UNFAMILIAR FAMILIARS
An accessory for the D20 System

Requires the use of the Dungeons & Dragons® 3.5 Edition Player's Handbook, published by Wizards of the Coast®

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Full color cardstock counters for these familiars can be found in Fiery Dragon’s latest counter product: SUMMONED CREATURES.

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Credits

Design: Claudio Pozas
Editing: Scott Holden-Jones
Cover Art: Claudio Pozas
Counter Art: Claudio Pozas
Production: James Bell

Fiery Dragon Productions
181-275 King St. East
Toronto, Ontario
M5A 1K2
CANADA

www.fierydragon.com

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ARMADILLO
Tiny Animal
Hit Dice: 1/2 d8+2+3 (7 hp)
Initiative: –1
Speed: 10 ft. (2 squares), burrow 5 ft., swim 10 ft.
AC: 16 (+2 size, −1 Dex, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +0/–8
Attack: Claws +2 melee (1d2)
Full Attack: Claws +2 melee (1d2)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Cold vulnerability, defensive ball, low-light vision
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 10, Dex 9, Con 15, Int 1, Wis 12, Cha 4
Skills: Hide +7*, Listen +9, Spot +5
Feats: Toughness
Environment: Warm forest, hills, and plains
Organization: Solitary or pair
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement Range: 1 HD (Tiny); 2 HD (Small)
Level Adjustment: —

These peaceful burrowing mammals feed on insects, worms, and carrion. They are hunted primarily by leopards, cougars, coyotes, and wild dogs. The statistics presented here can also describe other armored burrowing mammals of a similar size, such as pangolins (Chinese “forest fish”).

Combat
Armadillos do not normally bite, as their teeth are not as strong as those of other mammals. They rely on their strong claws and their tough shells for protection.
Larger (i.e., 1 or 2 HD) armadillos cannot roll up into a defensive ball, preferring instead to dig a hole and escape or simply to hide among thick brambles or the like (which do not bother the armadillo due to its bony shell).
Defensive Ball (Ex): Armadillos can roll up into a ball as a move action, tucking all of their limbs and appendages inside and leaving only a bony shell exposed. This effectively grants the armadillo improved cover (+8 AC, +4 on Reflex saves). The armadillo can remain in this position indefinitely, and normally does so until whatever danger caused it to roll up has left the area.
Skills: Armadillos have a +4 racial bonus on Listen checks. *In desert or overgrown terrain, armadillos have a +4 racial bonus on Hide checks.

CAT, WILD
Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple: +0/–6
Attack: Claw +4 melee (1d3–2)
Full Attack: 2 claws +4 melee (1d3–2) and bite –1 melee (1d4–2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, rake 1d3–2
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 7, Dex 17, Con 12, Int 2, Wis 12, Cha 7
Skills: Balance +11, Climb +11, Hide +11*, Jump +6, Listen +3, Move Silently +7, Spot +3
Feats: Weapon Finesse
Environment: Any land
Organization: Solitary, pair, or glaring (3–5)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement Range: 2 HD (Small)
Level Adjustment: —

The ancestors of the domestic cat, wild cats are larger and more muscled than their tame cousins. They are usually yellow-brown, but sometimes change hue in winter months or colder climates and are often mottled with darker stripes or spots. Wild cats usually hunt rodents, rabbits, insects, and wild fowl, but some cats are excellent fishers. The statistics presented here can describe any feline
of similar size, such as bobcats, servals, small varieties of cougars, and even large, feral domestic cats.

**Combat**
Wild cats are superlative hunters, using stealth to sneak up on prey.

**Pounce (Ex):** If a wild cat charges a foe, it can still make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +4, damage 1d3–2.

**Skills:** Wild cats have a +8 racial bonus on Balance, Climb, and Jump checks and a +4 racial bonus on Hide and Move Silently checks. Wild cats can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

*In areas of tall grass, the wild cat’s racial Hide bonus rises to +8.*

**Lynx**
Lynxes are wild cats uniquely adapted to colder climates; they are similar to other wild cats in game terms, except that they lose their climb speed and the rake special attack; however, they gain the snow walk special quality (see below). Further, some lynxes grow quite large, having an Advancement Range of 2 HD (Small); 3 HD (Medium).

**Snow Walk (Ex):** Thanks to its wide, heavily furred paws, a lynx isn’t slowed down or otherwise hampered by deep snow.

