



PHANTASIA ZOOLOGICA

Volume I: Cats, Dogs & Horses

M.H. Bonham

Compatibility with the *Pathfinder Roleplaying Game* requires the *Pathfinder Roleplaying Game* from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the *Pathfinder Roleplaying Game*. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Phantasia Zoologica, Volume I: Cats, Dogs & Horses © 2011 4 Winds Fantasy Gaming. All Rights Reserved. *Phantasia Zoologica, Volume I* is presented under the Open Game License. See page 48 for the text of the Open Game License. Except for material designated as Product Identity (see below), the contents of this 4 Winds Fantasy Gaming product are Open Game Content, as defined in the Open Gaming License 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content might be reproduced in any form without written permission. To learn more about the Open Game License visit http://wizards.com

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the *Pathfinder Roleplaying Game* and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Product Identity — The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All 4 Winds Fantasy Gaming trademarks, proper names (characters, deities, places, etc.), dialogue, plots, storylines, language, incidents, locations, characters, artwork (except licensed clip art), and logos.

ISBN 978-0-9825510-8-0 4WF027

4 Winds Fantasy Gaming 1305 14th Avenue South Great Falls, MT 59405 USA





Volume I: Cats, Dogs & Horses

M.H. Bonham

TABLE OF CONTENTS

Introduction	4
Chapter 1: Cat Breeds	5
Chapter 2: Dog Breeds	21
Chapter 3: Horse Breeds	41
Chapter 4: Gear	5 7
Mundane Gear	57
Barding	59
Transport	60
Magic Items	61
Appendix I: Prices	63
Appendix II: Familiar and Animal Companion Information	65
Open Game License	69

CREDITS

 Designers – M. H. Bonham, Robert W. Thomson
 Proofreaders and Editors – Benjamin Donnelly and Connie J. Thomson
 Publisher – Robert W. Thomson
 Cover Art, Cover & Logo Design – Kristen M. Collins
 Interior Artists – Kate Ashwin, Dorian A. Bugg, Heather Crook
 Interior Layout – Connie J. Thomson
 Playtesters – Benjamin Donnelly, Sam Hocter, Dallas Houser, Adam Pehl, Jeff Watson, and Mathew Winkle

INTRODUCTION

oes this in-game conversation sound familiar to you?

GM - "You walk into the lord's private meeting chamber and find him sitting by the fire in a comfortable looking chair. At his feet are two dogs, heads resting..."

Player 1 - "What kind of dogs?"

GM - "Uh, what?"

Player 1 - "What kind of dogs? Mastiffs? Hounds? Nobles are usually particular about their dogs."

GM - "Um, mastiffs, I think. Yeah. With long hair and a pointed snout."

Player 2 - "That sounds more like a hound or hunting dog of some kind."

GM - "It's just a couple of dogs!"

Players 1 and 2 - "But what kind...?"

If your players are like many of the players I've had in 20+ years of GMing fantasy roleplaying games, they want details, details, details. If the lord of the manor has dogs, they want to know what kind, how many, and what their names are. In other words, you can't just tell them, "It's a dog!" and use the base dog stats from any old RPG source, you have to name the breed, determine if it differs from the base dog stats in any way and flesh the whole thing out.

Same with cats and horses. It's not good enough to say it's a cat or a horse. If a player's character buys a horse, she wants to know what the breed is and what it's most suitable for. The different breeds of horses and cats all have their own interesting qualities to them, and if you're bringing those animals into the game, you had best know what those qualities are.

This supplement will help you do just that, without taking up too much of your own time. You can choose a breed that is most appropriate for a situation or scene, or you can choose a dog, cat or horse of a type the player character is looking for. Better yet, if you want to get really detailed, when the party is chased by that pack of feral dogs down by the docks, you can have each one be a different breed, just as often happens with real world feral dog packs. Or if the player steals a horse, at least he ought to know what breed of horse he's getting hanged for. You'll find here a detailed listing of cat, dog and horse breeds, most based off the entries in the *Pathfinder Roleplaying Game Bestiary*. Many of the breeds presented here are also based on real world breeds, and you and your players will probably recognize them all, even if you don't initially recognize the breed's name. Others are pure fantasy – some new variations of fantasy standards and some are brand new creations.

After the breeds you will find a short list of related equipment, including some magical items.

Finally, you'll find an appendix with a price list of most of the animals in this supplement, in case a character wants to buy or sell a particular horse, dog or cat.

So, next time your players wander into the lord's manor and find him sitting by the fire, with two dogs sleeping at his feet, you'll be able to tell the players that the dogs are *bull mastiffs* or *elkhounds* before one of them has a chance to ask you, "what kind of dogs?"

BASE CAT, DOG & HORSE STATS

Base stat blocks for cats (including big cats, such as leopards & tigers), dogs and horses are presented in the *Pathfinder Roleplaying Game Bestiary*. These are the basics of most every cat, dog and horse in this supplement. For many of these breeds, the main difference is appearance and a skill point here or a bonus feat there. Others have been modified a bit further, such as by adding the advanced creature or young creature simple templates.

The basic cat, dog or horse is a versatile creature. From it, a GM can create a number of unique breeds and variants, including magical variants. You can use it as a basis for creating your own new breeds beyond those presented in this supplement.

If you have the *Tome of Monsters*, also from 4 Winds Fantasy Gaming, you will find a few more variant cats, dogs and horses presented in it as well.

CHAPTER 1 - CAT BREEDS

BAKENEKO

XP 800 NE Medium outsider (native, shapechanger) Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +7 DEFENSE AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 28 (4d10+6) Fort +3, Ref +7, Will +4 Resist Cold 5. Fire 5 **OFFENSE** Speed 30 ft., climb 20 ft. Melee bite +7(1d6+3 plus grab), 2 claws +7(1d3+3)**Special Attacks** pounce, rake (2 claws +7, 1d3+3) Spell-Like Abilities (CL 5th) 1/day – animate dead STATISTICS Str 16, Dex 19, Con 15, Int 12, Wis 13, Cha 16 Base Atk +3; CMB +6 (+10 grapple); CMD 20 (24 vs. trip) Feats Skill Focus (Stealth), Weapon Finesse Skills Bluff +9, Climb +9, Disguise +6, Escape Artist +8, Knowledge (local) +6, Perception +7, Perform (any one) +8, Sense Motive +6, Stealth +12 Languages Abyssal, Common **SQ** change shape (*alter self*) ECOLOGY **Environment** any **Organization** solitary Treasure none SPECIAL ABILITIES Animate Dead (Sp) Bakeneko can animate the dead by jumping over the body. Once animated, the zombie

jumping over the body. Once animated, the zombie will obey the commands of the bakeneko. The ability functions as the *animate dead* spell, with the bakeneko able to create up to 5 HD of zombies per day.

In its normal form, the bakeneko appears to be a very large housecat with a forked tail. They often drink oil from lamps and prefer to walk on two legs instead of four. Bakeneko can speak, sing and dance. Legends say that normal cats can become bakeneko if they live to the a g e of 40 years.



CR 3 BLACK CAT

CR 1

XP 400 CN Tiny magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +7 DEFENSE AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size) hp 6 (1d10+1) Fort +3, Ref +6, Will +3 **OFFENSE** Speed 30 ft. Melee 2 claws +7 (1d2-2), bite +7 (1d3-2) Space 2-1/2 ft.; Reach o ft. Spell-Like Abilities (CL 3rd) At Will – *invisibility* (self only) **STATISTICS** Str 7, Dex 19, Con 12, Int 6, Wis 16, Cha 15 Base Atk +1; CMB +0; CMD 11 (15 vs. trip) Feats Weapon Finesse Skills Climb +8, Perception +7, Stealth +16; Racial Modifiers +4 Climb, +4 Stealth SO unlucky ECOLOGY Environment temperate and hot plains or urban **Organization** solitary or pair Treasure none SPECIAL ABILITIES Unlucky (Su) By crossing the path of a creature no more than 10 feet away, the black cat can place a minor curse, similar to the bestow curse spell on the creature. The affected creature receives a DC 12 Will save to avoid the effects. Failure means the character suffers a -4 penalty on attack rolls, saves, ability checks, and skill checks. The curse can be removed with a break enchantment, limited

wish, miracle, remove curse, or *wish* spell. A black cat can use this ability up to 4 times per day, but can only target one creature at a time. A targeted creature cannot avoid the effects by changing paths after the cat crosses in front of it.

Most black cats are normal, sweet creatures and have no powers that would cause problems, but occasionally there are unlucky black cats that cross

people's paths. Whether

related to the cait sidhe or not, these cats are able to curse people by w a l k i n g a c r o s s their path. T h e s e cats can disappear at will.

BOBCAT

XP 200 N Small animal

Init +2; Senses low-light vision, scent; Perception +5 DEFENSE

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

hp 5 (1d8+1)

Fort +3, Ref +4, Will +1

OFFENSE

Speed 30 ft. Melee 2 claws +4 (1d3-2), bite +4 (1d4-2) Special Attacks ambush (+1d6) Space 2-1/2 ft.; Reach 0 ft. *STATISTICS*

Str 7, **Dex** 15, **Con** 12, **Int** 2, **Wis** 12, **Cha** 7 **Base Atk** +0; **CMB** +0; **CMD** 10 (15 vs. trip) **Feats** Weapon Finesse

Skills Climb +6, Perception +5, Stealth +18; Racial Modifiers +4 Climb, +8 Stealth ECOLOGY

Environment temperate and hot forests and plains **Organization** solitary, pair, or family (3–6) **Treasure** none

SPECIAL ABILITIES

6

Ambush (Ex) Bobcats prefer to stalk their prey and ambush from a hidden vantage point. Whenever their prey would be denied a Dexterity bonus to AC, the bobcat delivers an extra 1d6 damage. This extra damage applies to only one the first successful attack. For example, if the bobcat ambushes from 5 feet away and makes a full attack, the extra damage applies only to the first of its 3 attacks that hit.

The bobcat is a less fluffy version of his cousin, the lynx. This shy wild cat that is about 26 inches to 42 inches long in the body and can weigh 10 to 30 pounds. A bit smaller than a lynx, bobcats occasionally hunt deer but mainly hunt smaller game such as hares, small mammals and birds. They have sandy-mottled coats, bobbed tails, and distinctive ear tufts. They kill by ambush.

CR 1/2 BOBTAIL CAT

XP 100

N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 3 (1d8-1) Fort +1, Ref +4, Will +1 **OFFENSE** Speed 30 ft. **Melee** 2 claws +4 (1d2-4), bite +4 (1d3-4) **Space** 2-1/2 ft.; **Reach** 0 ft. STATISTICS Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY Environment** temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Intelligence (Ex) Eastern bobtail cats may be able to follow courses and even negotiate obstacles. The Handle Animal DC to teach them non-combat tricks is 3 lower than normal.

CR 1/4

Bobtail cats are cats with shortened tails. Unlike the tailless cats, these cats have bodies in proportion to their legs and their hind legs aren't longer than the forelegs. These cats may be short or long haired and the Eastern version of these cats may be thin, agile and very active.

They can be any color of domesticated cat including tabby, tortoiseshell, calico, brown, black, gray and white. Bobtail cats are very friendly and will often follow strangers for affection or food.





CAIT SIDHE (ELVEN CAT) CR 2

XP 600

CN Small magical beast Init +2; Senses low-light vision, scent; Perception +7 DEFENSE

AC 21, touch 16, flat-footed 19 (+4 Dex, +5 natural, +2 size)

hp 17 (2d10+6)

Fort +5, **Ref** +6, **Will** +3

OFFENSE **Speed** 30 ft.

Melee 2 claws +7 (1d3), bite +7 (1d4)

Space 5 ft.; Reach o ft.

STATISTICS

Str 11, Dex 19, Con 16, Int 6, Wis 16, Cha 11

Base Atk +2; CMB +2; CMD 16 (20 vs. trip)

Feats Weapon Finesse

Skills Climb +8, Perception +7, Stealth +20; Racial Modifiers +4 Climb, +8 Stealth

SQ jinx

ECOLOGY

Environment elven lands, wild forests and hills **Organization** solitary, pair, or family (3–6)

Treasure none

SPECIAL ABILITIES

Jinx (Su) Anyone, friend or foe, who comes within 30 feet of a cait sidhe suffers a -1 penalty to hit and -1 penalty to AC. A cait sidhe cannot turn off the jinx power, although it can be repressed in an anti-magic field or by dispel magic.

Cait sidhe, sometimes called elven cats, are all black except for a triangular splash of white on their chest. They are slightly larger than a normal cat and give no outward appearance of their magical powers.

Elven cats gain advantage over prey and predators alike through their jinx power. This effect cannot be turned off by the cait sidhe, so unfortunately friends and allies are also affected by it.



CHESHIRE CAT

XP 600

CN Small magical beast **Init** +2; **Senses** low-light vision, scent; **Perception** +7 *DEFENSE* **AC** 21, **touch** 16, **flat-footed** 19 (+4 Dex, +5 natural, +2 size) **hp** 26 (4d10+4) **Fort** +5, **Ref** +8, **Will** +4

CR 3

OFFENSE Speed 30 ft. **Melee** 2 claws +7 (1d3)

Space 5 ft.; Reach 0 ft. Spell-Like Abilities (CL 4th)

At Will – *invisibility* (self-only)

STATISTICS

Str 11, **Dex** 19, **Con** 12, **Int** 16, **Wis** 16, **Cha** 19 **Base Atk** +4; **CMB** +4; **CMD** 18 (22 vs. trip)

Feats Weapon Finesse

Skills bluff +12, diplomacy +12, perform (oratory) +12,

stealth +20; **Racial Modifiers** +8 Stealth **Languages** Aklo, Common, Sylvan

SQ confusing riddle

ECOLOGY

Environment any land

Organization unique

Treasure none

SPECIAL ABILITIES

Confusing Riddle (Su) The cheshire cat can tell a riddle so convoluted that all creatures within 15 feet must make a DC 16 Will save or be confused for 4 rounds. Any creature that makes its save is immune to this power for 24 hours.

The cheshire cat is a wily creature that sits in trees, watching everything that transpires around it. It can speak several languages and is quite clever, able to form very complex riddles. It often offers advice to travelers but its advice is usually in the form of convoluted riddles. It appears to

have no agenda and does whatever amuses it.

The cheshire cat appears as a large orange tabby cat with a wide, toothy grin. The cheshire cat is not aggressive and will simply disappear and go elsewhere if an armed party confronts it. If the travelers amuse it, it may follow them to see what they are doing and may offer obscure advice, but will not take any direct action to help or hinder them.

COON CAT

<u>MAN MAN MAN MAN MAN MAN MAN MAN MAN MANA MANA</u>

8

XP 100 N Small animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) hp 3 (1d8-1) Fort +1, Ref +4, Will +1 **OFFENSE** Speed 30 ft. **Melee** 2 claws +3 (1d2–2), bite +3 (1d3–2) Space 2-1/2 ft.; Reach 0 ft. STATISTICS Str 7, Dex 15, Con 8, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 7 (11 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +10; Racial Modifiers +4 Climb, +4 Stealth ECOLOGY **Environment** temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Intelligence (Ex) Coon cats can be taught to fetch and play with balls. The Handle Animal DC to teach them noncombat tricks is 3 lower than normal.

The coon cat is one of the largest domesticated cats around, being larger than some small dogs. Large males can weigh in at more than 20 pounds. Despite this large size, these cats are very docile and intelligent, able to play fetch and follow commands. They are not aggressive and prefer to sleep or play with humans rather than get into fights or attack.

They can be any color of the domesticated cat including tabby, tortoiseshell, calico, brown, black, gray and white.

CR 1/4 COUGAR (MOUNTAIN LION)

XP 600

- N Medium animal
- Init +4; Senses low-light vision, scent; Perception +5 DEFENSE AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) **hp** 16 (3d8+3) Fort +5, Ref +7, Will +2 **OFFENSE** Speed 30 ft., climb 20 ft. Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3) Special Attacks ambush (+2d6), pounce, rake (2 claws +6, 1d3+3) **STATISTICS** Str 16, Dex 19, Con 13, Int 2, Wis 13, Cha 6 Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip) Feats Skill Focus (Stealth), Weapon Finesse Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth **ECOLOGY** Environment any forest, hills or mountains Organization solitary or pair Treasure none

CR 2

- SPECIAL ABILITIES
- **Ambush (Ex)** Cougars prefer to stalk their prey and ambush from a hidden vantage point. Whenever their prey would be denied a Dexterity bonus to AC, the cougar delivers an extra 2d6 damage. This extra damage applies to only one the first successful attack. For example, if the cougar ambushes from 5 feet away and makes a full attack, the extra damage applies only to the first of its 3 attacks that hit.

Cougars or mountain lions tend to inhabit forests and mountainous areas. These cats are solitary hunters and are typically light-brown to gray-brown with a white chest and belly. They range in size from 3 to 5 feet in length, not counting the tail, and weigh 75 to almost 200 lbs. They prey on large game such as moose, deer and elk and will attack livestock. Cougars are typically shy and will avoid people unless hungry or forced to hunt near inhabited areas. They kill by ambushing their prey.

EASTERN CAT

CR 1/4 GF

XP 100 N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 3 (1d8-1) Fort +1, Ref +4, Will +1 **OFFENSE** Speed 30 ft. **Melee** 2 claws +4 (1d2-4), bite +4 (1d3-4) Space 2-1/2 ft.; Reach 0 ft. STATISTICS Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY Environment** temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none

Eastern cats are fascinating domesticated house cats. Many are slender and lightweight, but some variations have heavier bodies like Western cats.

These cats are typically "pointed" – that is, they have lighter bodies with darker colors on their ear tips, face, legs and tails. They're often described as "seal point," "chocolate point," "blue point," and other fanciful names. These cats can be long haired or short haired. They are very vocal, active and friendly. If you hear a cat yowling, you're probably hearing an Eastern cat or a cat with some Eastern cat blood.

These cats will often follow people, looking for food or affection. As they are very vocal, anyone followed by an Eastern cat suffers a -5 penalty to Stealth checks.

CR GRASS CAT 1/2 XP 200 N Small animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size) **hp** 5 (1d8+1) Fort +3, Ref +4, Will +1 **OFFENSE** Speed 30 ft. **Melee** 2 claws +4 (1d3–2), bite +4 (1d4–2) **Space** 2-1/2 ft.; **Reach** 0 ft. STATISTICS Str 7, Dex 15, Con 12, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 10 (15 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +20; Racial Modifiers +4 Climb, +10 Stealth **ECOLOGY** Environment temperate and hot forests, mountains and plains Organization solitary, pair, or family (3-6) Treasure none

The grass cat is a wild cat about 2 feet long, not including the bushy tail which adds another foot to the length. The fur of the grass cat is very thick and plush and about 3 inches long. Grass cats are usually rust brown or pale brown with brown bands and rosettes, but all-black coloring is occasionally found.

Grass cats are night hunters, primarily eating rodents, birds and small mammals. Despite the name, they can be found in mountains, plains, scrub and forests. They are close relatives of the leopard and are quite aloof. Grass cats are excellent stalkers and may sneak up on prey unnoticed as they can move very silently.



GUARDIANS OF THE UNDERWORLD

CR 4

XP 600

CG Small outsider (native) Init +6; Senses darkvision 60 ft., *detect undead*, low-light vision, scent; Perception +10

DEFENSE AC 21, touch 16, flat-footed 19 (+4 Dex, +5 natural, +2 size)

hp 34 (4d10+12)

Fort +4, Ref +8, Will +7

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d3), bite +9 (1d4) **Space** 5 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 11th)

Constant – detect undead 1/day – undeath to death

STATISTICS

Str 11, Dex 19, Con 16, Int 12, Wis 16, Cha 16
Base Atk +4; CMB +4; CMD 18 (22 vs. trip)
Feats Improved Initiative, Weapon Finesse
Skills Bluff +10, Climb +15, Diplomacy +10, Knowledge (Religion) +8, Perception +10, Sense Motive +8, Stealth +19; Racial Modifiers +4 Climb, +8 Stealth
Languages Celestial, Common
SQ hunter of the undead, undead shield
ECOLOGY
Environment any
Organization solitary, pair, or squad (3–6)
Treasure incidental

SPECIAL ABILITIES

- **Hunter of the Undead (Ex)** Guardians of the underworld are experts at fighting undead. A guardian receives a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead creatures, as well as a +2 bonus to attack and damage against such creatures.
- **Undead Shield (Su)** Guardians of the underworld can create a 15-foot radius invisible barrier that undead creatures cannot enter. Undead are completely blocked from entering the barrier or making physical attacks against those inside the barrier, though ranged attacks and spells can still be used against shielded creatures. A guardian can use the undead shield for up to 12 rounds each day, though these rounds do not have to be consecutive.

Guardians of the underworld are black cats of a regal bearing. These cats can sometimes be identified by Bast's gold collars that the goddess gave to them.

These cats normally guard tombs to keep the dead from returning to the world of the living in the form of undead. If the dead do become undead and slip by these cats, some guardians will search for the undead to return their souls to the underworld.

