, allowing them to take their familiar with them where ever they go.

Normal Crab: +2 bonus to hide checks

Hermit Crabs: +1 bonus to natural armor

Coconut crabs: +2 bonus to climb checks

Lobster: +2 bonus to reflex saves

Horse Shoe Crab: +2 bonus to fortitude saves

Epaulet Shark

Tiny animal (Aquatic)

Hit Dice: 1d8 +1 (5 hp)

Initiative: +4 (Dex)

Speed: Swim 60 ft.

AC: 19 (+2 size, +4 Dex, +3 natural) touch 16, Flatfooted 15

Attacks: Bite +6

Damage: Bite 1d4-2

Face/ reach: 2-½ ft. by 2-½ ft./ 0 ft.

Special attacks: -

Special qualities: Keen Scent

Saves: Fort+3, Ref+6, Will+1

Abilities: Str 6, Dex 19, Con 13, Int 1, Wis 12, Cha 2

Skills: Listen +7, Spot+7

Feats: Weapon Finesse (bite)

Climate/Terrain: any aquatic

Organization: Solitary, school (2-5), or pack (6-11)

Challenge Rating: ¼

Treasure: None

Alignment: Always Neutral

Advancement: 2-3 HD (Tiny)

An Epaulet shark is a small spotted shark no more then 2 feet long on average. Though they are not as fierce as normal sharks, and only attack foes that provoke them. These stats could also be used for any other tiny sized shark, such as a Dogfish.

Combat: Epaulet sharks only attack larger creatures when provoked, lashing out with a bite attack, biting with their sharp teeth and equivalent pressure to their larger relatives.

Keen Scent (Ex): An Epaulet shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at ranges of up to a mile.

Familiar Benefits: An Aquatic spell caster can take an Epaulet shark as a Familiar, and is a favored Familiar of Sahuagin spell casters. The Epaulet shark grants no familiar bonus to its master, but its keen scent can be relayed with the Empathy ability.

Seahorse

Tiny Animal (Aquatic)

Hit Dice: 1/2d8 (2HP)

Initiative: +4 (Dex)

Speed: Swim 60 feet

AC: 18 (+2 Size, +4 Dex, +2 natural) touch 16, 12 flatfooted

Attacks: Tail slap +6 melee

Damage: Tail slap 1d2-4

Face Reach: 2 ½ ft. by 2 ½ ft./ 0 feet

Special Attacks: -

Special Qualities: Low light vision

Saves: Fort +2, Ref+6, Will+1

Abilities: Str 3, Dex 19, Con 11, Int 2, Wis 13, Cha 6

Skills: Hide +14 Listen +6, Spot+6

Feats: Weapon Finesse (Tail slap)

Climate Terrain: Temperate and Warm aquatic

Organization: Solitary or School (4-12)

Challenge Rating: ¼

Treasure: None

Alignment: Always Neutral

Advancement: 1-3 HD (Tiny) 4-6 HD (Small)

Seahorses are small fish that resemble horses in superficial ways. They have long bodies covered in hard body scales. They have a small head that resembles a horse's with a pointy snout, and some times appear as if they have horns like a giraffe. They have a long prehensile tail that is used for grasping onto sea grass or other things, instead relying on a large dorsal fin that they can vibrate for propulsion. They come in all variety of colors, ranging from black, to white, to brownish tan and more. They live with in patches of sea grass and feed in.

The Male of the species has a special pouch on its chest in which the female lays her eggs into. The male then takes care of the eggs until they hatch, and then gives "birth" to the newly hatched baby seahorses from the pouch.

These stats are used to represent larger sea horses of up to 2-2 ½ feet long, most seahorses are normally smaller in size.

Combat:

Sea Horses rarely ever fight, and would be much more likely to flee then fight. If forced to, they can slap a foe with their long tails weakly.

Familiar benefits: An Aquatic spell caster can take a sea horse as a familiar, and it is a favored of the Merfolk race. A Seahorse Familiar grants its master a +2 bonus to Dexterity.