**Skills:** Lynxes have a +8 racial bonus on Balance checks, a +4 racial bonus on Climb, Hide, Jump, and Move Silently checks, and a +2 racial bonus on Listen and Spot checks. Lynxes may use their Dexterity modifier instead of their Strength modifier for Climb checks.

*In snowy or blizzard-like conditions (rather than in areas tall grass or heavy undergrowth), the lynx’s racial Hide bonus rises to +8.*

**FOX**
**Tiny Animal**
**Hit Dice:** 1d8 (4 hp)
**Initiative:** +3
**Speed:** 40 ft. (8 squares)
**AC:** 16 (+2 size, +3 Dex, +1 natural), touch 14, flat-footed 12
**Base Attack/Grapple:** +0/+10
**Attack:** Bite +5 melee (1d3–2)
**Full Attack:** Bite +5 melee (1d3–2)
**Space/Reach:** 2 1/2 ft./0 ft.
**Special Attacks:** —
**Special Qualities:** Low-light vision, scent
**Saves:** Fort +2, Ref +5, Will +2
**Abilities:** Str 6, Dex 16, Con 11, Int 2, Wis 15, Cha 7
**Skills:** Hide +15, Listen +6, Move Silently +7, Spot +5, Survival +5
**Feats:** Weapon Finesse
**Environment:** Any desert, forest, and plains
**Organization:** Solitary or pair
**Challenge Rating:** 1/4
**Treasure:** None
**Alignment:** Always neutral
**Advancement Range:** 2 HD (Small)
**Level Adjustment:** —

These beautiful canines are often hunted for sport, yet manage to avoid extinction. The so-called red fox can have fur ranging from orange-red to silver to black. The statistics presented here can describe arctic or desert foxes, although in these cases the foxes’ coloration will change to suit its habitat (white fur for arctic foxes, brown for desert).

**Combat**
Foxes are so tenacious as hunters that even climbing a tree — something they’re not good at as a rule — is worthwhile if it might afford a good meal.

**Skills:** Foxes have a +4 racial bonus on Hide, Listen, and Move Silently checks and a +2 racial bonus on Survival checks.
KANGAROO
Small Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple: +1/–3
Attack: Kick –2 melee (1d4)
Full Attack: Kick –2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 11, Dex 16, Con 11, Int 2, Wis 12, Cha 6
Skills: Balance +4, Jump +11, Listen +5, Spot +7
Feats: Alertness, Dodge
Environment: Warm hills and plains
Organization: Solitary, pair, or herd (3–20 plus 20% young)
Challenge Rating: 1/5
Treasure: None
Alignment: Always neutral
Advancement Range: 3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment: —

The statistics above describe marsupials such as wallabies, pademelons, and boongarys, as well as various small kangaroo species, although larger species of kangaroos can reach heights of 7 feet.

Combat
Kangaroos are passive herbivores, but will defend their young if they cannot flee.

Skills: Kangaroos have a +8 racial bonus on Jump checks and a +2 bonus on Spot checks. They may use their Dexterity modifier instead of their Strength modifier for Jump checks, and they do not suffer increased DCs for Jump checks without a running start.

MONGOOSE
Tiny Animal
Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
AC: 15 (+2 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/–3
Attack: Bite +2 melee (1d2)
Full Attack: Bite +2 melee (1d2)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, resistances, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 10, Dex 16, Con 15, Int 2, Wis 13, Cha 8
Skills: Balance +7, Bluff +0*, Climb +5, Hide +11, Listen +5, Spot +3
Feats: Dodge, Improved Feint, Mobility
Environment: Warm forest, hills, and plains
Organization: Solitary, pair, cete (3–9), or pack (10–40)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement Range: 2 HD (Tiny); 3 HD (Small)
Level Adjustment: —

The mongoose is an easily trained creature that has adapted racially to preying on snakes and scorpions, being highly resistant to their poison; however, mongooses also eat insects, fallen fruit, rodents, ground birds, and the eggs of ground-laying birds and reptiles.

Combat
Mongooses are pack hunters, but rarely share their catch with other members of the pack, save their own young. It is not unusual for a mongoose to mimic the swaying motions of a viper, deceiving the snake and forcing it to open its guard.

Improved Grab (Ex): To use this ability, the mongoose must hit with its bite attack.
Resistances (Ex): Mongooses receive a +4 racial
bonus on Fortitude saves against poisons; against viper poison, this bonus rises to +8.