These cats are particularly good to have around if an adventuring party confronts undead. They will protect the living against undead by keeping the undead at bay. However, they are easily offended (being cats) and will leave if they feel they are not being treated as well as they should be. They are also whimsical enough that once the present danger is gone, they will go and do something else – because they're cats.

One guardian of the underworld can handle a couple of undead handily, but an army of undead or individual powerful undead will either make the cat leave or seek reinforcements.

If five or more guardians are encountered, one of them will be a Favored of Bast with 6 HD, a magical *collar of protection* +2, and the ability to prepare and cast spells as a 5th-level cleric.



LONGHAIR NEAR-EASTERN CAT CR 1/4

XP 100

N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) **hp** 3 (1d8–1) Fort +1, Ref +4, Will +1 **OFFENSE** Speed 30 ft. Melee 2 claws +4 (1d2-4), bite +4 (1d3-4) Space 2-1/2 ft.; Reach o ft. STATISTICS Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 11 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY** Environment temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none

The longhair near-eastern cat is a cat characterized by a shortened nose, large eyes and a luxurious coat. The near-eastern cat is the quintessential pampered pet, looking more like a stuffed toy than an actual cat. The cat of royalty, these cats are prized as pets in many Near-Eastern and Western countries alike. They come in solid colors, notably brown, black, gray and white.

LYNX

XP 200 N Medium animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) **hp** 5 (1d8+1) Fort +3, Ref +4, Will +1 **OFFENSE** Speed 30 ft. Melee 2 claws +2 (1d3), bite +2 (1d4) Special Attacks ambush (+1d6) **Space** 2-1/2 ft.; **Reach** 0 ft. **STATISTICS** Str 11, Dex 15, Con 12, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 12 (16 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +10; Racial Modifiers +4 Climb, +8 Stealth ECOLOGY **Environment** temperate and hot forests and plains **Organization** solitary, pair, or family (3–6) Treasure none SPECIAL ABILITIES Ambush (Ex) Lynx prefer to stalk their prey and ambush from a hidden vantage point. Whenever their prey would

CR 1/2

be denied a Dexterity bonus to AC, the lynx delivers an extra 1d6 damage. This extra damage applies to only one the first successful attack. For example, if the lynx ambushes from 5 feet away and makes a full attack, the extra damage applies only to the first of its 3 attacks that hit.

The lynx is a shy cat that is about 30 inches to 40 inches long in the body. They can weigh 18 to 28 pounds. A bit bigger than a bobcat, lynx occasionally hunt deer but mainly hunt smaller game such as hares, Mediumsized mammals and birds. They have very thick sandymottled coats, bobbed tails, and distinctive ear tuffs. They are prized for their fur, but are very reclusive and hard to trap. They kill by ambushing their prey.



CR 1/2

MANEKI NEKO

XP 200

NG Tiny magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

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

hp 6 (1d10+1) Fort +3, Ref +6, Will +3

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d2-2), bite +7 (1d3-2) Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 7, Dex 19, Con 12, Int 10, Wis 16, Cha 15 Base Atk +1; CMB +0; CMD 11 (15 vs. trip) Feats Weapon Finesse

Skills Climb +8, Perception +7, Stealth +16; Racial Modifiers +4 Climb, +4 Stealth

SO lucky Languages Common (understand only) **ECOLOGY** Environment any

Organization solitary Treasure none SPECIAL ABILITIES

Lucky (Su) Any creature that sees a maneki neko benefits from a brief bit of good luck. The very next time an affected creature makes a skill check, ability check, attack roll, concentration check or caster level check, they may roll 3 dice and choose the best result of the three.

Maneki neko is also known as the beckoning cat. This cat will often appear and move its paw as if it is beckoning the person or party that sees it to a place or to something.

Maneki neko is also the cat of good luck, which means it will often beckon people away from danger or toward a fortune. It can appear as any color of domestic cat and appears quite ordinary, except that it is motioning the person to something or away from something. Just seeing maneki neko will bring

good luck for a while.

It is common to find small statues of maneki neko in many businesses, in hopes of bringing luck (and customers).

MARSUPIAL LION CR 5

XP 1,200 N Large animal

Init +6; Senses low-light vision, scent; Perception +8 DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 45 (6d8+18)

Fort +8, Ref +7, Will +3

OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d8+6 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +10, 1d8+6),

surprise attack (+2d6) **STATISTICS**

Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests

Organization solitary or pair

Treasure none SPECIAL ABILITIES

Surprise Attack (Ex) Whenever a marsupial lion's prev would be denied a Dexterity bonus to AC, the lion delivers an extra 2d6 damage. This extra damage applies to only the first successful attack. For example, if the lion ambushes from 5 feet away and makes a full attack, the extra damage applies only to the first of its 3 attacks that hit.

The marsupial lion is an odd creature that isn't quite a lion, but bears the name. A massive animal, it weighs about 220 to 285 pounds, with some creatures topping out at 350 pounds. It has retractable claws with opposable thumbs and a larger claw on the thumb, used to slash and grapple with its prey. A marsupial lion may even stand on its hind legs for a short time in order to attack prey or foes.

The marsupial lion can climb trees and is an ambush predator, capable of surprising its prey by dropping down from above. Its build is reminiscent of a smilodon, but it has a longer tail and very sharp teeth, including

scissor-like premolars that work to slice through anything it chews.



Treasure none

CR 1/4

NORTHERN FOREST CAT

XP 100

N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 3 (1d8-1) Fort +1, Ref +4, Will +1 **OFFENSE** Speed 30 ft. Melee 2 claws +4 (1d2-4), bite +4 (1d3-4) Space 2-1/2 ft.; Reach o ft. **STATISTICS** Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 9 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth SQ fur padded feet ECOLOGY Environment temperate and cold forests or urban Organization solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Fur Padded Feet (Ex) The extra thick fur between the pads of a northern forest cat's feet means it can move

pads of a northern forest cat's feet means it can move over snowy terrain very easily. Light snow does not hamper the cat's movement at all, and it only costs 2 squares of movement to enter a square covered with heavy snow (as opposed to the normal 4 squares).

The northern forest cat is a wild cat that northern peoples domesticated. These cats are very large for domesticated cats and weigh between 13 and 23 pounds. They are well-adapted for cold with a long, thick, waterproof double coat and heavy fur between their paw pads. They have ear tufts similar to the lynx; however, they

are not wild like the lynx. Northern forest cats are playful and intelligent, and they come in a variety of colors including tabby, calico, solid colors, bi-colors, and even pointed like the Eastern cats. They like people and will seek out human attention, often following strangers in hopes of receiving attention or food.



PHARAOH MAU CR

1/4

XP 100 N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 3 (1d8-1) Fort +1, Ref +4, Will +1 **OFFENSE** Speed 30 ft. Melee 2 claws +4 (1d2-4), bite +4 (1d3-4) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 9 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Athletic^B, Weapon Finesse Skills Climb +8, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY** Environment temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12)

This cat is a beautiful spotted domesticated cat with green eyes and a body like those cats depicted on pyramids. These cats are shy around strangers, but will bond closely to their owners. Energetic, they will amuse their owners with their activity and their antics.



PUSS IN BOOTS

XP 1,200

CG Small magical beast Init +2; Senses low-light vision, scent; Perception +7 DEFENSE

AC 21, touch 16, flat-footed 19 (+4 Dex, +5 natural, +2 size)

hp 26 (4d10+4)

Fort +5, Ref +8, Will +4

OFFENSE Speed 20 ft.

Melee 2 claws +7 (1d3), bite +7 (1d4) or masterwork rapier +8 (1d4), bite +7 (1d4) Space 5 ft.; Reach o ft.

STATISTICS

Str 11, Dex 19, Con 12, Int 16, Wis 16, Cha 19 Base Atk +4; CMB +4; CMD 18 (22 vs. trip) Feats Martial Weapon Proficiency (rapier), Weapon Finesse Skills Bluff +17, Diplomacy +17, Escape Artist +12, Stealth

+20: Racial Modifiers +8 Stealth Languages Common, Elven, Sylvan

SO smooth talker **ECOLOGY**

Environment any land **Organization** unique

Treasure none SPECIAL ABILITIES

Smooth Talker (Ex) Puss in Boots is a very smooth

talker. He receives a +5 circumstance bonus to all Bluff and Diplomacy checks.

There is only one Puss in Boots, and he is a very clever cat. He wears boots (hence the name) and other human-type garb, usually a tabard and fancy hat. Puss otherwise appears to be an orange tabby.

Puss is very tricky and if the person or party he encounters has something Puss thinks would help his master, he will try to trick them out of it using his cunning and his smooth talking skills. If he cannot achieve his



CR 4 RANGER CAT

XP 200 N Small animal

Init +2; Senses low-light vision, scent; Perception +5 DEFENSE

CR 1/2

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

hp 5 (1d8+1)

Fort +1, Ref +4, Will +1

OFFENSE

Speed 30 ft. **Melee** 2 claws +3 (1d2–2), bite +3 (1d3–2)

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

STATISTICS

Str 7, Dex 15, Con 12, Int 2, Wis 14, Cha 9

Base Atk +0; CMB +0; CMD 7 (11 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +5, Stealth +14, Survival +2 (+10 when tracking); Racial Modifiers +4 Climb, +8 Stealth

SO fur padded feet

ECOLOGY

Environment temperate and cold forests or urban

Organization solitary, pair, or pack (3–12)

Treasure none

SPECIAL ABILITIES

- Fur Padded Feet (Ex) The extra thick fur between the pads of a ranger cat's feet means it can move over snowy terrain very easily. Light snow does not hamper the cat's movement at all, and it only costs 2 squares of movement to enter a square covered with heavy snow (as opposed to the normal 4 squares).
- Tracking (Ex) Ranger cats are capable of tracking game and people even in trees. They receive a +8 bonus to Survival checks when tracking by scent.

The ranger cat is a highly intelligent animal with the ability of tracking game and people. It is a slightly larger version of the northern forest cat, weighing around 25 pounds. These cats have the ability to follow any track as directed by a ranger and are capable of following basic commands. They are silent and swift and able to track animals and people even in forests and trees.

They can be any color of the domesticated cat including tabby, tortoiseshell, calico, brown, black, gray and white.



CR 7

SCIMITAR CAT

XP 4,800

N Medium animal **Init** +6; **Senses** low-light vision, scent; **Perception** +12 **DEFENSE AC** 16, **touch** 12, **flat-footed** 14 (+2 Dex, +4 natural) **hp** 105 (14d8+42)

Fort +12, Ref +11, Will +5

OFFENSE

Speed 40 ft.

Melee 2 claws +19 (1d6+8 plus grab), bite +19 (1d8+8/19– 20 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +19, 1d6+8) STATISTICS

- Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
- Base Atk +10; CMB +19 (+23 grapple); CMD 31 (35 vs. trip)
- **Feats** Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)
- **Skills** Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests or plains **Organization** solitary, pair or pride (3-10)

Treasure none

The scimitar cat is a saber-toothed cat smaller than the smilodon. These cats hunt in packs similar to prides of lions or packs of wolves. Scimitar cats are about the same size as lions. Their saber teeth are nearly 4 inches long from the upper jaw. These cats are bob tailed and have longer forelimbs than hind legs, making them look a bit like a hyena.

Scimitar cats hunt through ambush, although they could chase prey down. They use their massive claws to hold down their prey, and use their saber teeth to suffocate their prey or kill by cutting the carotid artery. Their fur is well camouflaged for their habitat and they are able to sneak up on prey with ease. They are intelligent enough to coordinate an attack.

SIX-TOED CAT CR 1/2 XP 200 CN Tiny magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +7 DEFENSE AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size) **hp** 6 (1d10+1) Fort +3, Ref +6, Will +3 **OFFENSE** Speed 30 ft. **Melee** 2 claws +7 (1d2–2), bite +7 (1d3–2) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 7, Dex 19, Con 12, Int 3, Wis 16, Cha 15 Base Atk +1; CMB +0; CMD 11 (15 vs. trip) Feats Weapon Finesse Skills Climb +8, Perception +7, Stealth +16; Racial Modifiers +4 Climb, +4 Stealth SO lucky **ECOLOGY** Environment any **Organization** solitary Treasure none SPECIAL ABILITIES Lucky (Ex) Anyone who keeps a six-toed cat as a pet and

takes it with them wherever they go receives a +1 bonus to any skill check, ability check, or attack roll 3 times per day. The cat must be within 15 feet of its master for the bonus to apply. A six-toed cat that is not treated well will leave and take its luck with it.

A six-toed or polydactyl cat is an uncommon cat with six toes on each foot. These cats look somewhat ungainly in movement but they are known to bring luck to their owners. If a traveler befriends or is befriended by a sixtoed cat, that cat will impart luck to its owner as long as the owner has the cat with him. If the cat leaves or is left behind, the luck goes away.

They can be any color of the domesticated cat including tabby, tortoiseshell, calico, brown, black, gray and white. It is said that 1 in 100 normal kittens is actually a six-toed cat, and some think it happens because the mother cat spent time around pixies before giving birth.





SNOW LEOPARD

XP 600

16

N Medium animal Init +4; Senses low-light vision, scent; Perception +5 DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 19 (3d8+6)

Fort +5, Ref +7, Will +2

OFFENSE Speed 30 ft., climb 20 ft.

Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3) Special Attacks pounce, rake (2 claws +6, 1d3+3) **STATISTICS**

Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6 Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip) Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+19 in snow); Racial Modifiers +8 on Stealth in snow ECOLOGY

Environment cold forests and mountains Organization solitary or pair Treasure none

The snow leopard is a strikingly beautiful cat with white fur covered with gray or black rosettes (spots). Its fur is very long and thick, keeping it warm at the highest of altitudes. These cats are shy creatures, hunting the very high mountain ranges in search of food. They normally live at elevations of 6,000 feet and above, although if hunting is difficult in winter, they will occasionally hunt in forests at lower elevations. They primarily hunt wild boar, deer, wild sheep, mountain goats, marmots, hares and other small mammals. They will hunt livestock and are ambush hunters, preferring to stalk and surprise their prev.

They are big cats and are about 3-1/2 feet to a bit over 4 feet long from nose to rump. Their tail is about 2-1/2 to 3-1/2 feet long.

CR 2 SOUTHERN WILDCAT CR 1/2

XP 200 N Small animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +4, Will +1 **OFFENSE** Speed 30 ft. **Melee** 2 claws +4 (1d3–1), bite +4 (1d4–1) Special Attacks ambush (+1d6) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 9, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 10 (15 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +18; Racial Modifiers +4 Climb, +8 Stealth **ECOLOGY Environment** temperate and hot forests and plains Organization solitary, pair, or family (3-6) Treasure none SPECIAL ABILITIES Ambush (Ex) Southern wild cats prefer to stalk their prey

and ambush from a hidden vantage point. Whenever their prey would be denied a Dexterity bonus to AC, the wild cat delivers an extra 1d6 damage. This extra damage applies to only one the first successful attack. For example, if the wild cat ambushes from 5 feet away and makes a full attack, the extra damage applies only to the first of its 3 attacks that hit.

The ancestor of the domesticated cat, the southern wildcat is aloof and cagey. Slightly bigger than the common housecat, these cats have longer legs and narrower heads than the domesticated cats. They are aggressive but will not seek to attack humanoids. They hunt rodents, birds and other small animals.

They can be any color of the domesticated cat including tabby, tortoiseshell, calico, brown, black, gray and white.



CR 1/4

SPHYNX CAT

XP 100 N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 3 (1d8-1) Fort +1, Ref +4, Will +1 Weaknesses vulnerability to cold **OFFENSE** Speed 30 ft. Melee 2 claws +4 (1d2-4), bite +4 (1d3-4) **Space** 2-1/2 ft.; **Reach** 0 ft. STATISTICS Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 9 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY** Environment temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none

The sphynx cat is an odd looking variation of the domestic housecat, as it has no fur. Its skin is pink with black markings and is soft and warm to the touch. Some sphynx cats have a slight bit of hair around the top of the head or nape of the neck. Like normal cats, they can be very sweet and social.

These cats are particularly sensitive to cold because they do not have fur to keep them warm. They will often seek out people to use as their personal heater and will follow strangers in hopes of attention and/or food.

TAILLESS CAT (MANX) CR 1/4

XP 100 N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 4 (1d8) Fort +2, Ref +4, Will +1 **OFFENSE** Speed 30 ft. Melee 2 claws +4 (1d2-4), bite +4 (1d3-4) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 9 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY** Environment temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none

Tailless cats have either much shorter tails than normal, or no tails at all. Most tailless cats have longer hind legs than front legs and will run with a sort of rabbit-type hop. These cats are usually short haired, although you may occasionally find a long-haired version. They are sweet and affectionate and will often follow strangers, looking for food or attention.

Manx cats can be any color of the domesticated cat including tabby, tortoiseshell, calico, brown, black, gray and white.



UNDEAD CATS

Unfortunately for cat lovers, there are types of undead cats. The three most widely known are the ghoulish cat, the skeletal cat and the zombie cat. All three can be created from any cat of the animal type, but the reanimation process strips them of any former special abilities, attacks or powers so that all are nearly identical, with size being the main variant.

GHOULISH CAT

immune to this effect)

CR 1

XP 400 CE Small undead Init +2; Senses darkvision 60 ft.; Perception +3 *DEFENSE* AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) hp 13 (2d8+4) Fort +2, Ref +2, Will +5 Defensive Abilities channel resistance +2 *OFFENSE* Speed 30 ft. Melee 2 claws +4 (1d2–4 plus disease and paralysis), bite +4 (1d3–4 plus disease and paralysis) Special Attacks paralysis (1d4+1 rounds, DC 13, elves are STATISTICS

Str 17, Dex 15, Con –, Int 1, Wis 14, Cha 14

Base Atk +1; CMB +4; CMD 16

Feats Weapon Finesse

Skills Acrobatics +2, Climb +4, Perception +3, Stealth +3, Swim +2

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure none SPECIAL ABILITIES

Disease (Su) *Feline Ghoul Fever*: Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid or a cat that dies of feline ghoul fever rises as a ghoul (for humanoids) or ghoulish feline (for cats) at the next midnight. A creature that becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul or ghoulish cat in all respects. No matter their hit dice, creatures slain by the disease never rise as ghasts or "ghastly cats".

No one really knows how ghoulish cats came to be, but they appeared around the same time as ghoulish dogs. Many evil priests, wizards and warriors keep them as guardians, and it is said that deep underground are entire cities of ghouls, and that ghoulish cats are kept as pets just as the living keep living cats as pets on the surface.

Ghoulish cats appear to be whatever cat they were in life, only extremely emaciated and with clumps of fur missing. Blood, usually fresh, stains their muzzle and evil, yellowish eyes peer at the world around them. While most ghoulish cats were originally domesticated cats or small wild cats, there are ghoulish tigers, ghoulish snow leopards and ghoulish lions. These creatures are truly deadly, fearsome creatures.



18

CR 1 SKELETAL (BLOODY) CAT

XP 400

NE Tiny undead Init +7; Senses darkvision 60 ft.; Perception +0 DEFENSE AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) **hp** 6 (1d8+2); **fast healing** 1 **Fort** +2, **Ref** +3, **Will** +2 DR 5/bludgeoning; Immune cold, undead traits **Defensive Abilities** channel resistance +4 **OFFENSE** Speed 30 ft. Melee 2 claws +0 (1d2-4), bite +0 (1d3-4) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 3, Dex 17, Con -, Int -, Wis 10, Cha 14 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Improved Initiative^B **SO** deathless **ECOLOGY** Environment any land **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Deathless (Su) A bloody skeletal cat is destroyed when

reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeletal cat can be permanently destroyed if it is destroyed by positive energy, if it is reduced to o hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Skeletal cats are created in the same manner that humanoid skeletons are - via the animate dead spell. While domesticated cats can be animated in this fashion, most necromancers and evil priests find that skeletal cats of that size create almost no menace and thus they usually don't bother, unless making them a more dangerous variant such as a bloody or burning cat skeleton. It is almost impossible to tell the original breed type of a skeletal cat.

ZOMBIE CAT

CR 1/8

XP 50 NE Tiny undead Init +4; Senses darkvision 60 ft; Perception +0 DEFENSE AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size) **hp** 7 (1d8+3) Fort +0, Ref +3, Will +2 Immune undead traits **OFFENSE** Speed 40 ft. Melee 2 claws +0 (1d2-3), bite +0 (1d3-3), slam +0 (1d4-3) Special Attacks quick strike (slam +0 (1d4-3)) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 5, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk +0; CMB +0; CMD 8 (12 vs. trip) Feats Toughness

ECOLOGY

Environment any land **Organization** solitary, pair, or pack (3–12) Treasure none

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a zombie cat takes a fullattack action, it can make one additional slam attack at its highest base attack bonus.

The frightening zombie cat is created with the traits of a fast zombie, making these undead creatures truly horrific. They appear as whatever breed they were in life, but often have gaping, open wounds, or are missing large pieces of fur and flesh, or have bloated, distended abdomens. They have empty eye sockets, and eerie reddish light takes the place of their eyes.