Monstrous Jellyfish

Tiny Vermin (Aquatic)

Hit Die: ½d8 (2hp)

Initiative: +3 (Dex)

Speed: Swim 60 feet

AC: 15 (+2 size, +3 Dex)

Attacks: Sting +5 melee

Damage: Sting 1d3-4 plus Poison

Face/Reach: 2-½ ft. by 2-½ ft./ 0 ft.

Special Attacks: Poison

Special Qualities: Blindsight, Vermin Traits,

Saves: Fort+2, Ref+3, Will+1

Abilities: Str 3, Dex 17, Fort 11, Int __, Wis 12, Cha 3

Skills: Listen +6, Spot+6

Feats: Ability focus (Poison), Weapon Finesse (Sting)

Climate/Terrain: Any Aquatic

Organization: Solitary or Colony (12-200)

Challenge Rating: ¼

Treasure: None

Alignment: Always Neutral

Advancement: -

Monstrous Jellyfish are particularly large and poisonous creatures that inhabit the seas. Very primitive creatures, Jellyfish appear as a round main body with long stinging tentacles extending down. A Jellyfish is a very simple creature, with no eyes, mouth or other visible organs, and their bodies are frail, almost like they are made completely of water. But for all their simplicity, Jellyfish carry very deadly poison in their stingers, and some species can be exceptionally deadly and painful, one type even carries what is known as the most painful non-magical poison known to all mortal races. Jellyfish are a staple in the diets of sea turtles, sharks and other fish, which manage to overcome their poisonous nature.

Combat: Jellyfish often swim into their prey, and sting with their poison inducing tentacles, and then hold on and slowly dissolve their prey with special enzymes.

When defending themselves, they attack with their tentacles, as a Jellyfish sting is enough to persuade most creatures from touching a jellyfish twice.

Poison (Ex): Sting, fortitude save (DC 13), Initial and secondary damage 1d2 strength.

Blindsight (Ex): A Jellyfish's main body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Vermin Traits: a Jellyfish is immune to all mind-influencing effects (charms, compulsion, phantasms, patterns or moral effects).

Familiar Benefits: Aquatic Spell casters can take a Monstrous Jellyfish as a familiar. They gain no special bonus, but the Jellyfish can deliver its sting to foes.

Bumblebee

Tiny Vermin

Hit Die: ½ (2 HP)

Initiative: +4 (Dex)

Speed: 10 feet, fly 80 feet

AC: 16 (-2 Size +4 Dex)

Attacks: Sting +6 Melee

Damage: Sting 1d3-5 plus Poison

Face/Reach: 2-½ ft. by 2 ½ ft./ 0 feet.

Special Attacks: Poison

Special Qualities: Vermin Traits

Saves: Fort+0, Ref+6, Will+1

Abilities: Str 2, Dex 19, Con 10, Int __, Wis 12, Cha 4

Skills: Listen +6, Spot+6.

Feats: Weapon Finesse (Sting)

Climate/Terrain: Any land

Organization: Solitary or pair

Challenge Rating: 1/6

Treasure: None

Alignment: Always Neutral

Advancement: -

Bumblebees are solitary insects that feed off of pollen and are capable of delivering a painful sting. They have round fuzzy bodies with black and yellow stripes, and translucent wings for flying. Unlike honeybees, Bumblebees don't live in colonies and can't make honey, but they can sting multiple times without worrying about dying.

The type described here are larger than the typical variety of bumblebee, growing up to a foot in length.

Combat: In combat, a Bumblebee will sting a foe multiple times if it can, because unlike a honeybee, they do not die after stinging.

Poison (Ex): Sting, fortitude save, (DC 11), initial and secondary damage, 1d2 strength.

Vermin Traits: A Bumblebee is immune to all mind influencing effects (charms, compulsions phantasms, patterns or moral effects) it also has dark vision (60 foot range).

Familiar Benefits: A Wizard or Sorcerer can take a Bumblebee as a familiar. They gain no special powers, but the bee can sting.