Skills: Mongooses have a +4 racial bonus on Balance, Climb, and Listen checks. *When fighting any kind of viper (or similar monster), a mongoose receives a +6 racial bonus on Bluff checks used to feint in combat; further, the mongoose does not suffer the usual –8 penalty on the Bluff check for trying to feint against a non-humanoid creature of animal Intelligence.

OSTRICH
Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d6+1)
Full Attack: 2 claws +2 melee (1d6+1) and bite –3 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +5, Ref +5, Will +0
Abilities: Str 12, Dex 14, Con 15, Int 1, Wis 11, Cha 4
Skills: Listen +1, Spot +4
Feats: Run
Environment: Warm desert and plains
Organization: Solitary, pair, or flock (3–20 plus 40% young)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement Range: 3–4 HD (Medium)
Level Adjustment: —

The largest of non-magical birds, the ostrich has a tried-and-true tactic for survival: eyes on the horizon and the instinct to run — very quickly — at the smallest sign of trouble. These adaptations have ensured that ostriches survive the many predators that cohabitate with them, such as lions, leopards, and hyenas.
The statistics presented here can describe any large flightless bird, such as the casuar, emu, rhea, or nandu.

Combat
Ostriches are runners before fighters, but their great, clawed toes can disembowel a grown human.

OTTER
Small Animal
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 15 ft. (3 squares), swim 40 ft.
AC: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +0/–4
Attack: Bite +3 melee (1d3)
Full Attack: Bite +3 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Aquatic agility, low-light vision, scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 10, Dex 15, Con 11, Int 2, Wis 12, Cha 5
Skills: Balance +6, Listen +3, Spot +3, Swim +10
Feats: Weapon Finesse
Environment: Temperate marsh and aquatic
Organization: Solitary or pair
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement Range: 2 HD (Small); 3 HD (Medium)
Level Adjustment: —

This playful carnivore has a sleek body with a strong muscular tail designed for swimming. Feeding mainly upon fish, frogs, and small aquatic mammals, it is most at home in the water. Young otters spend as much as 15 weeks with their mother (and sometimes the father as well) before being weaned.
Combat
Otters are agile and deadly in the water, but rarely if ever seek prey on land.

Aquatic Agility (Ex): In the water, otters receive the benefits of the Dodge and Mobility feats.

Skills: Otters have a +4 racial bonus on Balance checks and a +8 racial bonus on Swim checks. Otters may use their Dexterity modifier instead of their Strength modifier for Swim checks. They can always choose to take 10 on Swim checks, even if rushed or threatened. They can use the run action while swimming, provided they swim in a straight line.

RACCOON
Tiny Animal
Hit Dice: 1/2 d8+1 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares), climb 20 ft.
AC: 14 (+2 size, +2 Dex), touch 12, flat-footed 12
Base Attack/Grapple: +0/+10
Attack: Bite +4 melee (1d3–2)
Full Attack: Bite +4 melee (1d3–2)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 6, Dex 14, Con 12, Int 2, Wis 12, Cha 5
Skills: Balance +10, Climb +10, Hide +10, Listen +5, Move Silently +5, Spot +2, Survival +5
Feats: Weapon Finesse
Environment: Temperate forest, hills, marsh, and plains
Organization: Solitary or pair
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement Range: 1–2 HD (Small)
Level Adjustment: —

These small, cunning omnivores, related to the panda, are extremely adaptable and can find sustenance even in large cities. They eat almost anything, the notable exception being carrion.

Combat
Raccoons will flee from attackers if possible, but are vicious when cornered.

Skills: Raccoons have a +8 racial bonus on Balance and Climb checks and a +4 racial bonus on Listen and Survival checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

ROOSTER, WILD
Tiny Animal
Hit Dice: 1/2 d8 (2 hp)
Initiative: +1
Speed: 15 ft. (4 squares), fly 30 ft. (clumsy)
AC: 13 (+2 size, +1 Dex), touch 13, flat-footed 12
Base Attack/Grapple: +0/+12
Attack: Rake –4 melee (1d3–4)
Full Attack: Rake –4 melee (1d3–4)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +3, Will +1
Abilities: Str 3, Dex 12, Con 10, Int 1, Wis 12, Cha 5
Skills: Hide +12, Listen +4, Spot +5
Feats: Alertness, MobilityB
Environment: Any land
Organization: Solitary, pair, or flock (1 rooster plus 3–15 hens and 20% young)
Challenge Rating: 1/8
Treasure: None
Alignment: Always neutral
Advancement Range: —
Level Adjustment: —

Wild roosters are the ancestors of domestic chickens. The feathers of wild males are commonly black, with a golden head topped by a red crest. Unlike domestic fowl, wild roosters can fly short distances, mainly to spend the night among treetops, away from predators. At dawn, a wild rooster typically crows his dominance over a territory for all to hear.
The statistics presented here can describe any wild fowl of similar size, such as grouse, peahens, and pheasants.