Zombie cats are kept as guards by evil priests and necromancers, and sometimes by vampire lords or ghoul kings. They are frightening to behold and a pack of them working together can bring down even the hardiest of heroes who aren't careful.



VAN CAT

XP 100 N Tiny animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 4 (1d8) Fort +2, Ref +4, Will +1 **OFFENSE** Speed 30 ft., Swim 15 ft. Melee 2 claws +4 (1d2-4), bite +4 (1d3-4) Space 2-1/2 ft.; Reach 0 ft. STATISTICS Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 9 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14, Swim +7; Racial Modifiers +4 Climb, +4 Stealth, +4 Swim **ECOLOGY Environment** temperate and hot plains or urban **Organization** solitary, pair, or pack (3–12) Treasure none Van cats are the tough guys of the domestic cat world.

They are large domestic cats and generally don't like cats of other breeds. They're easily recognizable by their white color combined with colored markings on the head and tail. These cats are dog-like, enjoying activities such as fetch and swimming, and they train easily.

CR 1/4 WINGED CAT

CR 1/2

XP 200 N Small animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +4, Will +1 **OFFENSE Speed** 30 ft., fly 60 ft. (good) **Melee** 2 claws +4 (1d3–1), bite +4 (1d4–1) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 9, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 10 (15 vs. trip) Feats Weapon Finesse Skills Climb +6, Fly +11, Perception +5, Stealth +18; Racial Modifiers +4 Climb, +4 Fly, +8 Stealth **ECOLOGY** Environment temperate and hot forests and plains or urban Organization solitary, pair, or family (3-6) Treasure none

Winged cats are rare cats and no one seems to know how they have come into being. In general, a winged cat resembles the typical moggie ("mongrel" cat) that roams the streets of most cities except, for the pair of feathery wings that sprout from its back. Their coats can be of varying colors and types, with wing feathers that match their coat.

They generally have a wingspan of 2 feet. Their favorite prey is birds, bats and fluttermice. Winged cats enjoy humanoid companionship, but some consider them haughty. They also enjoy teasing dogs immensely, as they can easily fly away from the canine.





CHAPTER 2 - DOG BREEDS

APOLLO

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 13 (2d8+4) Fort +5, Ref +5, Will +1 OFFENSE Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +3 (+5 on trip maneuvers); CMD 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY Environment or

Environment any

Organization solitary, pair, or pack (2–8)

Treasure none

SPECIAL ABILITIES

Trip Attacks (Ex) Apollos have so long been bred for combat that it is almost innate to them. These dogs receive a +2 bonus to their CMB when making trip attempts.

The apollo is named for an ancient and mostly forgotten god of the sun. A typical apollo stands around 3 feet at the shoulders, weighs about 200 pounds and has tan or light brown fur, though blue and white with black spots is not unknown.

Apollos are bred as war or guard dogs and as working dogs. Many nobles and wealthy merchants own large

kennels of these dogs, employing them to guard their estates, and farmers often use them to guard livestock. The apollo has become increasingly popular as a war dog among various

> mercenary groups because of the breed's tenacity, resolve, and endurance in a fight.

CR 1/2 BADGERHOUND

XP 100

N Tiny animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +2 size) hp 4 (1d8) Fort +2, Ref +5, Will +1 **OFFENSE** Speed 30 ft., burrow 10 ft. **Melee** bite +1 (1d3-1) **STATISTICS** Str 9, Dex 17, Con 11, Int 2, Wis 12, Cha 6 Base Atk +0; CMB -2; CMD 9 (13 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +3 (+11 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** Environment any **Organization** solitary, pair, or pack (3–12) Treasure none

CR 1/4

The badgerhound is a short-legged, long, slender canine. They are only around 1 foot tall at the shoulders (some a little shorter, some a little taller) and weigh between 15 and 25 pounds. Their coats range in color from cream to black, though most are shades of brown or red, and their hair may be short, wiry, or long.

Badgerhounds were first bred centuries ago by farmers who had problems with badgers digging up their fields. The dog's short legs and long, slender body allow it to follow its prey into the holes the badgers dig and drag them out. In addition to badgers, these dogs are often used to hunt marmots and otters.

Badgers will frequently dig away from a badgerhound, throwing dirt up into the dog's path to try and block it. To overcome this obstacle, the badgerhounds learned to dig rapidly themselves and can move through loose soil at a rate comparable to their prey. Badgerhounds cannot, however, burrow through rubble, rock or solid stone.

Several centuries after they were first bred, the

badgerhound is quite popular as a pet. Many who keep them as pets are unaware of their nature as a hunting dog.

CR 1

BEAR-DOG

XP 400 N Large animal

Init +1; Senses low-light vision, scent; Perception +8 DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size) hp 17 (2d8+8)

Fort +7, Ref +4, Will +1

OFFENSE

Speed 40 ft.

Melee bite +4 (1d8+5 plus trip)

STATISTICS Str 19, Dex 13, Con 19, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception)

- Skills Acrobatics +5 (+12 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics
 - when jumping, +4 Survival when tracking by scent

ECOLOGY

SQ fierce

Environment temperate or cold forests and hills **Organization** solitary, pair, or pack (4–7) Treasure none

SPECIAL ABILITIES

Fierce (Ex) Bear-dogs are very fierce, and even domesticated bear-dogs can be quite independent and stubborn. The DCs of all Handle Animal skill checks against a bear-dog are 5 higher than normal.

The bear-dog is a prehistoric throwback among canines. They are on par in size to horses and are quite fierce looking. On average a bear-dog stands 6 feet tall at the shoulders and weighs around 1,000 pounds. The beardog has short, thick fur, usually brown in color, often with white splotches on the chest and belly. A beardog's head and face strongly resembles that of a brown bear, but the rest of the animal looks like any other dog - only much larger.

Bear-dogs are difficult to domesticate and are almost always encountered wild, roaming the forests and hills



BLONDE MASTIFF CR 1/2

XP 200 N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) STATISTICS Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** SQ loyal beyond death Environment any **Organization** solitary, pair, or pack (3–10) Treasure none SPECIAL ABILITIES Loyal Beyond Death (Ex) If a blonde mastiff is fighting in direct defense of its master or its master's family or

property, the blonde mastiff will continue fighting even if its hit points fall below o. The mastiff is staggered and loses 1 hp each round, and finally dies once its hit points reach a negative total equal to its Constitution score.

The blonde mastiff is a massive guard dog that is today bred primarily by nobles and merchants. The average specimen stands nearly 3 feet tall at the shoulder and weighs around 200 pounds, though some large males have been known to reach 250 pounds.

These impressive dogs generally have yellowish, golden, or blonde coats, though silver sometimes occurs. Their heads are typical for a mastiff - compact and powerful, with short, blunt muzzles, high foreheads, and drooping ears.

This breed is an excellent guard dog, guarding both home and flock loyally. Blonde mastiffs will fight to the death to defend their master.



BULL MASTIFF

CR 1/2 BL

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +5 (+13 jumping), Perception +8, Survival +2 (+6 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** SQ tenacious **Environment** any **Organization** solitary, pair, or pack (2–8) Treasure none SPECIAL ABILITIES Tenacious (Ex) When ordered to track prey (usually humanoid prey), a bull mastiff receives a +4 bonus to any Will saves against enchantments or illusions directed at it, and the DC of any Handle Animal skill check by anyone other than the dog's master is 5 higher.

The bull mastiff is a large working dog, with a stocky, muscular body, but they have slightly shorter legs than most other mastiffs. The breed is used as a guard dog, war dog, and livestock driver, and some rangers keep a bull mastiff or two to help track poachers. When properly trained they are very loyal to their masters, protecting home, property and other animals to the death.

Bull mastiffs stand about 2 feet at the shoulders and weigh around 120 pounds, though some males often reach 150 pounds. They typically have white, tan or brown coats, sometimes with a white splotch on the chest.

BULLDOG CR 1/3
XP 135
N Small animal
Init +1; Senses low-light vision, scent; Perception +8
DEFENSE
AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +4, Ref +3, Will +1
OFFENSE
Speed 40 ft.
Melee bite +2 (1d4+1 plus grab)
STATISTICS
Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Base Atk +0; CMB +0 (+4 when grappling); CMD 11 (15
vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +1 (+9 jumping), Perception +8, Survival
+1 (+5 scent tracking); Racial Modifiers +4 Acrobatics
when jumping, +4 Survival when tracking by scent
SQ lockjaw
ECOLOGY
Environment any
Organization solitary, pair, or pack (3–12)
Treasure none
SPECIAL ABILITIES
Lockjaw (Ex) The bulldog's jaw muscles are extremely
strong and once it locks on to something it is very hard
to get it to let go. The bulldog can attempt to grab its

The bulldog is smaller mastiff-like breed that is bred primarily as a guard/war dog or as a working dog. Many unscrupulous sorts also breed and train them for pitfighting, bull-baiting and gladiatorial combat. In fact, it is from the blood sport of bull-baiting that the breed gets its name.

opponent on a successful bite attack.

A typical bulldog stands about 2 feet at the shoulders and weighs around 45 pounds. They can have reddishbrown, brown or white fur, sometimes with splotches of two of these colors.



1/3

CR

BULLENBEISZER

XP 135 N Small animal

Init +1; Senses low-light vision, scent; Perception +8 DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) hp 6 (1d8+2)

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

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1 plus grab), 2 paws -3 (1d3) Special Attacks headbutt (+5 CMB)

STATISTICS

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0 (+4 when grappling, +5 to headbutt); CMD 11 (15 vs. trip) Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY**

Environment any

Organization solitary, pair, or pack (3-12)

Treasure none

SPECIAL ABILITIES

Headbutt (Ex) A bullenbeiszer annoyed but not threatened by a creature smaller than it will often headbutt the creature instead of biting it. This attack is treated as a bull rush, with a +5 bonus to CMB. The headbutt does not provoke an attack of opportunity and moves its target back a maximum of 10 feet.

The bullenbeiszer is related to the bulldog. It is used as guard dog, war dog, and working dog. As the breed is fairly intelligent, they frequently pull double duty as both a guard dog and a livestock driver.

An adult bullenbeiszer stands about 2 feet tall at the shoulders and weighs around 65 pounds. Most bullenbeiszers are reddish-brown with white belly and paws, or reddish-brown with black markings; a few have nearly white coats. They are fun-loving and very loyal to



CAIRN TERRIER CR 1/4

XP 100 N Tiny animal

Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

Fort +2, Ref +5, Will +1

OFFENSE

Speed 30 ft.

Melee bite +1 (1d3-1)

Special Attacks ratter

STATISTICS

Str 9, Dex 17, Con 11, Int 2, Wis 12, Cha 6

Base Atk +0; CMB -2; CMD 9 (13 vs. trip)

- Feats Skill Focus (Perception)
- Skills Acrobatics +3 (+11 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent ECOLOGY

Environment any

- **Organization** solitary, pair, or pack (4–13)
- **Treasure** none

SPECIAL ABILITIES

Ratter (Ex) Cairn terriers are excellent ratters, rivaling many felines at the job. Against rodents of any kind (including dire varieties and even wererats) a cairn terrier receives a +2 bonus to Bluff, Perception, Sense Motive and Survival rolls. In addition, the dogs receive a +2 bonus to their bite attack and bite damage against such creatures.

Cairn terriers are small rodent hunters bred by many rural farmers. They are named for the small piles of stones that mark the boundaries of a farm or which mark grave sites. Farmers use the dogs to root out rats, mice, and other small animals that make nests in the cairns and feed on their crops.

A typical cairn terrier stands about 1 foot at the shoulder and weighs about 15 pounds. Their long, shaggy fur is usually white or black.



CAVALIER

CR 1/3

XP 135 N Small animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +3, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d4+1) **STATISTICS** Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite)^B Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY Environment** any **Organization** solitary, pair, or pack (3–12)

Treasure none The cavalier is a favored pet among many nobles and

wealthy merchants, who use it as a guard dog, rodent hunter, and watchdog. It is small, but muscular, and a typical male stands about 2 feet tall at the shoulders and weighs about 50 pounds. They are almost always white in color, with a black patch around one eye, though cavaliers are sometimes found with gray or brownishgray coats.

The cavalier's name comes from the fact that it is a very friendly breed that is non-aggressive, though fights with tenacity – and, some say, honor – when pressed. Cavaliers get along well with other breeds, with other species, and with children, and many owners send a cavalier out with the children when the children go play.

CELESTIAL DOG

XP 400

CG Medium outsider (native)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +9

CR 1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 15 (2d10+4) Resistances acid 5, cold 5, electricity 5; SR 5 Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+3 plus trip)

Special Attacks smite evil

STATISTICS

Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10

Base Atk +2; CMB +4; CMD 16 (20 vs. trip)

Feats Skill Focus (Perception)

Skills Bluff +4, Acrobatics +7 (+11 jumping), Perception +9, Stealth +7, Survival +5 (+9 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY Environment any

Organization solitary, pair, or pack (2–5)

Treasure none

SPECIAL ABILITIES

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial dog rests).

An enterprising and dog-loving summoner once figured out how to keep his summoned celestial dogs around much longer than the normal duration the *summon monster* spell allows. He then began breeding his celestial dogs with other stout, friendly breeds until he had managed to create a breed that retained the abilities of the summoned dogs, but which were tougher and better fighters.

Today, the celestial dog is a very rare and expensive breed, usually kept as guardians of temples and holy



places, or awarded to noble paladins and clerics and guard dogs. Most celestial dogs are about 3 feet tall at the shoulders and weigh around 100 pounds. They typically have gold or silver coats, with long muzzles and shaggy, floppy ears.

COCK SPANIEL

1/3 CR XP 135 N Small animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +3, Will +1 **OFFENSE** Speed 40 ft. Melee bite +2 (1d4+1) **STATISTICS** Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception), Skill Focus (Survival)^B Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +4 (+8 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY**

Environment any

Organization solitary, pair, or pack (3–12) Treasure none

This lively breed has been bred as a bird hunting dog, hence the name. The cock spaniel is extremely energetic, loyal, and intelligent. Popular with nobles and peasants alike, the breed is kept as a pet, guard dog and hunting dog. Hunters especially prize the cock spaniel because it can be taught to retrieve downed birds without damaging them further.

A typical specimen is just over 1 foot at the shoulders and weighs about 30 pounds. They usually have white, brown or golden coats, with short, somewhat curly hair. Their drooping ears hang well past their head on many members of the breed.

COLLIE

XP 200 N Medium animal

Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

CR 1/2

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip) **STATISTICS**

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +3; CMD 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +5 (+13 jumping), Perception +8, Survival +2 (+6 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

SO fast learner

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none SPECIAL ABILITIES

Fast Learner (Ex) The DC for Handle Animal skill checks when teaching a collie a trick is 5 lower than normal, and collies learn tricks in only 5 days instead of a week.

The collie is a beautiful, long-haired working dog. It was bred specifically to herd sheep and goats, but works very well with cattle. Collies are highly intelligent and capable of learning quickly.

A typical collie stands just over 2 feet at the shoulders and weighs about 65 pounds. They generally have a golden or reddish-gold coat, with a white "mane" and highlights.

CORGI

CR 1/3

XP 135 N Small animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +3, Will +1 **OFFENSE** Speed 40 ft. Melee bite +2 (1d4+1) **STATISTICS** Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Acrobatic^B, Skill Focus (Perception) Skills Acrobatics +3 (+11 jumping), Perception +8, Survival +4 (+8 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** Environment any **Organization** solitary, pair, or pack (3–12) Treasure none

Corgis are small working dogs. They stand about 1 foot at the shoulder and weigh around 25 pounds. They are fast for their size and agile as well. Most corgis are light brown or reddish-brown in color, but some are a darker brown. A corgi always has a white stripe along the top of its nose and a white ring around its neck. White feet, chest and underbelly are also always present.

Frequently used to drive cattle and sheep, the corgi will nip at the livestock's heels to keep them moving and then quickly roll away to avoid a kick. Farmers also use corgis to control pests on their land.

According to folklore, corgis are the favored dogs of tiny fey, especially pixies. It is said that some pixies use them as mounts and draft animals.

B DWARVEN HOUND CR 1/3

XP 135 N Small animal

Init +1; **Senses** low-light vision, scent; **Perception** +8 **DEFENSE**

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1; +1 to saves vs. poison

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1) Special Attacks goblin hunter

STATISTICS

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

SQ hardy ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

SPECIAL ABILITIES

Goblin Hunter (Ex) When fighting or tracking goblins, the dwarven hound receives a +2 bonus to Bluff, Perception, Sense Motive and Survival rolls. In addition, the dogs receive a +2 bonus to their bite attack and bite damage against goblins due to their specialized training.

Hardy (Ex) Dwarven hounds receive a +1 racial bonus on saving throws against poison.

Unlike the elven dog, the dwarven hound is a normal animal the dwarven people have bred for specific traits that make it an exceptional creature.

Dwarven hounds have been bred specially to track, hunt and fight goblins. When a dwarven hound catches the scent of a goblin it begins to howl and bay in such a way that its dwarven handler knows goblins are about. When fighting goblins, the hounds are especially vicious.

A dwarven hound's head resembles the head of a bullenbeiszer but the body is more like that of a low hound or ranger's hound. They are about 2 feet tall at

the shoulders and weigh around 80 pounds. Their coats are usually granite gray or earth brown, with occasional black spots or splotches.



ELKHOUND

XP 200 N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 13 (2d8+4) Fort +5, Ref +5, Will +1 OFFENSE Speed 40 ft. Melee bite +3 (1d6+3 plus trip) STATISTICS Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip)

Feats Skill Focus (Perception), Skill Focus (Survival)^B **Skills** Acrobatics +5 (+13 jumping), Perception +8, Survival

+5 (+9 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–8) **Treasure** none

The elkhound is related to both the steppes husky and the mahlemut, and this is very evident from physical comparison of the three breeds. Elkhounds are very alert in appearance, and have very stocky, muscular bodies. Their coat is usually gray, silver or black.

This breed has been specially bred by barbarian tribes to hunt bear, elk, moose and other large game for centuries. They can also be used as sled dogs and they perform at least as well as the husky in such jobs. The elkhound is becoming more and more popular outside the barbaric territories, however.

A typical adult stands 2 feet at the shoulder and weighs around 60 pounds, though some males can weigh as much as 75 pounds.

As elkhounds are usually used in teams to pull sleds, add 750 lbs for every dog beyond the first to the weight that can be dragged (i.e. two working together can pull 2,250 pounds, three can pull 2,900 pounds, etc.).

CR 1/2 ELVEN DOG (CU SIDHE) CR 1

XP 400

N Medium magical beast **Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

DEFENSE

AC 17, touch 14, flat-footed 15 (+4 Dex, +3 natural)

hp 19 (2d10+8)

Fort +7, Ref +7, Will +3

OFFENSE

Speed 40 ft. **Melee** bite +6 (1d6+3 plus trip)

STATISTICS

- m 10 Day 10 Co
- Str 19, Dex 19, Con 19, Int 6, Wis 16, Cha 10

Base Atk +2; CMB +4; CMD 16 (20 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +8 (+16 jumping), Perception +10, Stealth +8, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth, +4 Survival when tracking by scent

SQ terrifying bark

ECOLOGY

Environment elven lands

Organization solitary or pair

Treasure none

- SPECIAL ABILITIES Terrifying Bark (Su) Three times per day the cu sidhe
- can emit a terrifying loud bark that can be heard up to five miles away. Any creature within 50 feet of the cu sidhe must make a DC 16 Will save or become frightened for 4 rounds (creatures with fewer hit dice than the elven dog can only cower if they fail the save). Creatures that succeed on the save are shaken for 1 round.

The elven dog, also known as the cu sidhe (pronounced *coo-shee*) is a magical canine that inhabits the forests and hills of elven lands.

A cu sidhe is a large dog, with adult males often the size of a standard pony. Most have shaggy green coats, but a few have silvery-black instead. Their tail is long and curls back and up, and their ears are short and triangular. Their eyes glow yellow when they are angry or during combat.

Elven dogs do not often bark, but they will growl as a warning. Cu sidhe will occasionally emit a catlike purring sound when they are content.



FOXHOUND

1/3

XP 135 N Small animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +3, Will +1 **OFFENSE** Speed 40 ft. Melee bite +2 (1d4+1) **STATISTICS** Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent SO fox tracker **ECOLOGY Environment** any **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Fox Tracker (Ex) A foxhound receives a +2 bonus to Bluff, Perception, Sense Motive and Survival rolls vs. foxes.

The foxhound is a mid-sized hound bred specifically for fox hunting. They are popular with nobles and commoners alike and both use them in fox hunting and other tracking, usually in large packs.

An average male stands 2 feet tall at the shoulders and weighs about 70 pounds. They are attractive dogs, with sleek coats, usually white, with black and/or tan markings on the sides and back.

The foxhound has a unique baying bark that is used when it is trailing a fox, which alerts the dog's handler to its location.

GOLDEN RETRIEVER CR 1/

XP 200

from cold.