Common Eel

Tiny animal (Aquatic)

Hit Die: ½ D8 (2hp)

Initiative: +4 (Dex)

Speed: Swim 60 feet

AC: 16 (+2 Size, +4 Dex)

Attacks: ____

Damage: ____

Face Reach: 2 ½ Ft. by 2-½ ft./ 0 Ft.

Special Attacks: None

Special Qualities: Low-light Vision, Scent

Saves: Fort+2, Ref+6, Will+1

Abilities: Str 3, Dex 18, Con 10, Int 1, Wis 12, Cha 4

Skills: Escape Artist+12, Hide+20, Listen+7, Spot+7

Feats: ____

Climate/Terrain: Any Aquatic

Organization: Solitary or Colony (2-20)

Challenge Rating: 1/10

Treasure: None

Alignment: Always Neutral

Advancement: None

Eels are long and snake like fish with no scales and small fins, often covered in a coating of mucus for protection. They often live in small coral or rock reefs, sitting until the time is right to grab their prey, which consists of other small fish.

Combat:

An Eel will flee combat when ever possible, unable to truly defend itself from serious threats.

Skills: An Eel has A +8 racial bonus to both Escape Artist and Hide Checks.

Familiar Benefits: An Under Water Spell caster who takes an Eel as a Familiar receives a +4 Bonus to escape artist checks.

Electric Eel: A relative of the Common Eel, an Electric Eel can naturally produce an electrical charge that it can store in its body. Once every day, the Eel can release a Charge of electricity in a 40-foot cone effect that deals 1d6 electrical Damage, +1d8 Electrical Subdual Damage. After that, it can release a weaker charge 4 times a day that deals 1d8 electrical subdual damage.

A Spell-caster who takes an electric eel, as a Familiar gains no other benefits other then its Electrical Shock.

Penguin

Tiny animal (Aquatic)

Hit Die: 1d8+1 (5 HP0)

Initiative: +4

Speed: 10 ft., swim 50 ft.

AC: 16 (+2 Size, +4 Dex)

Attacks: Peck +6 Melee

Damage: Peck 1d4-3

Face/Reach: 2-½ ft. by 2-½ ft./ 0 ft.

Special Attacks: ____

Special Qualities: Low light vision, Scent, Slide

Saves: Fort+3, Ref+6, Will+1

Abilities: Str 4, Dex 19, Con 12, Int 2, Wis 12, Cha 5

Skills: Listen +7, Spot+7

Feats: Weapon Finesse (Peck) (B)

Climate Terrain: Cold and Temperate Aquatic

Organization: Solitary, Pair, Family (3-6) or Colony (7-70)

Challenge Rating: ¼

Treasure: None

Alignment: Always Neutral

Advancement: 2-3 HD (Tiny) 3-4 HD (Small)

Penguins are small flightless birds that live in cold Antarctic climates, capable of swimming underwater for long periods of time. Large Colony's can often be found along the arctic coastline or on Icebergs, hunting for fish, squid and Krill, and raising their young. Some Penguins

Penguins are small and stout birds, with black top sides and white undersides, and it is often said that Penguins look like they are wearing a Tuxedo. Their wings have developed into flippers, which they use to fly through the water. Their feathers are fine and water proof, and help protect against the cold.

Combat:

Penguins are very shy and timid birds, and would normally flee before fighting. If forced to, they can deliver a weak peck with their beaks.

Slide (Ex): a Penguin normally hobbles along at a slow pace on land with its knobby feet. On icy or otherwise slippery or frictionless surfaces, a Penguin can slide along on its belly at a much faster pace of 40 ft.

Familiar Benefits: A Penguin is another favorite familiar of Aquatic spellcasters, especially those that travel both above and below the water, having their Familiars able to go with them either above or below the waves. However a Penguin must breath air occasionally, able to hold its breath 4 times as long as a human being.

A Penguin Familiar has the ability to speak one language the Spellcaster knows.