**Combat**

Wild fowl always flee at the first sign of predators.

**Skills:** Wild roosters have a +2 racial bonus on Spot checks.

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**SHEEP, BIGHORN**

**Medium Animal**

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**AC:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +1/+3

**Attack:** Butt +4 melee (1d4+2)

**Full Attack:** Butt +4 melee (1d4+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Powerful charge 2d4+3

**Special Qualities:** Low-light vision

**Saves:** Fort +5, Ref +5, Will +1

**Abilities:** Str 15, Dex 15, Con 14, Int 2, Wis 13, Cha 6

**Skills:** Balance +10, Climb +8, Jump +6, Listen +3, Spot +5, Survival +2

**Feats:** Weapon Focus (butts)

**Environment:** Cold or temperate hills and mountains

**Organization:** Solitary, pair, or herd (3–10 plus 30% young)

**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Always neutral

**Advancement Range:** 3–4 HD (Medium)

**Level Adjustment:** —

These peaceful herbivores live in rocky, difficult terrain, which limits the ability of predators to reach the surefooted sheep. When rams fight for dominance over a herd, it’s not unusual for one of them to die.

The statistics presented here can describe any horned bovid of similar size, such as ibexes, mountain goats, markhors, and Dall’s sheep.

**Combat**

These magnificent sheep are fond of initiating a bull rush, sending troublesome predators tumbling down the mountainside.

**Powerful Charge (Ex):** A bighorn sheep deals 2d4+3 points of damage when it makes a charge.

**Skills:** Bighorn sheep have a +8 racial bonus on Balance checks and a +4 racial bonus on Climb, Jump, and Spot checks.

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**SQUIRREL**

**Diminutive Animal**

**Hit Dice:** 1/2 d8–1 (1 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), climb 20 ft.

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

**Base Attack/Grapple:** +0/–16

**Attack:** Bite +6 melee (1d2–4)

**Full Attack:** Bite +6 melee (1d2–4)

**Space/Reach:** 1 ft./0 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision, scent

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

**Abilities:** Str 2, Dex 15, Con 9, Int 2, Wis 12, Cha 5

**Skills:** Balance +10, Climb +10, Hide +16, Listen +5, Move Silently +6, Spot +2

**Feats:** Weapon Finesse

**Environment:** Temperate forest and hills

**Organization:** Solitary, pair, or pack (3–20)

**Challenge Rating:** 1/8

**Treasure:** None

**Alignment:** Always neutral

**Advancement Range:** —

**Level Adjustment:** —

These small rodents are known for keeping food in storage for the winter. Some are attracted to shiny baubles as well as offers of food. The statistics presented here can describe nearly any tree- or den-dwelling rodent of similar size.
**Combat**

Squirrels are not hunters, although they chatter endlessly when any creature enters their territory and are surprisingly fearless.

**Skills:** Squirrels have a +8 racial bonus on Balance and Climb checks and a +4 racial bonus on Hide, Listen, and Move Silently checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

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**Familiar availability:**

**Creature** | **Master gets...**
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Armadillo | +3 hit points
Raccoon | +3 on Sleight of Hand checks
Rooster, wild | +3 on Intimidate checks
Squirrel | +3 on Balance checks

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**Improved Familiar availability:**

<table>
<thead>
<tr>
<th><strong>Creature</strong></th>
<th><strong>Caster Level</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Cat, wild</td>
<td>3rd</td>
</tr>
<tr>
<td>Fox</td>
<td>3rd</td>
</tr>
<tr>
<td>Otter</td>
<td>3rd</td>
</tr>
<tr>
<td>Kangaroo</td>
<td>5th</td>
</tr>
<tr>
<td>Mongoose</td>
<td>5th</td>
</tr>
</tbody>
</table>