N Medium animal Init +2; Senses low-light vision, scent; Perception +12 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +12, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Perception, +4 Survival when tracking by scent SO double coat **ECOLOGY** Environment any **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Double Coat (Ex) Golden retrievers receive a +1 racial bonus to Fortitude saves made to avoid nonlethal damage

The golden retriever is an excellent bird-hunting dog and general companion. They are very loyal, and while not generally aggressive, will fight to protect their master. The golden retriever is very gentle with any birds (or other game) it is instructed to retrieve.

A typical golden retriever stands about 2 feet at the shoulders and weighs around 75 pounds. They have a moderately shaggy coat that can range in color from straw to reddish-gold.

Golden retrievers have very sharp eyes in order to spot downed game for retrieval. This sharpness leads them to be perceptive of their surroundings in a way most other dogs aren't.



HALFLING RATTER (FEIST)

CR 1/4

XP 100

N Tiny animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +2 size) hp 4 (1d8) Fort +2, Ref +5, Will +1 **OFFENSE** Speed 30 ft. Melee bite +1 (1d3-1) **STATISTICS** Str 9, Dex 17, Con 11, Int 2, Wis 12, Cha 6 Base Atk +0; CMB -2; CMD 9 (13 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +3 (+11 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent ECOLOGY

Environment any

Organization solitary, pair, or pack (4–23) **Treasure** none

SPECIAL ABILITIES

Ratter (Ex) Halfling ratters are excellent ratters, even better than the cairn terrier (or so say the halflings). Against rodents of any kind (including dire varieties, but not including wererats) a halfling ratter receives a +3 bonus to Bluff, Perception, Sense Motive and Survival rolls. In addition, the ratters receive a +3 bonus to their bite attack and bite damage against such creatures.

The halfling ratter is tiny, but full of energy. They are usually called "feists" by non-halflings because of their feisty nature. Halfling ratters are very friendly dogs, make excellent pets, and many halfling families own several. Halfling ratters are very common in halfling communities, but are almost unknown in regions where few halflings live.

A typical adult male stands about 1 foot at the shoulder and weighs about 15 pounds. Most usually have a brown or tan coat with white underside, but some have black or even blue splotches as well.

HALFLING RIDING DOG

XP 200

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent SQ loval ECOLOGY Environment any **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Loyal (Ex) Halfling riding dogs are very loyal to their

CR 1/2

masters. They receive a +4 bonus to all Will saves against enchantments or illusions that would trick them into leaving their master, and the DC of any Handle Animal skill check by anyone other than the dog's master is 5 higher than normal.

The halfling riding dog is a large mastiff bred by many halflings as a riding animal. They are popular with halflings and gnomes, and occasionally other races of the same general size.

The riding dog is fully capable of transporting an adult halfling or gnome, but would not be capable of doing more than pulling a dwarf on a travois or in a cart. Halfling riding dogs are very common in most halfling settlements and are common in many gnomish communities.

Riding dogs typically stand over 2 feet tall at the shoulder, with many approaching 3 feet. An adult male usually weighs around 200 pounds. They usually have reddish-brown coats, sometimes with either white or black splotches (never both) on the sides or chest.



KUVASZ

1/2

INFERNAL DOG

XP 200

CE Medium outsider (native) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 15 (2d10+4)

Resistances cold 5, fire 5; SR 5

Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+3 plus trip) Special Attacks smite good

STATISTICS

Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 9

```
Base Atk +2; CMB +4; CMD 16 (20 vs. trip)
```

```
Feats Skill Focus (Perception)
```

Skills Bluff +4, Acrobatics +6 (+10 jumping), Perception +9, Stealth +7, Survival +5 (+9 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the infernal dog rests).

Just as some good wizards desired dogs with the traits of those summoned from the goodly Outer Planes, there were evil wizards who wanted to permanently harness the abilities of fiendish dogs on the Material Plane.

The infernal dog is the resulting creature. They stand about 2 feet tall at the shoulders and weigh about 150 pounds. The infernal dog has a sleek coat that is always as black as a moonless night, and eyes that seem to glow red.

Infernal dogs tend to have nasty temperaments and will even bite the hand that feeds them, as the saying goes.

XP 200 N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **SO** skilled EČOLOGY Environment any **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Skilled (Ex) The kuvasz breed can learn up to 7 tricks, instead of the standard 6 tricks for an animal with an intelligence of 2. Alternatively, the breed can be trained

CR

1/

The kuvasz is an ancient breed that is descended from the guard dogs of nomadic barbarians of long ago, which in turn is descended from the guard dogs of ancient empires.

for 2 general purposes instead of one, provided the total

number of associated tricks does not exceed seven.

The breed is one of the largest of all dogs and is usually pure white in appearance (though tans, blacks, and yellows are known), and typically have a short, shaggy coat. An average adult male stands over 3 feet at the shoulder and weighs 150 pounds.

Merchants use the kuvasz as a guard dog for their estates, businesses, and caravans. Farmers and hunters use it as a working dog to herd animals and help in the hunt. It has become popular with mercenaries and adventurers as well as a dog of war. Also, halflings in some areas have begun training kuvaszes for riding.



CR

LOW HOUND

XP 135 N Small animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +3, Will +1 **OFFENSE** Speed 30 ft. Melee bite +2 (1d4+1) **STATISTICS** Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+7 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +6 Survival when tracking by scent **ECOLOGY Environment** any **Organization** solitary, pair, or pack (3–12) Treasure none Almost as good a tracker as the ranger's hound (from

which it is most likely descended), the low hound is an excellent rabbit and squirrel hunter. It is an unusual looking dog, having the stout body of a ranger's hound but moving around on very short legs. These short legs don't allow the low hound to move very fast, but its keen sense of smell will keep it on the trail of chosen prey.

An adult male low hound stands about 1-1/2 feet at the shoulder and weighs around 55 pounds. They typically have white and brown or white and black coats, but other colors and combinations are known.

A low hound's face has an almost sad countenance, which generally attracts humanoid species to it in an almost empathic way.

1/3 MAHLEMUT

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Endurance^B, Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** Environment any **Organization** solitary, pair, or pack (3–12) Treasure none

CR 1/2

The mahlemut is a large, friendly work and sled dog bred by the peoples inhabiting arctic and subarctic regions. They can work for hours pulling sleds or herding reindeer or musk oxen without tiring and they protect their master's person and property with devotion.

A typical mahlemut weighs around 90 pounds and stand about 2 feet at the shoulder. They have thick coats and long bushy tails that curl upward. Their coats are usually silvery-gray, black or red, with splotches of white. Sometimes a pure white pup will be found, though these are not albinos.



MOORHOUND

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip or grab)

Special Attacks wolf hunter

STATISTICS

- Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
- Base Atk +1; CMB +3 (+7 when grappling); CMD 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY**

Environment any

Organization solitary, pair, or pack (2–7)

Treasure none

SPECIAL ABILITIES

Wolf Hunter (Ex) Moorhounds attack wolves (and boars) when hunting them instead of keeping them at bay until a handler/hunter arrives. When facing wolves or boars, moorhounds will attempt to bite their prey on the back of the neck and hold on, shaking the prey until the neck breaks. The moorhound can use its grab attack on wolves and boars that are the same size as the moorhound (Medium).

The moorhound has been specially bred for centuries as a wolf- and boar-hunter. There is some evidence that the moorhound may even be a descendant of the elven dog, due to the physical resemblance. Moorhounds do not have green coats, however, instead having gray or dark brown, somewhat shaggy coats.

It is one the tallest of dogs and is impressive to look at. A typical moorhound stands just over 3 feet at the shoulder and weighs around 150 pounds. Some halflings and gnomes have even trained them as riding dogs.

1/2 **ORCISH WOLF-DOG (ORC** WARDOG) CR 1/2

XP 200

N Medium animal

- Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **SO** pack mentality **ECOLOGY** Environment any **Organization** solitary, pair, or pack (3–12) Treasure none SPECIAL ABILITIES Pack Mentality (Ex) Wolf-dogs are very close to their wild
 - wolf cousins in mentality and mannerisms. Like wolves, wolf-dogs prefer to attack in packs. Wolf-dogs receive a +2 bonus to attack and damage when at least one other wolf-dog threatens the same target. This bonus is in addition to the normal bonus for flanking a target, if that bonus applies, and targets that cannot be flanked are still subject to the pack mentality combat bonuses.

The orcish wolf-dog, also known as the orc wardog, is a sturdy, smart, and fast crossbreed of domestic working dogs and wolf. A typical wolf-dog stands over 2 feet at the shoulders and weighs around 70 pounds. They have wolf-like head but the body of a mastiff-type dog, with coats that strongly resemble wolf pelts.

Wolf-dogs are common wherever orcs can be found. Some humans have even taken to raising the breed due to its sturdiness, loyalty and handsome looks. Otherwise the breed is generally unknown outside of orcish settlements.





PINSCHER

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4) Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS **Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6 **Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip) **Feats** Skill Focus (Perception)

Skills Acrobatics +6 (+16 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +6 Acrobatics when jumping, +4 Survival when tracking by scent

SO fight to the death

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none SPECIAL ABILITIES

SPECIAL ABILITIES

Fight to the Death (Ex) Pinschers are exceedingly loyal. If ordered by their master/handler, or if the master/handler is killed or incapacitated, the pinscher will fight to the death.

Developed as a guard dog and ratter, the pinscher is a fierce-looking, strong, intelligent breed. Nobles and merchants use them to guard their estates and frequently take them along as guards when traveling, as pinschers will leap to attack from a wagon or coach at the first sign of a threat. Soldiers and mercenaries also prize the pinscher for its capabilities in combat. The fiercely loyal pinscher will fight to the death to protect its master.

Pinschers stand around 2 feet at the shoulder and typically weigh around 70 pounds, though large males can frequently weigh up to 90 pounds. The pinscher's short coat is almost always black, but rust-red and blue are not unknown.

CR 1/2 PUG XP 100

N Tiny animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +2 size) hp 4 (1d8) Fort +2, Ref +5, Will +1 **OFFENSE** Speed 30 ft. Melee bite +1 (1d3-1) **STATISTICS** Str 9, Dex 17, Con 11, Int 2, Wis 12, Cha 6 Base Atk +0; CMB -2; CMD 9 (13 vs. trip) Feats Skill Focus (Perception), Stealthy^B Skills Acrobatics +3 (+11 jumping), Escape Artist +5, Perception +8 (+12 when listening), Stealth +5, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Perception when listening, +4 Survival when tracking by scent **ECOLOGY** Environment any **Organization** solitary, pair, or pack (4–13) Treasure none

CR 1/4

The adorably ugly pug originated in the Far East (where it is known as the fu-dog), but is now common in both the East and West. The breed has become popular with nobles, wizards, and priests/monks as both a lapdog and a watchdog. Royal courts in many lands of both the East and West are known to have several pugs running about.

Pugs are small, fun-loving dogs and highly intelligent. A typical adult male stands about 1 foot at the shoulder and weighs 15 to 20 pounds. They have short coats, usually tan, brown or black in color, and curly tails.

Pugs can be quite stealthy when they want to be, and are almost as capable of sneaking up on prey as a cat. Their small size also makes it easy for them to hide from prying eyes.

RABBIT HOUND

XP 135

1/3N Small animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2) Fort +4, Ref +3, Will +1 **OFFENSE** Speed 40 ft. **Melee** bite +2 (1d4+1) **STATISTICS** Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+7 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +6 Survival when tracking by scent **SO** pack mentality ECOLOGY **Environment** any **Organization** solitary, pair, or pack (4–13) Treasure none SPECIAL ABILITIES Pack Mentality (Ex) Rabbit hounds work best as a group,

and will attack their prey in concert. Rabbit hounds receive a +2 bonus to attack and damage when at least one other rabbit hound threatens the same target. This bonus is in addition to the normal bonus for flanking a target, if that bonus applies, and targets that cannot be flanked are still subject to the pack mentality combat bonuses.

A small, noisy hound bred for rabbit hunting, the rabbit hound also makes a good companion and watchdog. Rabbit hounds are good trackers and can follow scents for hours at a time.

A typical male stands about 1 foot at the shoulders and weighs around 20 pounds. They have sleek coats and long tails. Most are white and tan or brown in color, though some have black markings instead.

RANGER'S HOUND (BLOODHOUND) CR 1/2

XP 200 N Medium animal

Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) **Feats** Endurance^B, Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+9 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +8 Survival when tracking by scent **SO** tireless tracker

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

SPECIAL ABILITIES

Tireless Tracker (Ex) Once a bloodhound begins to track its prey, it will follow the trail for hours on end, forgoing rest and food until the dog simply must have one or both.

The ranger's hound, also sometimes known as a bloodhound, is a large, stocky hound bred specifically for its tracking capabilities. It is an ancient breed and its origins are a mystery, but they have been the companions of rangers and hunters for centuries.

They are popular with hunters, rangers, and bounty hunters and their tracking skills are legendary. Most courts in civilized lands will accept testimony from owners/handlers of a bloodhound's tracking results as empirical evidence.

A ranger's hound usually stands just shy of 3 feet tall at the shoulders and weighs around 115 pounds. They usually have black and tan or red coats, though some have pure, solid white coats (though these are not albinos).


CR 1/2

SCHÄFERHUND

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1 OFFENSE

Speed 40 f

Speed 40 ft. **Melee** bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6 **Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip) **Feats** Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

SO fast learner

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-12)

Treasure none

SPECIAL ABILITIES

Fast Learner (Ex) The DC for Handle Animal skill checks when teaching a schäferhund a trick is 5 lower than normal, and schäferhunds learn tricks in only 4 days instead of a week.

The schäferhund was first bred as a protector of sheep and cattle herds by farmers and shepherds. The fierce determination and loyalty in the breed caught the attention of nobles and mercenaries and many began to breed it as a guard dog and dog of war as well.

The schäferhund is a highly intelligent breed, and many consider it the most intelligent non-magical dog that exists.

A typical adult male stands right at 2 feet at the shoulders and weighs about 80 pounds. They generally have short, thick coats that are black and tan or red in tan, but solid black and even solid white are known to exist.

CR 1/2 SETTER XP 200 N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) STATISTICS Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking), Swim +6; Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent, +4 Swim **ECOLOGY**

Environment any

Organization solitary, pair, or pack (3–12) **Treasure** none

The beautiful setter is an excellent hunting dog, especially when hunting for birds or small game. They train very well and will retrieve birds brought down by their masters, even venturing into cold and/or deep water for the birds, as they are excellent swimmers and love water.

When a setter finds prey, it will run back and forth in front of the prey's hiding place to alert its master.

A typical adult male stands about 2 feet at the shoulder and weighs around 70 pounds. Most setters have reddish-gold coats of moderate length, though some are red-and-white.



SHADE HOUND

XP 600

N Medium magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 23 (2d10+8)

Fort +7, Ref +7, Will +3

Weaknesses light sensitivity

OFFENSE

Speed 40 ft. **Melee** bite +6 (1d6+5 plus trip)

Spell-Like Abilities (CL 11th)

1/day – shadow walk (DC 17)

STATISTICS

Str 19, **Dex** 19, **Con** 19, **Int** 6, **Wis** 16, **Cha** 12 **Base Atk** +2; **CMB** +6; **CMD** 18 (21 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +8 (+16 jumping), Perception +10, Survival +3 (+8 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–6)

Treasure none

SPECIAL ABILITIES

Shadow Walk (Sp) Once per day, a shade hound can *shadow walk*. The dogs generally use this ability to surprise prey/foes. Occasionally, a shade hound will attempt to drag a foe into the Shadow Plane in order to disorient them.

Long ago, a sorcerer of great power infused her mastifftype guard dogs with the essence of the Plane of Shadow, creating a unique magical breed that had powers unlike any other dog.

A shade hound looks like a huge mastiff, about 3 feet tall at the shoulders and weighing around 150 pounds. They are as black as the darkest shadows and have eyes that are a piercing yellow. Shade hounds do not like bright light, and will shy away from it unless there is no choice.

This breed is extremely rare, and only the wealthiest wizards, sorcerers and nobles keep them. Many believe that the shade hound is only legend.

CR 2 SLOUGHI

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 13 (2d8+4)

17

CR

Fort +5, Ref +5, Will +1 OFFENSE Speed 45 ft.

Melee bite +3 (1d6+3 plus trip) STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +3; CMD 15 (19 vs. trip)
Feats Fleet^B, Run^B, Skill Focus (Perception)
Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics

when jumping, +4 Survival when tracking by scent **ECOLOGY**

Environment any

Organization solitary, pair, or pack (3–12) **Treasure** none

The sloughi is an extremely fast racing and hunting hound, the fastest of all breeds of dog. The breed seems to have originated in the desert lands of the East and may be a very ancient breed. The sloughi has only recently begun to appear in Western areas.

A normal adult male stands over 2 feet at the shoulders and weighs around 70 pounds. The sloughi is a very slender breed, with long, trim muscles. Many, upon seeing one for the first time, think they are malnourished or underfed, but this is the breed's normal appearance. Most have a sleek, light tan coat, though some are darker colored.

CR 1/3

SONGSHI QUAN

XP 135 N Small animal **Init** +1: **Sense**

Init +1; Senses low-light vision, scent; Perception +8 DEFENSE

AC 13, **touch** 12, **flat-footed** 12 (+1 Dex, +1 natural, +1 size) **hp** 6 (1d8+2)

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

OFFENSE

Speed 40 ft. **Melee** bite +3 (1d4+2)

STATISTICS Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +1; CMD 12 (16 vs. trip) Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics

when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12) **Treasure** none

The songshi quan is a small hunting and working dog originally bred in the Far East. The adult male stands about 2 feet at the shoulder and weighs in at about 60 pounds. The breed usually has a thick, puffy coat that is light brown, reddish brown or black. Some have sleeker coats, however. The tail curls up and back toward the dog's spine.

In the East, the songshi quan is used as a guard dog for guarding homes and boats, as a hunting companion and even to pull small cargo carts. In the West, the dog has become primarily a lapdog, especially among the nobility and wealthy merchants. The breed has yet to catch on with Western commoners.

Many people unfamiliar with the breed are surprised at its strength, as the "puffy lion dog" (which is what songshi quan means) is far stouter than its size would lead one to believe.

STEPPES HUSKY CR 1/2

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +1 **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3 plus trip) **STATISTICS** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Endurance^B, Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** Environment any **Organization** solitary, pair, or pack (3–12) Treasure none

This large, friendly working dog is native to the frigid arctic and sub-arctic plains where the barbarians have bred it for use as a sled, hunting, and guard dog. In recent years it has become quite popular with the "civilized" citizens of towns and cities not too distant from the breed's native homeland. The steppes husky is related to the mahlemut, and possibly to the elkhound as well.

A typical steppes husky stands 2 feet at the shoulders and weighs around 55 pounds. Most have silvery-gray coats, but some are snow white and others are a reddishorange. Their tail curls up and toward the dog's spine.





UNDEAD DOGS

The three most widely known types of undead dog are the ghoulish dog, the skeletal dog and the zombie dog. All three can be created from any breed of dog of the animal type, but the reanimation process strips them of any former special abilities, attacks or powers so that all are nearly identical, with size being the main variant.

GHOULISH DOG

XP 400 CE Medium undead Init +2; Senses darkvision 60 ft.; Perception +3 DEFENSE AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) **hp** 13 (2d8+4) Fort +2, Ref +2, Will +5 Defensive Abilities channel resistance +2 **OFFENSE** Speed 40 ft. Melee bite +5 (1d6+3 plus trip, disease and paralysis) **Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect) **STATISTICS** Str 17, Dex 15, Con -, Int 1, Wis 14, Cha 14 Base Atk +1; CMB +4; CMD 16 Feats Weapon Finesse Skills Acrobatics +2, Climb +4, Perception +3, Stealth +3, Swim +2**ECOLOGY** Environment any land Organization solitary, gang (2–4), or pack (7–12) Treasure none SPECIAL ABILITIES

Disease (Su) Canine Ghoul Fever: Bite-injury; save Fort DC 12; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid or a dog that dies of canine ghoul fever rises as a ghoul (for humanoids) or ghoulish dog (for dogs) at the next midnight. A creature that becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul or ghoulish dog in

all respects. No matter their hit dice, creatures slain by the disease never rise as ghasts or "ghastly dogs".

Many millennia ago, priests of vile demon lords perfected the ability to inflict dogs with ghoul fever, and soon thereafter ghoulish dogs came to be. Many evil priests, wizards and warriors keep them as guardians.

For Small-sized dogs that become ghoulish dogs, apply the young creature simple template to the existing ghoulish dog. For Large-sized dogs, apply the giant creature simple template.

Ghoulish dogs appear to be whatever breed they were in life, only extremely emaciated and with clumps of fur missing. Blood, usually fresh, stains their muzzle and evil, yellowish eyes peer at the world around them.

SKELETAL DOG CR 1 **XP 400**

NE Medium undead Init +7; Senses low-light vision, scent; Perception +0 DEFENSE AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 9 (2d8) Fort +0, Ref +3, Will +1 DR 5/bludgeoning; Immune cold, undead traits **OFFENSE** Speed 40 ft. Melee bite +3 (1d6+3)STATISTICS Str 15, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 15 (19 vs. trip) Feats Improved Initiative ECOLOGY Environment any **Organization** solitary, pair, or pack (3–12)

Treasure none

Skeletal dogs are created in the same manner that humanoid skeletons are - via the animate dead spell. While Small dogs can be animated in this fashion, most necromancers and evil priests find that skeletal dogs of that size create almost no menace and thus they usually don't bother.

CR 1



There are no known variants of skeletal dogs, such as the bloody or burning skeletons of humanoids. It is almost impossible to tell the original breed type of a skeletal dog.

ZOMBIE DOG

CR 1/2

XP 200

NE Medium undead Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 16 (3d8) Fort +0, Ref +0, Will +3 Immune undead traits **OFFENSE** Speed 50 ft. Melee bite +4 (1d6+3) or slam +4 (1d4+3) Special Attack quick strikes **STATISTICS** Str 17, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk +1; CMB +4; CMD 16 (20 vs. trip) Feats Toughness ECOLOGY Environment any Organization solitary, pair, or pack (3–12) Treasure none

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a zombie dog takes a fullattack action, it can make one additional slam attack or bite attack at its highest base attack bonus.

The frightening zombie dog is created with the traits of a fast zombie, making these undead creatures truly horrific. They appear as whatever breed they were in life, but often have gaping, open wounds, or are missing large pieces of fur and flesh, or have bloated, distended abdomens. They have empty eye sockets, and eerie reddish light takes the place of their eyes.

Zombie dogs are kept as guards by evil priests and necromancers, and sometimes by vampire lords or

ghoul kings. They are frightening to behold and a pack of them working together can bring down even the hardiest of heroes who aren't careful.

WINGED DOG

XP 200

N Medium magical beast **Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Beneration** + 9

CR 1/2

Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 15 (2d10+4) Fort +5, Ref +5, Will +1 OFFENSE Speed 40 ft., fly 40 ft. (Good) Melee bite +4 (1d6+3 plus trip) STATISTICS Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10 Desce Atla 40 (CMB 44 (2000 trip))

Base Atk +2; CMB +4; CMD 16 (20 vs. trip)

Feats Flyby Attack^B, Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Fly +10, Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Fly, +4 Survival when tracking by scent **ECOLOGY**

Environment any

Organization solitary, pair or pack (3-5) **Treasure** none

Winged dogs are rare magical dogs created by wizards seeking better guard dogs for their towers. In general, a winged dog resembles the typical "mutt" that roams the streets of most cities except for the pair of feathery wings that sprout from its back. Their coats can be of varying colors and types, from brown and sleek to red and shaggy.

A typical male stands about 1-1/2 feet tall at the shoulder and weighs about 35 pounds. They generally have a wingspan of 3 to 4 feet. A winged dog cannot fly with a rider larger than Tiny, though with custom-made saddlebags, it can carry a load up to its normal load limit.



CHAPTER 3 - HORSE BREEDS

APPALOOSA

XP 400 N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) hp 15 (2d8+6) Fort +6, Ref +5, Will +1 **OFFENSE** Speed 50 ft. Melee 2 hooves $+3(1d_{4}+3)$ Space 10 ft.; Reach 5 ft. **STATISTICS** Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Perception +6 SQ burst of speed **ECOLOGY Environment** temperate plains and mountains **Organization** solitary, pair, or herd (3–30) Treasure none

SPECIAL ABILITIES

Burst of Speed (Ex) Once per day, the appaloosa can increase its speed to 65 feet. It can maintain this speed for distances up to one mile (about 20 consecutive rounds at a run). No matter how far the appaloosa runs at this speed, immediately after slowing or stopping it must make a DC 12 Constitution check (with the +4 bonus from Endurance). If the check succeeds the horse is fine and can move at normal speeds, including normal run speeds the rest of the day. If the check fails, the horse is winded and can take no more than a double move the rest of the day, and cannot charge.

Appaloosas are spotted horses, usually spotted on the rump and a solid color everywhere else. As appaloosas get older, the dark color often gives way to spotted hair. Striking and showy, appaloosas are horses of indigenous people who live in the mountains and

plains.

CR 1

BEDOUIN HORSE XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) hp 15 (2d8+6) Fort +6, Ref +5, Will +1 **OFFENSE** Speed 60 ft. Melee 2 hooves $+3(1d_{4}+3)$ Space 10 ft.; Reach 5 ft. **STATISTICS** Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Perception +6 SQ endurance, fiery spirit **ECOLOGY** Environment temperate plains and deserts **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Fiery Spirit (Ex) Bedouin horses are notoriously head strong. Add 5 to the DC of all Handle Animal skill checks for riders, handlers and trainers.

Endurance (Ex) Bedouin horses are well known for their extraordinary endurance. A Bedouin horse can run for a number of rounds equal to twice its Constitution before needing to rest.

Bedouin horses are light, small and graceful animals with refined heads and a high tail carriage. Called "warm blooded," these horses have fiery spirits and are difficult to handle if the rider isn't accomplished. They come in gray, chestnut, bay, roan and black. They are average-sized for horses, but some may be a bit on the smaller side.All Bedouin horses are considered combat trained.

They are smart and stubborn horses of a medium build made for riding rather than draft. All appaloosas are considered combat trained.

CR 1

BOG PONY

<u></u>

attacks.

XP 200 N Medium animal Init +1; Senses low-light vision, scent; Perception +5 DEFENSE AC 11, touch 11, flat-footed 10 (+1 Dex) **hp** 13 (2d8+4) Fort +5, Ref +4, Will +0 **OFFENSE** Speed 35 ft. Melee 2 hooves -3 (1d3) STATISTICS Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +2; CMD 13 (17 vs. trip) Feats Endurance, Run^B Skills Perception +5 SO docile **ECOLOGY Environment** temperate plains and urban **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill in the Pathfinder Roleplaying Game Core Rulebook) a pony's hooves are treated as secondary

The bog pony is used for carrying peat and turf to use as heating fuel. Those who use them fashion a travois with a basket at the end that drags on the ground. Travois are used rather than carts so that it doesn't become mired in the boggy ground.

These ponies are about 40 to 44 inches at the withers and come in gray, chestnut with a black mane and tail, or bay. They are calm, gentle and will obey commands while waiting for the baskets to be loaded.

Despite their primary use to drag travois full of peat, bog ponies make excellent carting ponies as well.

CR 1/2 BRABANT DRAFT HORSE CR 2

XP 600 N Large animal Init +4; Senses low-light vision, scent; Perception +8 DEFENSE AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size) **hp** 19 (2d8+10) Fort +8, Ref +7, Will +3 **OFFENSE** Speed 50 ft. **Melee** 2 hooves +2 (1d6+3), bite +2 (1d4+3) Space 10 ft.; Reach 5 ft. STATISTICS Str 23, Dex 18, Con 21, Int 2, Wis 17, Cha 11 Base Atk +1; CMB +7; CMD 19 (23 vs. trip) Feats Endurance, Run^B Skills Perception +8 SQ docile, plodding strength **ECOLOGY** Environment temperate plains and urban **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill in the Pathfinder Roleplaying Game Core Rulebook) a Brabant's hooves and bite are treated as

secondary attacks. **Plodding Strength (Ex)** A Brabant's strength allows it to carry great loads and its speed is never affected by its encumbrance.

The Brabant draft horse towers over most other horses, standing 5-1/2 feet to more than 6 feet at the withers and weighing more than 2,000 lbs. They are used for carting, drafting, or in some cases, even as a warhorse. Their tails may be docked or cut to reduce interference while working.





CLYDESDALE

XP 600

N Large animal Init +4; Senses low-light vision, scent; Perception +8 DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

hp 19 (2d8+10)

Fort +8, Ref +7, Will +3

OFFENSE Speed 50 ft.

Melee 2 hooves +1 (1d6+2), bite +1 (1d4+2) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11

Base Atk +1; CMB +6; CMD 18 (22 vs. trip)

- Feats Endurance, Run^B
- Skills Perception +8
- SQ docile, plodding strength

ECOLOGY

Environment temperate plains and urban **Organization** solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

- **Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) a Clydesdale's hooves and bite are treated as secondary attacks.
- **Plodding Strength (Ex)** A Clydesdale's strength allows it to carry great loads and its speed is never affected by its encumbrance.

Clydesdales are beautiful and sturdy draft horses. They have long feathering on their lower legs to their hooves, which give them the appearance of floating instead of running. They weigh between 1,600 and 1,800 lbs with some stallions weighing more than a ton. They are typically 5-1/2 to 6 feet at the withers.

Clydesdales come in bay, chestnut, roan, and brown, but can be in any color. Most have four white lower legs and a white blaze on the face.



CR 1 DONKEY

XP 200 N Medium animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 12, touch 11, flat-footed 11 (+2 Dex) **hp** 13 (2d8+4) Fort +5, Ref +5, Will +0 **OFFENSE** Speed 35 ft. Melee 2 hooves -3 (1d3), bite -3 (1d2) **STATISTICS** Str 13, Dex 14, Con 14, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +2; CMD 14 (18 vs. trip) Feats Endurance, Run^B Skills Perception +5 SQ docile, surefooted **ECOLOGY** Environment temperate plains and urban Organization solitary, pair, or herd (3-30) Treasure none SPECIAL ABILITIES Docile (Ex) Donkey's cannot be trained for combat (see the

CR 1/2

- Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) and as such a donkey's hooves and bite are treated as secondary attacks.
- **Surefooted (Ex)** Donkeys are exceptionally surefooted and can ignore 10 feet of difficult terrain when negotiating rocky or uneven terrain.

Donkeys are the quintessential pack animal which range in size from 35 to 58 inches at the withers. They come in gray, brown, white, black and other colors.

Donkeys are surefooted, patient, stubborn and not easily spooked. Larger donkeys can be ridden; smaller donkeys may serve as cart or draft animals



DWARVEN PONY

XP 400

N Medium animal Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 17 (2d8+8)

Fort +7, Ref +6, Will +2

OFFENSE

Speed 35 ft.

Melee 2 hooves –1 (1d3+1), bite -1 (1d2+1) *STATISTICS*

Str 17, Dex 17, Con 18, Int 2, Wis 15, Cha 8 Base Atk +1; CMB +3; CMD 16 (20 vs. trip) Feats Endurance, Run^B Skills Perception +7

SQ docile, stout, surefooted, thick fur *ECOLOGY*

Environment temperate hills and mountain, and urban **Organization** solitary, pair, or herd (3–22)

Treasure none

SPECIAL ABILITIES

- **Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) a dwarven pony's hooves and bite are treated as secondary attacks.
- **Stout (Ex)** Dwarven ponies add +5 to the Strength for purposes of determining carrying capacity. They gain no attack or damage bonuses from this ability.
- **Surefooted (Ex)** Dwarven ponies are exceptionally surefooted and can ignore 10 feet of difficult terrain when negotiating rocky or uneven terrain.
- **Thick Fur (Ex)** A dwarven pony's thick fur grants it a +5 circumstance bonus to Fortitude saves against exposure to cold or hot weather/temperatures. The fur grants no resistance to fire or cold damage.

Dwarven ponies are sturdy, shaggy horses, capable of working in mines and hauling heavy loads. Heavy boned and stocky creatures, they are able to pull carts of ore or carry bags of treasure that would founder less sturdy animals, and can climb as well as goats.

Dwarven ponies come in all colors except paint, appaloosa and white. They have feathering along the legs and long manes and tails. They stand around 36 to 45 inches at the withers.

ELVEN HORSE

XP 600

N Large magical beast Init +4; Senses low-light vision, scent; Perception +6 DEFENSE

CR 2

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

hp 22 (3d10+6) Fort +6, Ref +7, Will +2 OFFENSE Speed 50 ft. Melee 2 hooves +5 (1d4+3), bite +4 (1d3+3) Space 10 ft.; Reach 5 ft. STATISTICS Str 16, Dex 18, Con 17, Int 8, Wis 13, Cha 12 Base Atk +3; CMB +7; CMD 21 (25 vs. trip) Feats Acrobatic, Endurance, Run^B

Skills Acrobatics +10, Perception +6

Languages Elven (understand only)

 ${\bf SQ}$ endurance

ECOLOGY

Environment temperate plains and deserts **Organization** solitary, pair, or herd (3–30) **Treasure** none

SPECIAL ABILITIES

Endurance (Ex) Elven horses are well known for their extraordinary endurance. An elven horse can run for a number of rounds equal to twice its Constitution before needing to rest.

The elven horse is a lightweight and beautiful steed, similar in many ways to the Bedouin type of horse. They are highly agile and capable of running tirelessly for many miles. They are more intelligent than normal horses and capable of understanding speech as well as obeying the commands of its rider, provided that the rider speaks Elvish.

Elven horses come in a variety of colors, but favorite colors of the elves are gray, white, and roan colors.



CR 1/2

HALFLING PONY

XP 200

N Medium animal Init +1; Senses low-light vision, scent; Perception +5 DEFENSE AC 11, touch 11, flat-footed 10 (+1 Dex) **hp** 13 (2d8+4) Fort +5, Ref +4, Will +0 **OFFENSE** Speed 35 ft. Melee 2 hooves -3 (1d3) **STATISTICS** Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +2; CMD 13 (17 vs. trip) Feats Endurance, Run^B Skills Perception +5 SQ docile, surefooted **ECOLOGY** Environment temperate plains and urban **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill in the Pathfinder Roleplaying Game Core Rulebook) a halfling pony's hooves are treated as secondary attacks.

Surefooted (Ex) Halfling ponies are exceptionally surefooted and can ignore 10 feet of difficult terrain when negotiating rocky or uneven terrain.

Halfling ponies are thought to be descendents of either dwarven ponies or bog ponies, being small, tough and surefooted. Their height is only 30 to 35 inches at the shoulder, making them one of the smallest working ponies.

They are shaggy ponies, but do not have the eyesight or the load capacity of the dwarven ponies. Halfling ponies are extremely good-natured and can work either as a riding pony or a draft pony.

Halfling ponies come in the same colors as dwarven ponies and have long manes and tails. Some have feathering on the legs, but most do not.

HIGHLAND PONY

XP 200

N Large animal Init +1; Senses low-light vision, scent; Perception +5 DEFENSE AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) hp 17 (2d8+8) Fort +7, Ref +4, Will +0 **OFFENSE** Speed 35 ft. Melee 2 hooves +0 (1d4+1) **STATISTICS** Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +5; CMD 16 (20 vs. trip) Feats Endurance, Run^B Skills Perception +5 SQ docile, surefooted **ECOLOGY** Environment temperate hills and plains and urban Organization solitary, pair, or herd (3-30) Treasure none SPECIAL ABILITIES Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill in the Pathfinder Roleplaying Game *Core Rulebook*) a highland pony's hooves are treated as

CR 1

secondary attacks. **Surefooted (Ex)** Highland ponies are exceptionally surefooted and can ignore 10 feet of difficult terrain when negotiating rocky or uneven terrain.

Highland ponies are very large ponies, capable of being ridden by average sized humanoids. They are stocky with long manes and tails, often in a contrasting color to their main color. They have feathered hair similar to the Clydesdale and other breeds of horses with a variety of dun shades from yellow to red to brown. They may also be solid gray, brown and black, or even bay.

These horses sometimes are primitively marked with a dorsal stripe, zebra striping down the legs, or a shoulder stripe. They are about 50 to 60 inches at the withers. They can and have been used as warhorses, but they are often used for farm work such as plowing and carrying loads.



KHYANG WILD ASS CR 1/2

XP 200

N Medium animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE

AC 12, touch 11, flat-footed 11 (+2 Dex)

hp 13 (2d8+4) Fort +5, Ref +5, Will +0

OFFENSE Speed 35 ft.

Melee 2 hooves +2 (1d3+1), bite +2 (1d2+1) **STATISTICS**

Str 13, Dex 14, Con 14, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +2; CMD 14 (18 vs. trip) Feats Endurance, Run^B Skills Perception +5 SO surefooted, thick fur

ECOLOGY

Environment temperate or cold plains and mountains **Organization** solitary, pair, or herd (3–30) Treasure none

SPECIAL ABILITIES

Surefooted (Ex) Khyangs are exceptionally surefooted and can ignore 10 feet of difficult terrain when negotiating rocky or uneven terrain.

Thick Fur (Ex) A Khyang's thick fur grants it a +5 circumstance bonus to Fortitude saves against exposure to cold weather/temperatures. The fur grants no resistance to cold damage.

The Khyang is the largest wild ass, standing about 56 inches at the shoulder. It lives in mountainous regions and open steppes. It often stays in herds and it will circle around and watch humans approach warily.

Khyangs are chestnut color with white bellies and white along the face, throat

and legs. They are very wooly and capable of handling extreme cold.

LIPIZZAN

XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) **hp** 15 (2d8+6) Fort +6, Ref +5, Will +1 **OFFENSE** Speed 60 ft. Melee 2 hooves +3 (1d4+3) Space 10 ft.; Reach 5 ft. STATISTICS Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Acrobatic^B, Endurance, Run^B Skills Acrobatics +4, Perception +6 **SQ** skilled **ECOLOGY Environment** temperate plains and urban **Organization** solitary, pair, or herd (3–12) Treasure none SPECIAL ABILITIES Skilled (Ex): The Lipizzan can learn up to 7 tricks, instead

CR 1

of the standard 6 tricks for an animal with an intelligence of 2. Alternatively, the horse can be trained for 2 general purposes instead of one, provided the total number of associated tricks does not exceed seven.

These beautiful horses are showy steeds of royalty, bred from Bedouin horses mixed with other breeds. These horses are highly intelligent and trainable, capable of learning many show tricks and special dressage moves.



ക്രക

CR 1 MINIATURE HORSE 1/4 MOORLAND PONY **XP 100 XP 400** N Small animal N Large animal Init +3; Senses low-light vision, scent; Perception +5 Init +1; Senses low-light vision, scent; Perception +5 DEFENSE DEFENSE AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) **hp** 7 (2d8-2) hp 17 (2d8+8) Fort +3, Ref +6, Will +0 Fort +7, Ref +4, Will +0 **OFFENSE OFFENSE** Speed 35 ft. Speed 35 ft. **Melee** bite +0 (1d3-2) Melee 2 hooves +0 (1d4+1) STATISTICS **STATISTICS** Str 9, Dex 17, Con 9, Int 2, Wis 11, Cha 4 Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +1; CMD 14 (18 vs. trip) Base Atk +1; CMB +5; CMD 16 (20 vs. trip) Feats Run^B, Weapon Finesse Feats Endurance, Run^B Skills Perception +5 **Skills** Acrobatics +1 (+5 when jumping), Perception +5; **SO** docile Racial Modifiers +4 Acrobatics when jumping **ECOLOGY** SQ docile, endurance **Environment** temperate plains and urban **ECOLOGY** Organization solitary, pair, or herd (3–30) Environment temperate hills and plains and urban Treasure none **Organization** solitary, pair, or herd (3–22) SPECIAL ABILITIES Treasure none Docile (Ex) A miniature horse's hooves are treated as SPECIAL ABILITIES secondary attacks. Miniature horses are not suitable for Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game* combat training. *Core Rulebook*) a moorland pony's hooves are treated as Miniature horses are a type of pony that is less than 38 secondary attacks. inches at the withers. Unsuitable for riding except by the

inches at the withers. Unsuitable for riding except by the smallest of humanoids, these horses are very friendly and are often kept as pets rather than working animals. Some people may keep them inside their homes rather than keep them in a barn or stable.

Miniature horses are more outgoing and people oriented than larger breeds.

Endurance (Ex) Moorland ponies are well known for their extraordinary endurance. a moorland pony can run for a number of rounds equal to one and half times its Constitution before needing to rest.

Moorland ponies are highly intelligent and good natured ponies about 53 to 60 inches at the withers. They're highly athletic and quick. They come in bay, gray, roan, black, chestnut, dun and palomino colors. Strong

enough to be jumped and ridden long distances, they can carry an adult rider. These ponies make excellent trail horses.



MULE

XP 400 N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6) Fort +6, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee bite -2 (1d4+1)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6 **SQ** docile, surefooted

ECOLOGY

ECOLOGI Environme

48

Environment temperate plains and mountains and urban **Organization** solitary, pair, or herd (3–12)

Treasure none

SPECIAL ABILITIES

- **Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) a mule's bite is treated as a secondary attack.
- **Surefooted (Ex)** Mules are very surefooted and can ignore 5 feet of difficult terrain when negotiating rocky or uneven terrain.

Mules are a cross between a male donkey and a female horse. Their counterparts, hinnies, are crosses between a female donkey and a male horse.

Mules are sterile, but carry traits from both parents. They are surefooted, patient, stubborn, not easily spooked and have the vigor and stamina of the horse. They can be any size or color, but the hinny is limited by the size of the donkey mare. Larger mules can be ridden; smaller mules may serve as cart or draft animals

CR 1 MUSTANG

CR 1

XP 400 N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) **hp** 15 (2d8+6) Fort +6, Ref +5, Will +1 **OFFENSE** Speed 50 ft. **Melee** 2 hooves +3 (1d4+3), bite +3 (1d4+3) Space 10 ft.; Reach 5 ft. **STATISTICS** Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Perception +6 **SQ** burst of speed, fiery spirit **ECOLOGY Environment** temperate plains and mountains and urban **Organization** solitary, pair, or herd (3–12) Treasure none

SPECIAL ABILITIES

- **Burst of Speed (Ex)** Once per day, the mustang can increase its speed to 65 feet. It can maintain this speed for distances up to one mile (about 20 consecutive rounds at a run). No matter how far the mustang runs at this speed, immediately after slowing or stopping it must make a DC 12 Constitution check (with the +4 bonus from Endurance). If the check succeeds the horse is fine and can move at normal speeds, including normal run speeds the rest of the day. If the check fails, the horse is winded and can take no more than a double move the rest of the day, and cannot charge.
- **Fiery Spirit (Ex)** Add 5 to the DC of all Handle Animal skill checks for riders, handlers and trainers

Feral horses such as mustangs are horses that came from domesticated stock but have since escaped into the wild and allowed to roam free and breed true. These horses are usually average size and may be any

color, including pinto.

Mustangs are shy and cagey. They are willing to run when faced with predators or people. Some

in digenous peoples have c a p t u r e d them and trained them for riding.

ਗ਼

PERCHERON

XP 600

N Large animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)

hp 19 (2d8+10)

Fort +8, **Ref** +6, **Will** +3

OFFENSE Speed 50 ft.

Melee 2 hooves +3 (1d6+3), bite +2 (1d4+3) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 25, Dex 16, Con 21, Int 2, Wis 17, Cha 11

Base Atk +1; CMB +8; CMD 19 (23 vs. trip)

- Feats Endurance, Run^B
- Skills Perception +8
- ${\bf SQ}$ docile, plodding strength

ECOLOGY

Environment temperate plains and urban **Organization** solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

- **Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) a percheron's hooves and bite are treated as secondary attacks.
- **Plodding Strength (Ex)** A percheron's strength allows it to carry great loads and its speed is never affected by its encumbrance.

Percherons are large, heavy draft horses in either gray or black colors. These horses top out at 60 to 76 inches tall at the withers and may weigh as much as 2,600 pounds. They are tireless workers and are capable of both carrying stout loads and pulling heavily-laden carts.

QUARTER HORSE

XP 400

N Large animal Init +4; Senses low-light vision, scent; Perception +6 DEFENSE AC 13, touch 13, flat-footed 9 (+4 Dex, -1 size) hp 15 (2d8+6) Fort +6, Ref +7, Will +1 OFFENSE Speed 50 ft. Melee 2 hooves -2 (1d4+1), bite -2 (1d4+1) Space 10 ft.; Reach 5 ft. STATISTICS

CR 1

Str 16, Dex 19, Con 17, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 19 (23 vs. trip) Feats Endurance, Run^B Skills Perception +6

SQ burst of speed

ECOLOGY

Environment temperate plains and mountains and urban **Organization** solitary, pair, or herd (3–30)

Treasure none SPECIAL ABILITIES

Burst of Speed (Ex) Once per day, the quarter horse can increase its speed to 70 feet. It can maintain this speed for distances up to one quarter mile (about 5 consecutive rounds at a run). No matter how far the quarter horse runs at this speed, immediately after slowing or stopping it must make a DC 12 Constitution check (with the +4 bonus from Endurance). If the check succeeds the horse is fine and can move at normal speeds, including normal run speeds the rest of the day. If the check fails, the horse is winded and can take no more than a double move the rest of the day, and cannot charge.

Quarter horses are blocky, strong working horses, able to run fast in a quarter mile (hence the name). Originally developed by indigenous peoples, the quarter horse is recognized as being the best horse to work cattle, sheep and other livestock. Highly intelligent and capable of quick cutting and turning, quarter horses are able to follow commands of their rider through leg and rein pressure.

RANGER HORSE

XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE

AC 13, **touch** 13, **flat-footed** 9 (+4 Dex, -1 size)

hp 15 (2d8+6) Fort +6, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee 2 hooves +3 (1d4+3), bite +3 (1d4+3) Space 10 ft.; Reach 5 ft.

STATISTICS Str 16, Dex 15, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6, Tracking +9

SQ tracking ECOLOGY

Environment temperate plains and mountains and urban **Organization** solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Tracking (Ex) Ranger horses are capable of tracking people even over rocky, barren ground. They receive a +8 bonus to Survival checks when tracking by scent.

Ranger horses are highly intelligent animals capable of following a trail even through some of the most rugged terrain. They are able to understand commands and are highly trainable, and will often assess the situation and make decisions based on their own reasoning. They will aid the ranger whenever they can.

These horses are about average size and speed and have no distinguishing characteristics, but may be spotted like an appaloosa.

SLEIPNIR

XP 4,800 CG Large outsider

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +11

CR 7

DEFENSE

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

hp 62 (5d10+35)

Fort +11, **Ref** +9, **Will** +4

DR 5/evil; Resist acid 10, cold 10, fire 10

OFFENSE

- Speed 80 ft.
- **Melee** 4 hooves +13 (1d6+9), bite +13 (1d4+9)

Special Attack smite evil

Space 10 ft.; Reach 5 ft. Spell-Like Abilities (CL 9th)

At Will – fly (DC 18), plane shift (DC 20)

STATISTICS

Str 29, Dex 20, Con 25, Int 12, Wis 17, Cha 19

Base Atk +5; CMB +15; CMD 28 (36 vs. trip)

Feats Endurance, Power Attack, Run

Skills Acrobatics +11, Fly +11, Knowledge (planes) +9, Knowledge (religion) +9, Perception +11, Sense Motive +11, Stealth +11

Languages Celestial, Common (understand only) ECOLOGY

Environment Outer Planes

Organization unique

Treasure none

SPECIAL ABILITIES

Smite Evil (Su): *Smite evil* 1/day as a swift action (add +4 to attack, +5 to damage; against evil foes; smite persists until target is dead or Sleipnir rests).

Sleipnir is the eight-legged horse of the All-Father. He is gray in color and can travel between planes of existence, most commonly his home plane, the Material Plane and the Abyss. He is faster than any mortal horse because of his eight legs. When he isn't carrying the All-Father, Sleipnir carries souls of the dead to their resting place, whether that is the All-Father's realm or the Abyss.





TAKI WILD HORSE

XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) hp 15 (2d8+6) Fort +6, Ref +5, Will +1 OFFENSE Speed 50 ft. Melee 2 hooves +3 (1d4+3), bite +3 (1d4+3) Space 10 ft.; Reach 5 ft.

Space 10 n.; STATISTICS

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6

SQ fiery spirit, surefooted

ECOLOGY

Environment temperate plains and hills and urban **Organization** solitary, pair, or herd (3–12)

Organization solitary, pair, or nero

Treasure none SPECIAL ABILITIES

Fiery Spirit (Ex) Taki are exceptionally head strong. Add 10 to the DC of all Handle Animal skill checks for riders, handlers and trainers

Surefooted (Ex) Taki are very surefooted and can ignore 5 feet of difficult terrain when negotiating rocky or uneven terrain.

Unlike mustangs, Taki horses are actually ancestors to the domesticated horse. They are a little shorter and much stouter than domesticated horses and are a brown or dun color. Their manes are stiff and stand upright, like a zebra.

These horses are shy and cagey. They're willing to run when faced with predators or people. Some nomadic tribes have captured and tamed these horses, but most cannot be broken for riding.

TARPAN

XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) hp 15 (2d8+6) Fort +6, Ref +5, Will +3

OFFENSE Speed 50 ft.

Melee 2 hooves +3 (1d4+3), bite +3 (1d4+3) **Space** 10 ft.; **Reach** 5 ft. *STATISTICS*

Str 16, Dex 14, Con 17, Int 2, Wis 16, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Perception +8

SQ fiery spirit

ECOLOGY

Environment temperate plains and hills and urban **Organization** solitary, pair, or herd (3–12)

Treasure none

SPECIAL ABILITIES

Fiery Spirit (Ex) Add 10 to the DC of all Handle Animal skill checks for riders, handlers and trainers

The Tarpan is a wild horse commonly found in the grassy steppes. These horses aren't feral domesticated horses, but are closely related to Taki wild horses. Tarpans come in a gray or smoky dun color with dark face and legs. Their mane and tail are light colored or flaxen with a dorsal dark stripe running through the center. Their manes are semi-erect.

Tarpans can be ridden, but they do not follow commands well. They stand 52 to 56 inches at the shoulder, making them about pony-sized. They do not deal with harsh handling well and may refuse to work with the person who tries to coerce them. They are highly intelligent and independent.

CR 1

THOROUGHBRED

XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 17 (2d8+8) Fort +7, Ref +5, Will +1

OFFENSE

Speed 60 ft.

Melee 2 hooves -2 (1d4+1) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, Dex 14, Con 18, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Perception +6

SQ endurance, docile

ECOLOGY

Environment temperate plains and hills and urban **Organization** solitary, pair, or herd (3–30) **Treasure** none

SPECIAL ABILITIES

- **Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) a thoroughbred's hooves are treated as secondary attacks.
- **Endurance (Ex)** Thoroughbred horses are well known for their extraordinary endurance. A thoroughbred horse can run for a number of rounds equal to twice its Constitution before needing to rest.

The quintessential racehorse, the thoroughbred is a "warm blood" destined for speed and races. These horses were bred from stock from Bedouin tribes but the breeding focused primarily on speed.

Thoroughbreds are very powerful but can range in temperament from ill-tempered to gentle, depending on the animal and the breeding. Many thoroughbreds are often injured in races, so may not be sound if sold as ex-racehorses. They are good jumpers as well as racers.

TOKARA PONY

XP 400 N Large animal Init +1; Senses low-light vision, scent; Perception +5 DEFENSE AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) hp 17 (2d8+8) Fort +7, Ref +4, Will +0 **OFFENSE** Speed 35 ft. Melee 2 hooves -1 (1d4+1) **STATISTICS** Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +5; CMD 16 (20 vs. trip) Feats Endurance, Run^B Skills Perception +5 SQ docile, endurance **ECOLOGY** Environment temperate hills and plains and urban Organization solitary, pair, or herd (3-12) Treasure none SPECIAL ABILITIES Docile (Ex) Unless specifically trained for combat (see the

CR 1

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook*) a Tokara pony's hooves are treated as secondary attacks.

The Tokara ponies are found on eastern islands and are used for riding and light cart work. These ponies stand about 48 inches at the shoulder and come in a variety of solid colors from chestnut to brown to black to white.

Samurai sometimes use Tokara as warhorses.



UNDEAD HORSES

The three most widely known types of undead horses are the ghost horse, the skeletal horse and the zombie horse. All three can be created from any horse of the animal type, but the reanimation process strips them of any former special abilities, attacks or powers so that all are nearly identical, with size being the main variant.

GHOST HORSE

CR 3

XP 800 CE Large undead (incorporeal) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +14 DEFENSE AC 12, touch 12, flat-footed 10 (+1 deflection, +2 Dex, -1 size) hp 11 (2d8+2) Fort +7, Ref +5, Will +1 Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits **OFFENSE Speed** fly 30 ft. (perfect) Melee corrupting touch +3 (3d6, Fort, DC 12) Space 10 ft.; Reach 5 ft. STATISTICS Str -, Dex 14, Con -, Int 2, Wis 13, Cha 12 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Fly +10, Perception +14, Stealth +9; Racial Modifiers +8 Perception, +8, Stealth **ECOLOGY Environment** temperate plains and deserts **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Corrupting Touch (Su) By passing part of its incorporeal body (usually its hooves) through a foe's body as a standard action, the ghost horse inflicts 3d6 damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms

of damage reduction. A DC 12 Fortitude save halves the damage.

Ghost horses often appear along with their ghost riders. These horses are capable of running on their own, however, and frightening unsuspecting people.



These horses can appear and disappear at will and tend to cause havoc among livestock and herds. They tend to wander deserted areas such as moors and forests, rather than haunt populated areas.

Often, the means to permanently destroy a ghost horse is tied to its ghost rider, if it has one, though they can be destroyed separately.

SKELETAL (BURNING) HORSE CR 2

XP 600

NE Large undead Init +8; Senses low-light vision, scent; Perception +0 Aura fierv aura DEFENSE AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size) **hp** 11 (2d8+2) Fort +0, Ref +4, Will +3 DR 5/bludgeoning; Immune fire, undead traits Weaknesses vulnerability to cold **OFFENSE** Speed 50 ft. Melee 2 hooves +7 (1d6+7 plus 1d6 fire), bite +7 (1d4+7 plus 1d6 fire) Space 10 ft.; Reach 5 ft. **STATISTICS** Str 25, Dex 18, Con -, Int -, Wis 10, Cha 12 Base Atk +1; CMB +8; CMD 20 (24 vs. trip) Feats Improved Initiative **SQ** fiery death ECOLOGY Environment temperate plains and urban **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Fiery Aura (Ex) Creatures adjacent to a burning skeletal horse take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an

unarmed strike or natural attack takes 1d6 points of fire damage. **Fiery Death (Su)** A burning skeletal horse explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire

damage. A DC 12 Reflex save halves this damage.



Skeletal horses are created in the same manner that humanoid skeletons are - via the animate dead spell. They are often used as mounts for skeletal champions or necromancers. There are other variants of skeletal horses, such as the bloody horse skeleton, just as there are of humanoid skeletons. In fact, most skeletal horses are of the bloody or burning variety rather than standard. It is almost impossible to tell the original breed type of a skeletal horse. ZOMBIE HORSE XP 200 NE Large animal Init +3; Senses low-light vision, scent; Perception +6 DEFENSE AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural,-1 size) hp 22 (4d8+4) Fort +0, Ref +3, Will +4 Immune undead traits **OFFENSE** Speed 60 ft. Melee 2 hooves +6 (1d4+4), slam +6 (1d8+4) Special Attack quick strike Space 10 ft.; Reach 5 ft. STATISTICS Str 18, Dex 16, Con -, Int -, Wis 10, Cha 10 Base Atk +3; CMB +8; CMD 21 (25 vs. trip) Feats Toughness **ECOLOGY** Environment temperate plains and hills and urban **Organization** solitary, pair, or herd (3–12) Treasure none SPECIAL ABILITIES Quick Strikes (Ex) When a zombie horse takes a fullattack action, it can make one additional slam attack or hoof attack at its highest base attack bonus. The frightening zombie horse is created with the traits of a fast zombie, making these undead creatures truly horrific. They appear as whatever breed they were in life, but often have gaping, open wounds, or are missing large pieces of fur and flesh, or have bloated, distended abdomens. They have empty eye sockets, and eerie reddish light takes the place of their eyes.

Zombie horses are kept as warhorses by evil priests and necromancers, and sometimes by vampire lords or ghoul kings.

VIKING PONY

XP 200

N Large animal Init +1; Senses low-light vision, scent; Perception +5 DEFENSE AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) hp 17 (2d8+8) Fort +7, Ref +4, Will +0; +2 vs. fear **OFFENSE** Speed 35 ft. Melee 2 hooves +0 (1d4+1) **STATISTICS** Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 7 Base Atk +1; CMB +5; CMD 16 (20 vs. trip) Feats Endurance, Run^B Skills Perception +5 **SQ** docile, surefooted, thick fur **ECOLOGY** Environment temperate hills and plains and urban Organization solitary, pair, or herd (3–12) Treasure none SPECIAL ABILITIES Docile (Ex) Unless specifically trained for combat (see the

CR 1

Handle Animal skill in the Pathfinder Roleplaying Game Core Rulebook) a Viking pony's hooves are treated as secondary attacks.

Surefooted (Ex) Viking ponies are exceptionally surefooted and can ignore 10 feet of difficult terrain when negotiating rocky or uneven terrain.

Thick Fur (Ex) A Viking pony's thick fur grants it a +5 circumstance bonus to Fortitude saves against exposure to cold weather/temperatures. The fur grants no resistance to cold damage.

Viking ponies are tough cold weather horses. They are heavy-boned and stout, standing 52 to 56 inches at the shoulder. They come in all colors except spotted and are very calm, not easily spooked. They are not fast, but they are dependable and surefooted.



WARHORSES

Warhorses are horses or ponies capable of carrying warriors and knights into battle. They're trained for combat, conditioned to charge into a battle without spooking or running away.

These horses often wear armor (barding) and are capable of attacks on their own. They can be any color and even any breed or mix breed of horse as long as it suits the warrior. Some horsebreeders have taken to mixing various breeds to create the perfect war horse or war pony that is a distinct breed from any other.

WARHORSE, HEAVY

CR 2

XP 600

N Large animal **Init** +3; **Senses** low-light vision, scent; **Perception** +8 **DEFENSE AC** 14, **touch** 12, **flat-footed** 11 (+3 Dex, +2 natural, -1

size) **hp** 19 (2d8+10)

Fort +8, **Ref** +6, **Will** +3; +2 vs. fear

OFFENSE

Speed 50 ft.

Melee 2 hooves +7 (1d6+7), bite +7 (1d4+7) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 25, Dex 16, Con 21, Int 2, Wis 17, Cha 11 Base Atk +1; CMB +8; CMD 19 (23 vs. trip)

Feats Endurance, Run^{B}

Skills Perception +8

SQ combat trained, plodding strength ECOLOGY

Environment temperate plains and urban **Organization** solitary, pair, or herd (3–12) **Treasure** none

SPECIAL ABILITIES

Combat Trained (Ex) A warhorse has been specially trained for combat. They are capable of fighting on their own without command from their rider, and are less likely to spook and flee the battleground. **Plodding Strength (Ex)** A warhorse's strength allows it to carry great loads and its speed is never affected by its encumbrance.

WARHORSE, LIGHT CR 1

XP 400

N Large animal Init +2; Senses low-light vision, scent; Perception +6 DEFENSE AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) **hp** 17 (2d8+8) Fort +7, Ref +5, Will +1 **OFFENSE** Speed 60 ft. **Melee** 2 hooves +3 (1d4+3), bite +3 (1d3+3) Space 10 ft.; Reach 5 ft. STATISTICS Str 16, Dex 14, Con 18, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B Skills Perception +6 **SQ** combat trained, plodding strength **ECOLOGY** Environment temperate plains and hills and urban **Organization** solitary, pair, or herd (3–30) Treasure none SPECIAL ABILITIES Combat Trained (Ex) A warhorse has been specially trained for combat. They are capable of fighting on their own without command from their rider, and are less likely to spook and flee the battleground. **Plodding Strength (Ex)** A warhorse's strength allows

Plodding Strength (Ex) A warhorse's strength allows it to carry great loads and its speed is never affected by its encumbrance.

WAR PONY

CR 1

XP 400 N Medium animal Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +7 DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 17 (2d8+8) Fort +7, Ref +6, Will +2

OFFENSE **Speed** 35 ft. **Melee** 2 hooves +4 (1d3+3), bite +4 (1d2+3)

STATISTICS Str 17, Dex 17, Con 18, Int 2, Wis 15, Cha 8 Base Atk +1; CMB +3; CMD 16 (20 vs. trip) Feats Endurance, Run^B Skills Perception +7

SQ combat trained, plodding strength *ECOLOGY*

Environment temperate hills and mountain, and urban **Organization** solitary, pair, or herd (3–22)

Treasure none

SPECIAL ABILITIES

- **Combat Trained (Ex)** A war pony has been specially trained for combat. They are capable of fighting on their own without command from their rider, and are less likely to spook and flee the battleground.
- **Plodding Strength (Ex)** A war pony's strength allows it to carry great loads and its speed is never affected by its encumbrance.



Chapter 4 - Cear

MUNDANE EQUIPMENT

Backpack, **Dog**: A dog backpack is a leather backpack, similar to the one worn by many adventurers, but designed to fit on a dog's back using harness-like straps around the legs and abdomen of the dog. The straps are adjustable so the harness can fit dogs of different sizes. It holds the same amount of gear an ordinary backpack holds.

Bell, Collar: A bell on a cat's collar helps keep the cat from preying on wildlife while the cat is outdoors. The bell alerts wildlife such as birds and rodents to the cat's whereabouts and keeps the cat from ambushing the rodents. Some owners attach them to a cat's collar for purely aesthetic reasons.

Bits: Most horses require a bit for control. Bits are generally either curb or ring and snaffle, or a variation thereof. Most bits are steel or iron, but in the case of primitive cultures they may be made of bronze or even copper. The most expensive bits are made with decorative silver or gold inlays.

Blanket, Bareback: A bareback blanket is a pad that may or may not have stirrups and a cinch attached. It is intended to cushion the rider as he or she rides.

Blanket, Saddle: A saddle blanket sits beneath the saddle to prevent the saddle from chafing the riding dog or horse. Typically made from wool, skins or other natural fibers, it protects the animal as well as providing cushion.

Bridle: A bridle is usually made of leather but sometimes rope or even chain links. It includes the headstall that holds the bit and the leather or rope reins.

Bridle, Hackamore: The hackamore is a type of bridle that does not utilize a bit, and is sometimes called a "bitless" bridle. It is most commonly used with riding dogs, but some cultures also use them with horses, especially younger horses still in training. The hackamore includes leather or rope reins.

Cat Bed: Cats enjoy a soft round bed in the form of a pillow, but may disdain it if there is a warm humanoid present to curl up with.

Cat Gym: If cats are kept indoors, they usually need a place to exercise and play. These trees and gyms are made of wood, with cloth or rope wrapping the supports so the cats can climb and scratch to their hearts' content. They may have hammocks or wooden platforms so the cats can sit on them. They may have several toys dangling off of them. They can be very simple or elaborate, depending on the owner's tastes.

Cat Harness: Cats are natural escape artists when it comes to collars, so some cat lover created the cat harness to be able to walk their cats on a leash. The harness is usually made of leather and has a small metal hoop for attaching a leash. Note that some cats can slip out of poorly constructed ones as well.

Cat Litter: Cat litter enables owners to keep their cats inside permanently or for long lengths of time. This litter is usually a mix of clay from quarries and/or sawdust. It comes in 5-pound bags.

Cat Litter Box: Cat litter boxes hold cat litter. Basically it's where the cat does its business and it stinks to high heaven if not cleaned out daily. See cat litter scoop, below.

Cat Litter Scoop: Cat litter scoops are used to clean out clumped together litter from a litter box. Nobles and wealthy merchants have a servant do this.

Catnip: Catnip comes from the plant *Nepeta cateria*, but there are many species of *Nepeta* that cause a similar reaction in cats, including catmint and catwort. It works as an aphrodisiac for cats, by pleasantly stimulating the cat's pheromone receptors, causing brief euphoria. Catnip does not work on all cats (about 1/4 are immune to its effects) and will not work on young kittens. It will, however, work on cats of all sizes and types, and even on cats that are magical beasts or outsiders (though not on undead cats) for a short while without harming them. Cats can build up a resistance to catnip with constant exposure.

It is said that even the very rare werecat can be affected by catnip.

CATNIP

Type drug, inhaled; **Save** Fortitude DC 11 **Frequency** 1/minute for 2 minutes **Initial Effect** 1 Wis damage **Secondary Effect** 1d3 Wis damage **Cure** 2 consecutive saves

Note that Wisdom damage from catnip returns at a rate of 1 point per hour. Any cat that makes its saving throw on its very first three exposures to catnip is considered immune to its effects. Any cat affected by catnip that later makes three consecutive saves gains a +2 resistance bonus to future saves against catnip.

Catnip Mouse: Cats aren't stupid and know the difference between a stuffed mouse and a real one, so people put catnip in the stuffed ones so the cat will play with it.

Clockwork Mouse: The clockwork mouse is a small toy made of metal in the shape of a mouse. It has tiny wheels instead of legs. A key in mouse's back is turned, winding up the clockwork gears and springs inside, and when set down, the mouse takes off. Hopefully the cat will chase it. The clockwork mouse cannot turn corners or change directions. If it hits an object, it stops. One winding provides it 1 minute of running time.

TABLE 4-1: MUNDANE EQUIPMENT

Item	Cost	Weight
Backpack, Dog	2 gp	2 lbs.
Bell, Collar	5 sp	-
Bit, Bronze or Copper	7 sp	1/2 lbs.
Bit, Gold	15 gp	1/2 lbs.
Bit, Iron or Steel	1 gp	1/2 lbs.
Bit, silver	5 gp	1/2 lbs.
Blanket, Bareback	7 sp	2 lbs.
Blanket, Saddle	8 sp	2 lbs.
Bridle	1 gp	1/2 lbs.
Bridle, Hackamore	7 sp	1/2 lbs.
Cat Bed	1 sp	-
Cat Gym	2-10 gp	5-100 lbs.
Cat Harness	$5 \mathrm{sp}$	-
Cat Litter	5 cp	5 lbs.
Cat Litter Box	2 sp	2 lbs.
Cat Litter Scoop	1 sp	1/2 lb.
Catnip (per dose)	10 sp	-
Catnip Mouse	1 sp	_
Clockwork Mouse	10 gp	-
Collar, Gold	25 gp	_
Collar, Leather	15 sp	-
Collar, Silver	15 gp	_
Collar, Studded Leather	3 gp	-
Collar & Harness, Dog	8 gp	3 lbs.
Collar & Harness, Horse	10 gp	5 lbs.
Feather toy	3 cp	_
Feed	5 cp	10 lbs.

Collar: Cat and dog collars come in a variety of types and styles, but leather, studded leather, gold and silver are the most common. Some collars, such as those made from gold and silver, are purely decorative. Leather and studded leather collars have a metal ring that a leash can be attached to.

Collar and Harness: The collar and harness is used for plowing and heavy drafting, fitting a heavy neck collar, traces and harness on the dog or horse to hook into guide poles or the plow. The collar and harness can also be used on other draft animals, such as oxen.

Feather Toy: Cats love the movement of the feathers, making these simple toys a great amusement. Most cats enjoy playing with them, but they can accidently scratch the person who entices them with it.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves when grass is available, but for times when it isn't, or to supplement a diet of grass, feed is available in 10-pound bags. It usually consists of

oats, alfalfa or a mix of the two. Feed can also be

Item	Cost	Weight
Fishing toy	2 sp	-
Halter	6 sp	1/2 lbs.
Harness, Sleigh or Wagon, Dog	8 gp	5 lbs.
Harness, Sleigh or Wagon, Horse	10 gp	8 lbs.
Horseshoe, Single	5 cp	1/4 lbs.
Horseshoes, Set of Four	18 cp	1 lb.
Leash, Chain	15 sp	1 lb.
Leash, Leather	$5 \mathrm{sp}$	1/2 lbs.
Muzzle, Small	7 gp	1/4 lbs.
Muzzle, Large	10 gp	1/2 lbs.
Nail Clippers	3 gp	-
Panniers/Saddlebags, Dog	3 gp	5 lbs.
Panniers/Saddle bags, Horse	4 gp	8 lbs.
Pet Food (per week)	2 sp	5 lbs.
Rawhide Chew	1 gp	-
Saddle, Dog, Military	15 gp	20 lbs.
Saddle, Dog, Pack	$5\mathrm{gp}$	10 lbs.
Saddle, Dog, Riding	8 gp	15 lbs.
Saddle, Dog, Trail	10 gp	15 lbs.
Saddle, Military	20 gp	30 lbs.
Saddle, Pack	5 gp	15 lbs.
Saddle, Riding	10 gp	25 lbs.
Saddle, Trail	15 gp	25 lbs.
Scratchers	1 gp	5 lbs
Scrollcase Harness	4 gp	2 lbs.
Tack	2 gp	1 lb.
Whistle, Training	5 gp	-

hay, which is a nutritious grass such as alfalfa, clover or ryegrass.

Fishing Toy: Fishing toys are toys suspended from a line tied to a stick. The toy at the end is usually a catnip mouse, feather, bit of fur or something else to entice the cat.

Halter: Halters fit the horse's head similar to a bridle but they have no bits and little control except as a way to lead the horse around.

Harness, Sleigh or Wagon: The sleigh or wagon harness is similar to the collar and harness and is made to be put on a horse or dog to attach to the sleigh or wagon hitches. One harness is needed for each animal if more than one are used to pull the sleigh or wagon.

Horseshoes: Horseshoes are used to prevent hoof wear. Horseshoes usually need to be replaced every 6 weeks or when the shoe wears out or the horse throws a shoe. Not all cultures shoe their horses, opting to trim and lubricate the hoof rather than use shoes. Regardless of the method, horses need hoof care or shoeing from

farriers. The price of the shoes does not include the labor cost for the farrier.

Horses that lose a horseshoe find their movement cut in half. Those that lose two or more shoes have their movement reduced to 1/4 normal movement.

Leash: Leashes come in two varieties – leather and chain. A leather leash is a stout length of flexible saddle leather, about 5 feet long. It is functional and lightweight, but dogs can sometimes chew through them, and they can be easily cut.

A chain leash is a 5 feet long length of iron chain. It is heavier than a leather leash, but impossible for dogs to chew through and much harder for others to break or cut through.

Muzzle: A muzzle is a chain and/or leather harness that fits over a cat or dog's snout. When properly fastened, the animal can only open its mouth enough to drink water and growl or hiss, but it cannot bite or make any other noise. A small muzzle can be adjusted to fit a Tiny- or Small-sized animal while a large muzzle can be adjusted to fit a Medium- or Large-sized animal.

Nail Clippers: Nail clippers are scissors that can trim the claws of a cat or dog, making them less dangerous and less likely to destroy furniture. An animal that has a claw attack suffers a -3 penalty to damage if its claws are kept trimmed.

Panniers/Saddlebags: Panniers or saddlebags come in a variety of sizes and are made to either be slung over the saddle horn or tied behind the saddle's cantle.

Pet Food: Cats and dogs are obligate carnivores, meaning that they must eat meat every day to survive. Even so, there are pet foods designed for those who bring their cats or dogs on trips or cannot have or do not wish their pets or familiars to roam. This food is a mix of preserved meat or canned meat (if available). The animal, especially cats, may or may not eat it, especially if the food is old or the animal is finicky.

Rawhide Chew: This dog toy is made from rawhide leather, usually formed into the shape of a bone or stick. Dog trainers use the chews as rewards for good training sessions. Note: this is not food, though the rawhide pieces chewed off by the dog can be safely consumed.

Saddle, Dog: Dog saddles are similar to saddles for horses and ponies, but are obviously smaller and are designed specifically for a dog's unique anatomy. Otherwise, the saddles function exactly the same as military, riding or trail saddles for horses.

Saddle, Military: This saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle.

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the animal can carry, according to its Strength.

Saddle, Riding: A riding saddle is a lightweight saddle without a pommel or horn and made for riding, hunting, racing, jumping and dressage. Riders who use this type of saddle tend to keep their knees fairly bent and steer using pressure on the bit and with knee pressure.

Saddle, Trail: A trail saddle is a heavier saddle made for hard trail riding, working stock and other ranch or farm-type duties. It has a pommel or horn in front and a higher-backed cantle. Riders who use trail saddles tend to keep their legs fairly straight, neck rein the horse, and will use knee pressure to steer as well. It provides some stability for the rider, granting a +1 circumstance bonus on Ride checks related to staying in the saddle.

Scratchers: Cat scratchers or cat trees are designed to stand upright with cloth or rope affixed to it. A cat scratches this instead of furniture or other items.

Scrollcase Harness: A scrollcase harness is a special leather harness that has two hard leather or bone scrollcases attached to it. The harness is fitted to a dog and adjusted to the dog's size. The dog can then carry extra scrolls, maps or other small items in the cases for its master.

Tack: The standard type of bit and bridle used with riding horses does not work for dogs. A special bridle and harness of leather, with leather reins allows a riding dog to be directed with ease and comfort for both the dog and rider.

Whistle, Training: A training whistle is used by dog trainers and handlers to help in training, using the sound to emphasize commands or to call dogs over long distances. It is usually brass or tin. Using the training whistle grants the user a +1 circumstance bonus to Handle Animal checks when training dogs.

BARDING

TABLE 4-2: BARDING

Size	Cost	Weight
Small	x2	x 1/2
Medium	X2	X1
Large	X4	x2

Barding is armor for a dog, horse or pony. Any type of armor in the Equipment section of the *Pathfinder Roleplaying Game Core Rulebook* can be acquired as barding for a dog, horse or pony, as can the armor in our other books, such as *Paths of Power* or *Luven Lightfinger's Gear and Treasure Shop*. The cost and weight of the barding is figured using the multipliers in Table 4-2: Barding, above. Cats do not take well to barding. They will either somehow slip out of it or will completely refuse to follow commands, unless a spell such as *charm animal* is used.

Just as with armor worn by humanoids, barding can be constructed as masterwork quality for the standard extra 150 gp. Likewise, any type of barding can be crafted as magical armor using the same rules for crafting magical armor for humanoids.

TRANSPORT

TABLE 4-3: TRANSPORT

Item	Cost	Weight
Carriage, Four-wheeled	100 gp	600 lbs.
Carriage, Two-wheeled	75 gp	300 lbs.
Cart	15 gp	200 lbs.
Chariot	15 gp	50 lbs.
Dog Cart	10 gp	45 lbs.
Dog Sled, Single	7 gp	25 lbs.
Dog Sled, Tandem	10 gp	45 lbs.
Dog Sled, Team	15 gp	65 lbs.
Sled	20 gp	300 lbs.
Sleigh, Single	75 gp	200 lbs.
Sleigh, Tandem	100 gp	350 lbs.
Sleigh, Team	150 gp	500 lbs.
Travois, Large	3 gp	9 lbs.
Travois, Medium	2 gp	5 lbs.
Travois, Small	1 gp	3 lbs.
Wagon, Tandem	$35~{ m gp}$	400 lbs.
Wagon, Team	50 gp	600 lbs.

Carriage, Four-wheeled: The four-wheeled carriage can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. Horses pulling a carriage suffer a -5 penalty to Reflex saves, Dexterity-based skill checks and attack rolls. A carriage can move up to 2 miles per hour or 16 miles per day.

Carriage, Two-wheeled: The two-wheeled carriage can transport as many as 3 people, including a single driver. They can have enclosed cabs, but often are open to the elements. Horses pulling a carriage suffer a -5 penalty to Reflex saves, Dexterity-based skill checks and attack rolls. A carriage can move up to 2 miles per hour or 16 miles per day.

Cart: This is a 2-wheeled carriage that is pulled by a single horse or pony. It may or may not have seats. Average speed in a cart varies, but is generally around 2 miles per hour or 16 miles per day, at a walk with a full

load. An animal pulling a cart cannot run, and suffers

a -5 penalty to Reflex saves, Dexterity-based skill checks and attack rolls.

Chariot: Chariots are used in racing and in war. The driver typically stands on the platform of the chariot. Chariots may have one, two or four horses pulling it and may have two or four wheels. Horses pulling a chariot suffer a -5 penalty to Reflex saves, Dexterity-based skill checks and attack rolls. A chariot can move up to 3-1/2 miles per hour or 28 miles per day.

Dog Cart: Not to be confused with the 2-wheeled, 2 seat carriage of the same name that is pulled by a single horse or pony, the dog cart is a small 2-wheeled cart that can be pulled by a single Medium-sized canine. It has no seats, as the handler walks alongside the dog instead of riding. Halflings and gnomes commonly employ dog carts with appropriate sized dogs to haul goods through villages and cities, or around farms.

A dog pulling a dog cart suffers a -5 penalty to Reflex saves, Dexterity-based skill checks and attack rolls. A dog pulling a dog cart can move up to 2 miles per hour or 16 miles per day.

Dog Sled: Dog sleds come in three primary varieties: single, tandem and team. Typically, one of the dog breeds bred for sledding will pull a dog sled. A single sled can be pulled by one sled dog, a tandem sled is pulled by two dogs side-by-side and a team sled is pulled by a team of 4 to 8 sled dogs. Each sled comes with the appropriate harnesses and equipment. A single or tandem sled can move up to 3 miles per hour or 24 miles per day, while a team sled can move up to 2 miles per hour or 16 miles per day.

Sled: This is a wagon on runners for snow and ice travel. In general, two horses (or other beasts of burden) draw it.

Sleigh: Sleighs are similar to carts or carriages, depending on the size. They are made to cross snow and ice on runners instead of wheels. A sleigh requires a harness to hitch to the sleigh. Sleighs come in one-, twoor multiple-horse configurations. One or two horses will pull a two person sleigh; two or more of horses may pull a 4 person sleigh. Sleighs larger than 4-person sleighs require larger teams. A single or tandem sleigh can move up to 3 miles per hour or 24 miles per day, while a team sleigh can move up to 2 miles per hour or 16 miles per day.

Travois: A travois is an ancient form of transportation that predates the invention of the wheel, yet which is still in common use by many. It is essentially two long poles, bound together at one end with rawhide and the other ends spread apart to form a "V" or "X". A webbed net or basket made of leather, rawhide or some other material creates a platform between the two poles on which items can be placed. The travois is attached to the dog or horse via a padded leather harness, and the point of the "V" rests on the animal's back.

A Small travois can hold up to 50 lbs. of gear, a Medium travois can hold up to 100 lbs. of gear, and a Large travois can hold up to 200 lbs. of gear. An animal pulling a travois cannot run, and suffers a -5 penalty to Reflex saves, Dexterity-based skill checks and attack rolls. A dog or horse pulling a travois can move up to 2 miles per hour or 16 miles per day.

Wagon: Wagons are made to haul people or goods and require a harness to hitch to the wagon. Wagons come in two or multiple horse configurations. A wagon can move up to 2 miles per hour or 16 miles per day.

MAGIC ITEMS

TABLE 4-4: MAGIC ITEMS

Item	Cost
Collar of Protection +1	2,000 gp
Collar of Protection +2	8,000 gp
Collar of Protection +3	18,000 gp
Collar of Protection +4	32,000 gp
Collar of Protection +5	50,000 gp
Collar of Combat +1	2,000 gp
Collar of Combat +2	8,000 gp
Collar of Combat +3	18,000 gp
Collar of Combat +4	32,000 gp
Collar of Combat +5	50,000 gp
Collar of Speech	27,000 gp
Dog Whistle	15,000 gp
Harness of Endurance +2	4,000 gp
Harness of Endurance +4	16,000 gp
Harness of Endurance +6	36,000 gp
Harness of Strength +2	4,000 gp
Harness of Strength +4	16,000 gp
Harness of Strength +6	36,000 gp
Magical Mouse	900 gp
Portable Pet Carrier	6,000 gp
Stick of Chasing	2,000 gp

COLLAR OF PROTECTION

Aura faint abjuration; CL 3rd

Slot neck; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Weight** –

DESCRIPTION

This studded leather collar offers continues magical protection in the form of a deflection bonus of +1 to +5 to AC when worn by a dog, cat or other animal. The collar could conceivably be worn by humanoids, taking up a Neck slot on the body. The benefits do not stack with the benefits of a *ring of protection* or any other item that offers a deflection bonus to AC.

Note: an item of this type for horses is known as a *halter of protection* and takes up the head slot. It is otherwise identical.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield of faith*; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

COLLAR OF COMBAT

Aura faint transmutation; CL 5th

Slot neck; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); Weight –

DESCRIPTION

The *collar of combat* is an unassuming leather collar that has images of dogs of war tooled into it. A dog, cat or other animal wearing a *collar of combat* receives a +1 or higher bonus to attack and damage for all natural weapons. This item could conceivably be worn by a humanoid, taking up a Neck slot on the body. However, unless the wearer has a natural attack, they gain no benefit from the collar.

Note: an item of this type for horses is known as a *halter of combat* and takes up the head slot. It is otherwise identical.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic fang, greater*; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

COLLAR OF SPEECH

Aura moderate transmutation; CL 9th Slot neck; Price 27,000; Weight – DESCRIPTION

This collar is a plain leather collar with a single metal stud. Looking closely at the stud, the engraving of a pair of lips can just be seen. When placed around the neck of an animal, the collar grants the animal an Intelligence of 10 and confers upon it the ability to understand and speak the Common language (or one language of the GM's choice). The collar only works on creatures of the animal type.

If the collar is removed, the animal reverts to its original Intelligence score and loses the ability to speak and understand the chosen language.

Note: an item of this type for horses is known as a *halter of speech* and takes up a head slot. It is otherwise identical.

CONSTRUCTION

Requirements Craft Wondrous Item, *awaken*; Cost 13,500 gp

DOG WHISTLE

Aura moderate enchantment; CL 3rd

Slot - ; Price 15,000 gp; Weight – DESCRIPTION

This small, unassuming tin whistle is a potent magic item for controlling dogs. Blowing once on the whistle allows a user to stop a dog (not including those that are actually magical beasts or undead) in its tracks if it fails a DC 13 Will save. This effect is identical to the spell hold animal. Blowing a second time on the whistle frees a previously held dog (but not a dog that is held because of another magic item or spell).

Blowing a specific series of notes on the whistle allows the user to control dogs if the dog fails a DC 13 Will save. This power is identical to that from the spell charm animal.

Humanoids are not affected by the whistle, and in fact most humanoids cannot even hear the highly pitched note it produces.

CONSTRUCTION

Requirements Craft Wondrous Item, charm animal, hold animal; Cost 7,500 gp

HARNESS OF ENDURANCE

Aura moderate transmutation; CL 8th

Slot body; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lbs.

DESCRIPTION

The *harness of endurance* is a leather harness that fits over an animal's body (and underneath barding, if barding is worn). Once cinched into place, the magic is activated, granting the animal a + 2, +4, or +6 bonus to Constitution, depending on the power of the harness in question.

Note: an item of this type for horses is known as a halter of endurance and takes up a head slot. It is otherwise identical.

CONSTRUCTION

Requirements Craft Wondrous Item, bear's endurance; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

HARNESS OF STRENGTH

Aura moderate transmutation; CL 8th

Slot body; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lbs.

DESCRIPTION

The harness of strength is a leather harness that fits over an animal's body (and underneath barding, if barding is worn). Once cinched into place, the magic is activated, granting the animal a + 2, +4, or +6 bonus to Strength, depending on the power of the harness in question.

Note: an item of this type for horses is known as a *halter of strength* and takes up a head slot. It is otherwise identical.

CONSTRUCTION

Requirements Craft Wondrous Item, bull's strength; Cost 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

MAGICAL MOUSE

Aura faint transmutation; CL 11th Slot none; Price 900 gp; Weight -DESCRIPTION

The magical mouse is a small, mouse-shaped toy, usually carved from wood with small wheels, but sometimes made of metal. When activated, the controller can move the mouse about, changing directions and speed, from up to 15 feet away.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage hand*; Cost 450 gp

PORTABLE PET CARRIER

Aura faint abjuration and transmutation; CL 1st Slot none; Price 6,000 gp; Weight 15 lbs. DESCRIPTION

The well-to-do pet owner who wishes to carry a pet around in style often uses a *portable pet carrier*. The carrier is a sturdy cage of wood and steel with a locking door. The lock will open only for the animal's owner, keeping the pet safe from those who would do it harm. The carrier is large enough to accommodate most Small-sized and smaller animals. While in the cage, the animal is protected from most extremes of heat and cold (though it receives no protection from fire- or coldbased damage) and if the cage is dropped, the carrier

will float gently to the ground for up to 10 rounds. **CONSTRUCTION**

Requirements Craft Wondrous Item, arcane lock, endure elements, feather fall; Cost 3,000 gp

STICK OF CHASING

Aura moderate transmutation; CL 7th Slot body; Price 2,000 gp; Weight -**DESCRIPTION**

The *stick of chasing* is a foot-long wooden stick or dowel which has been enchanted to automatically throw itself to a distance of up to 300 feet upon command. A master or handler with other things to do can simply speak the command word when the eager dog returns with the stick, and the stick will again throw itself, allowing the master to continue other business unimpeded. **CONSTRUCTION**

Requirements Craft Wondrous Item, telekinesis: Cost 1,000 gp

APPENDIX I: PRICES

For characters looking to purchase a cat, dog or horse, or to sell one, consult the tables below. Prices are generally considered averages. A GM should raise or lower prices anywhere from a few gold to several dozen gold depending on how rare a breed is.

DOG PRICES

TABLE A-1: DOG PRICES

Dog Breed	Price
Apollo	50 gp
Badgerhound	15 gp
Bear-Dog	300 gp
Blonde Mastiff	35 gp
Bull Mastiff	45 gp
Bulldog	30 gp
Bullenbeiszer	40 gp
Cairn Terrier	15 gp
Cavalier	25 gp
Celestial Dog	500 gp+
Cock Spaniel	20 gp
Collie	25 gp
Corgi	15 gp
Elkhound	40 gp
Elven Dog	750 gp+
Dwarven Hound	55 gp
Foxhound	20 gp
Golden Retriever	25 gp
Halfling Ratter	15 gp
Halfling Riding Dog	150 gp
Infernal Dog	400 gp+

Dog Breed	Price
Kuvasz	35 gp
Low Hound	25 gp
Mahlemut	45 gp
Moorhound	$55\mathrm{gp}$
Orcish Wolf-Dog	25 gp
Pinscher	$35\mathrm{gp}$
Pug	20 gp
Rabbit Hound	25 gp
Ranger's Hound	45 gp
Schaferhund	45 gp
Setter	35 gp
Shade Hound	400 gp+
Sloughi	75 gp
Songshi Quan	75 gp
Steppes Husky	$35\mathrm{gp}$
Undead Dogs	
Ghoulish Dog	150 gp+
Skeletal Dog	50 gp
Zombie Dog	50 gp
Winged Dog	1000 gp+

Nobles often keep records of the genealogy of their prize dogs, and any dog with a detailed genealogy – or pedigree – will usually command at least twice the listed price, and sometimes as much as five times the listed price.

Some dogs are outlawed in certain cities and/ or nations. Most good-aligned regions prohibit the ownership of any undead dog as well as the infernal dog. Some areas also prohibit the ownership of any dog considered "dangerous", such as the bear-dog, bulldog and orcish wolf-dog, without purchasing special licenses (which can cost up to twice the value of the dog itself and usually must be renewed every year or so).

Note that most of the magical dogs have a "+" after the gold piece value. That is because the listed value is usually a baseline beginning price and that values for those breeds are often significantly more. One usually has to know the right people in order to buy and sell most of these particular breeds to begin with.

The elven dog is a special case, in that even though it can potentially be bought or sold, it is usually not available to non-elves. In many cases, even half-elves would have a tough time purchasing one. That said, it is not unheard of for elves to honor non-elven friends with the gift of an elven dog puppy.

CAT PRICES

TABLE A-2: CAT PRICES

Cat Breed	Price
Bakeneko	1,000 gp+
Black Cat	500 gp+
Bobcat	50 gp
Bobtail Cat	25 gp
Cait Sidhe	750 gp+
Coon Cat	20 gp
Cougar	150 gp
Eastern Cat	25 gp
Grass Cat	30 gp
Longhair Near-Eastern Cat	30 gp
Lynx	60 gp
Maneki Neko	500 gp+
Marsupial Lion	150 gp
Northern Forest Cat	25 gp
Pharaoh Mau	30 gp
Ranger Cat	45 gp
Scimitar Cat	100 gp
Six-toed Cat	500 gp+
Snow Leopard	200 gp
Southern Wildcat	65 gp
Sphynx Cat	30 gp
Tailless Cat (Manx)	25 gp
Undead Cats	
Ghoulish Cat	150 gp+
Skeletal Cat	50 gp
Zombie Cat	50 gp
Van Cat	25 gp
Winged Cat	250 gp+

Just as with dogs, feline-loving nobles often keep pedigrees of their cats and any cat with a pedigree often demands a price at least twice the listed value, and sometimes three or four times the listed value.

In some regions, certain cats are prohibited. Most goodly nations and cities prohibit the ownership of undead cats. Many also prohibit the ownership of wild cats (some restrict this to just the big cats, while others include small wild cats, such as bobcats or southern grass cats) without purchasing special licenses (which can cost up to twice the value of the cat itself and usually must be renewed every year or so).

Note that most of the magical cats have a "+" after the gold piece value. That is because the listed value is usually a baseline beginning price and that values for

those breeds are often significantly more. One

usually has to know the right people in order to buy and sell most of these particular breeds to begin with.

Just as with the elven dog, the cait sidhe is not often available, and elves never sell them to non-elves, though a particularly strong non-elven friend may be gifted with one. Unscrupulous animal dealers send hunters to live-trap cait sidhe and sneak them out of elven lands.

HORSE PRICES

TABLE A-3: HORSE PRICES

Horse Breed	Price
Appaloosa	100 gp
Bedouin Horse	200 gp+
Bog Pony	30 gp
Brabant	200 gp
Clydesdale	210 gp
Donkey	8 gp
Dwarven Pony	40 gp
Elven Horse	500 gp+
Halfling Pony	$35\mathrm{gp}$
Highland Pony	30 gp
Khyang Wild Ass	8 gp
Lipizzan	200 gp+
Miniature Horse	$35\mathrm{gp}$
Moorland Pony	30 gp
Mule	10 gp
Mustang	70 gp
Percheron	225 gp
Quarter Horse	75 gp
Ranger Horse	115 gp
Taki Wild Horse	70 gp
Tarpan	95 gp
Thoroughbred	110 gp
Tokara Pony	30 gp
Undead Horses	
Ghost Horse	500 gp+
Skeletal (Burning) Horse	110 gp
Zombie Horse	70 gp
Viking Pony	75 gp
Warhorse, Heavy	300 gp
Warhorse, Light	110 gp
War Pony	45 gp

Again, as with dogs and cats, many nobles and wealthy merchants keep pedigrees and breeding lists of prize horses. An extensive breeding record can sometimes triple or quadruple the price of a particular horse.

Elves infrequently allow non-elves to own elven horses, and there may be laws supporting such rules in elven lands. Undead horses are generally outlawed in most goodly nations and lands.

Note that most of the elven horse and a couple other rare horse breeds have a "+" after the gold piece value. That is because the listed value is usually a baseline beginning price and that values for those breeds are often significantly more. One usually has to know the right people in order to buy and sell most of these particular breeds to begin with.

APPENDIX II: FAMILIAR AND ANIMAL COMPANION INFORMATION

Many of the dogs, cats and horses in this supplement can be used for familiars by wizards and sorcerers or animal companions by druids and rangers. The following information details differences, if any, each breed has from the standard such creature.

FAMILIARS

Several of the smaller breeds are commonly found as familiars to arcane casters. All breeds follow the same advancement rules for familiars found in the *Pathfinder Roleplaying Game Core Rulebook*.

Dog Breed	Familiar Bonus
Badgerhound	+2 bonus on Perception (+3 when scent is involved)
Cairn Terrier	+2 bonus on Perception (+3 when hearing is involved)
Cavalier	+3 bonus to Will saves
Corgi	+2 bonus to Will saves and Acrobatics
Foxhound	+2 bonus Sense Motive and Survival
Halfling Ratter	+2 bonus to Bluff and Sense Motive
Low Hound	Endurance feat
Pug	+1 bonus to Charisma
Rabbit Hound	+1 bonus to attack and damage when flanking and +1 bonus to Perception
Songshi Quan	+2 bonus on Perception (+3 when scent is involved)
Cat Breed	Familiar Bonus
Bobcat	+2 bonus on Perception and Stealth

Bobtail Cat	+3 bonus on Stealth
Coon Cat	+3 bonus on Stealth
Eastern Cat	+2 bonus on Climb and Stealth
Grass Cat	+2 bonus on Perception and Stealth
Longhair Near- Eastern Cat	+1 bonus to Charisma
Lynx	+3 bonus on Stealth
Northern Forest Cat	Move unhampered through light snow, +2 bonus on Stealth
Pharaoh Mau	+3 bonus on Stealth
Ranger Cat	Survival is class skill, +2 bonus on Stealth
Southern Wildcat	+3 bonus on Stealth
Sphynx Cat	+3 bonus on Stealth
Tailless Cat	+2 bonus on Climb and Stealth
Van Cat	+2 bonus on Intimidate and Stealth
Winged Cat	+2 bonus on Fly and Stealth
Horse Breed	Familiar Bonus
Miniature Horse	Run feat

ANIMAL COMPANIONS

Most of the dog, cat and horse breeds can become animal companions for druids and rangers, but only those breeds that are of the animal type. The breeds detailed in this book that are magical beasts or undead are not available as animal companions. Most of the breeds use the same companion advancement as presented for the dog or horse in the Animal Choices section of the Druid class in the *Pathfinder Roleplaying Game Core Rulebook*.

The information below details those breeds presented in this supplement that have a special ability/attack/ quality or do not have a corresponding "generic" breed in the *Pathfinder Roleplaying Game Core Rulebook* and whether it gains that ability at 4th or 7th level for the druid/ranger. If a breed is not listed here, assume it is exactly the same as the base animal in the *Pathfinder Roleplaying Game Core Rulebook* or as the base animal below.

Since the *Pathfinder Roleplaying Game Core Rulebook* only lists the standard (Medium-sized) dog in the animal companions section and no Tiny- or Smallsized cats, base animal companion stats for the Small and Tiny cats and dogs are presented here.

Cat (Small sized)

Starting Statistics: Size Tiny; **Speed** 30 ft.; **Attack** bite (1d3), 2 claws (1d2); **Ability Scores** Str 5, Dex 17, Con 11, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Small; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str +2, Dex -2, Con +2

Cat (Tiny sized)

Starting Statistics: Size Diminutive; **Speed** 30 ft.; **Attack** bite (1d2), 2 claws (1); **Ability Scores** Str 1, Dex 17, Con 9, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Tiny; **AC** +1 natural armor; **Attack** bite (1d3), 2 claws (1d2); **Ability Scores** Str +2, Dex -2, Con +2

Dog (Small sized)

Starting Statistics: Size Tiny; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d3); **Ability Scores** Str 13, Dex 13, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Small; Attack bite (1d4); Ability Scores Str +2, Con +2; Special **Qualities** Same, or see breed specifics below.

Dog (Tiny sized)

Starting Statistics: Size Diminutive; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1); **Ability Scores** Str 7, Dex 17, Con 11, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Tiny; Attack bite (1d3); Ability Scores Str +2, Con +2; Special **Qualities** Same, or see breed specifics below.

Appaloosa

4th-level Advancement: Special Quality Burst of Speed

Apollo

4th-level Advancement: Special Attacks Trip Attacks bonus.

Badgerhound

4th-level Advancement: Speed burrow 10 ft.

Bear-Dog

Starting Statistics: Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Large; **Attack** bite (1d8); **Ability Scores** Str +2, Dex -2, Con +2; **Special Qualities** Fierce

Bedouin Horse

Special Quality Fiery Spirit

4th-level Advancement: Special Quality Endurance

Blonde Mastiff

4th-level Advancement: Special Quality Loyal Beyond Death

Bobcat

4th-level Advancement: Special Attack Ambush

Bobtail Cat

4th-level Advancement: Special Quality Intelligence

Brabant Draft Horse

4th-level Advancement: Special Quality Plodding Strength

Bulldog

4th-level Advancement: Special Attack Lockjaw

Bullenbeiszer

4th-level Advancement: Attack bite (1d4), 2 paws (1d3); **Special Attack**: Headbutt

Bull Mastiff

4th-level Advancement: Special Quality Tenacious

Cairn Terrier

4th-level Advancement: Special Attack Ratter

Cavalier

4th-level Advancement: Feat Weapon Focus (bite)

Clydesdale

4th-level Advancement: Special Quality Plodding Strength

Collie

4th-level Advancement: Special Quality Fast Learner

Coon Cat

4th-level Advancement: Special Quality Intelligence

Corgi

4th-level Advancement: Feat Acrobatics

Cougar

Starting Statistics: Size Small; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d2); **Ability Scores** Str 12, Dex 21, Con 11, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Medium; **Attack** bite (1d6), 2 claws (1d3); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** Ambush.

Donkey (use Pony base stats from *Pathfinder Roleplaying Game Core Rulebook*)

4th-level Advancement Special Quality Surefooted

Dwarven Hound

4th-level Advancement: Special Attack Goblin Hunter

Dwarven Pony

Special Quality Thick Fur

4th-level Advancement Special Quality Stout, Surefooted

Halfling Pony

4th-level Advancement: Special Quality Surefooted

Halfling Ratter 4th-level Advancement: Special Attack Ratter

Halfling Riding Dog 4th-level Advancement: Special Quality Loyal

Highland Pony

4th-level Advancement: Special Quality Surefooted

Khyang Wild Ass (use Pony base stats from *Pathfinder Roleplaying Game Core Rulebook*)

Special Quality Thick Fur

4th-level Advancement Special Quality Surefooted

Kuvasz

4th-level Advancement: Special Quality Skilled

Lipizzan

4th-level Advancement Special Quality Skilled

Lynx

4th-level Advancement: Special Attack Ambush

Marsupial Lion

Starting Statistics: Size Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 15, Dex 17, Con 13, Int 2, Wis 15, Cha 10; **Special Attacks** rake (1d4); **Special Qualities** low-light vision, scent.

7th-level Advancement: Size Large; AC +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability** Scores Str +8, Dex –2, Con +4; **Special Attacks** grab, pounce, rake (1d6), surprise attack (+2d6)

Miniature Horse

Starting Statistics: Size Tiny; Speed 35 ft.; **Attack** 2 hooves (1d3); **Ability Scores** Str 9, Dex 19, Con 10, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Small; **Ability Scores** Str +2, Dex -2, Con +2

Moorhound

4th-level Advancement: Special Quality Wolf Hunter

Moorland Pony

4th-level Advancement: Special Quality Endurance

Mule (use Horse base stats from the *Pathfinder Roleplaying Game Core Rulebook*)

4th-level Advancement: Special Quality Surefooted

Mustang

Special Quality Fiery Spirit

4th-level Advancement: Special Quality Burst of Speed

Northern Forest Cat

 $\mathbf{4}^{\mathrm{th}}\text{-level}$ Advancement: Special Quality Furpadded Feet

Orcish Wolf-Dog

4th-level Advancement: Special Quality Pack Mentality

Percheron

4th-level Advancement Special Quality Plodding Strength

Pinscher

4th-level Advancement: Special Quality Fight to the Death

Pug

4th-level Advancement: Feat Stealthy

Quarter Horse

4th-level Advancement: Special Quality Burst of Speed

Ranger Cat

4th-level Advancement: Special Quality Furpadded Feet, Tracking

Ranger Horse

4th-level Advancement: Special Quality Tracking

Ranger's Hound

4th-level Advancement: Special Quality Tireless Tracker

Schäferhund

4th-level Advancement: Special Quality Fast Learner

Scimitar Cat

Starting Statistics: Size Small; **Speed** 40 ft.; AC +1 natural armor; **Attack** bite (1d4), 2 claws (1d2); **Ability Scores** Str 12, Dex 21, Con 11, Int 2, Wis 12, Cha 6; **Special Attack** grab, rake (1d4); **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Medium; **Attack** bite (1d6 plus trip), 2 claws (1d3); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attack** rake (1d6)

Snow Leopard

Starting Statistics: Size Small; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d2); **Ability Scores** Str 12, Dex 21, Con 11, Int 2, Wis 12, Cha 6; **Special Attack** grab, rake (1d4); **Special Qualities** low-light vision, scent.

4th-level Advancement: Size Medium; **Attack** bite (1d6 plus trip), 2 claws (1d3); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attack** rake (1d6)

Southern Wildcat

4th-level Advancement: Special Quality Ambush

Taki Wild Horse

Special Quality Fiery Spirit

4th-level Advancement: Special Quality Surefooted

Tarpan Special Quality Fiery Spirit

Thoroughbred

4th-level Advancement: Special Quality Endurance

Viking Pony

Special Quality Thick Fur

4th-level Advancement: Special Quality Surefooted

Winged Cat

Starting Statistics: Speed Fly 40 ft (poor). **4th-level Advancement: Speed** Fly 60 ft. (good)

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v1.0a. Copyright 2000, Wizards of the Coast, Inc. **System Reference Document**. Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn., based on material by Jonathan Tweet, Monte Cook, and Skip Williams

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Tome of Horrors, Revised Edition. Copyright 2005, Necromancer Games, Inc.; Authors: Scott Greene, Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, Bill Webb; Based on original content from TSR.

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game: Bonus Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Bestiary 2. Copyright 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Fiends. Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Pathfinder RPG GameMastery Guide. Copyright 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Character Portraits: Fantasy Heroes. Copyright 2003, Mongoose Publishing

Book of Beasts: Monsters of the River Nations. Copyright 2010, Jon Brazer Enterprises; Author Steven Helt.

The Book of Erotic Fantasy. Copyright 2006, Arthaus, Inc.; Authors: Gwendolyn F.M. Kestrel and Duncan Scott

Character Clip Art & Color Customizing Studio. Copyright 2002, Elmore Productions, Inc.; Authors Larry Elmore and Ken Whitman, art and illustrations by Larry Elmore.

The Book of Arcane Magic. Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson

The Book of Divine Magic. Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson, with Katheryn Bauer and Sean O'Connor.

Phantasia Zoologica I: Dogs. Copyright 2010, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson.

Tome of Monsters. Copyright 2011, 4 Winds Fantasy Gaming; Authors Sean O'Connor, and Katheryn Bauer, with Connie J. Thomson and Robert W. Thomson.

Phantasia Zoologica, Volume I: Cats, Dogs & Horses. Copyright 2011, 4 Winds Fantasy Gaming; Author M. H. Bonham.

Volume Is Cats, Dogs & Horses

TASIA

PHANTASIA ZOOIOCICA VOLUME | CATS, DOCS & HORSES

DIACICA

Cats and Dogs and Horses, Oh My!

When faced with the wide assortment of magical and wondrous creatures fantasy settings present, it's easy to forget about the animals so similar to the ones we know in real life. The mundane critters we know so well seemingly have no role to play in a game full of the beasts of dreams and nightmares. But how far can your adventuring party get without horses?

Phantasia Zoologica takes a fresh look at real-world animal species for inclusion in your fantasy game. This first volume explores cats, dogs, and horses – mundane and fantastic alike. Among the dozens of entries, you'll find everything from Golden Retrievers and Clydesdales, to orcish wolf-dogs and scimitar cats, to magical maneki neko and horrific zombie steeds. If having such amazing creatures wasn't enough, you can outfit them from the gear and equipment also included in this book.

Whether you're seeking new creatures for the party to encounter, want a special mount, familiar, or animal companion for your character, or just want a cool pet to add to a character's background or development, Phantasia Zoologica has what you're looking for!

> Bringing unique RPG products to all corners of the world! www.4windsfantasygaming.com

> > MDS Fandam G

ROLEPLAYING GAME COMPATIBLE

\$15.95

HFINDOR