



HERE THERE BE DRAGONS

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



LETTERS FROM THE FLAMING CRAB HERE THERE BE (TINY) DRAGONS

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in March: Women of History

Coming in April: Coins and Credit



Dear Becky,

What's cooking, little sis? I'm not sure how much of this letter you'll actually be able to read. Captain Shell says the spooks back home are probably gonna redact parts of it for national security. It's been almost a year since the Flaming Crab got popped out of Philadelphia and started bouncing from one dimension to another. We've fought flying lizards, met warrior princesses, destroyed haunted paintings, and seen really wacky juju.

Remember when I skipped out of the farm for the navy? I said I wanted to fix something more important than tractors. What a jerk, huh? I love the Flaming Crab. She's my girl. But I miss the farm and I miss home. I miss you and I miss ma and pa. I know what you're thinking. What a sad sack, huh?

Something happened this week that gave me a powerful bout of homesickness. I was down in the engine room, banging on the aetheric pulse generator when I heard a strange noise. Turned out to be a nest of five tiny dragons and their mama. I figure she snuck aboard during our last port of call. Mama and her babies were different colors and shapes than the barn-dragons that chased rats back home but they still made me think of the farm.

Captain Shell's still deciding if we're gonna keep the little guys. Turns out they're intelligent and can talk inside our brains. She says it's their decision if they want to enlist, like any other member of the crew. I hope they do. It'd be nice to have another piece of home here on the Flaming Crab.

I can't go on too long. Everyone wants to send a message home and there's only so much room in the crystal torpedo. Just know I'm alive, well, and working to come home. Love you, little sis. I'm praying I get to see you soon.

Your big brother,

Carver Washington

Welcome to **Letters from the Flaming Crab**. For those of you who are new to the series, here's the deal. A while back an interdimensional message in a bottle crashed into my yard. Contained inside were a bunch of letters, logs, and other papers from the UCS Flaming Crab, an airship lost between the planes. It seems my back yard has a similar address to their native dimension and they somehow misdialed and sent their messages to me instead of home. Since I couldn't pass them along, I did what any gamer would do: I worked with my fellow writers, turned the Flaming Crab's notes into gaming books and got my friend Alex Abel to publish it all. Hopefully, somehow, a copy of one of these books will find their way into the right hands.

Here There Be (tiny) Dragons was inspired by Mr. Washington's letter about the tiny dragons he found in the Flaming Crab's engine room. He doesn't make it clear what sort of dragons they are so, using gamer logic I asked three amazing writers to make up new versions of the three types of size Tiny dragons we know of. In this volume of Letters from the Flaming Crab you'll find new variations of the pseudodragon, faerie dragon, and tidepool dragon as well as new character options (for both characters and familiars) and a new type of wondrous magic item known as a dragonstone.

As always, thanks for reading Letters from the Flaming Crab.
J Gray

TINY DRAGONS

CORAL DRAGON

The spiky body of this small dragon glimmers with rainbow hues that blend well into the coral reefs.

CORAL DRAGON

CR 3

XP 800

CN Tiny dragon (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +9

DEFENSE

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

hp 30 (4d12+4)

Fort +5, **Ref** +7, **Will** +6

Immune poison, sleep, +1 against grapple; **SR** 13

OFFENSE

Speed 10 ft., fly 30 ft. (poor), swim 60 ft.

Melee bite +6 (1d3 plus poison), 2 claws +6 (1d3)

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

Special Attacks poison jet (+7 ranged, 2d6 acid plus poison)

Spell-Like Abilities (CL 4th; concentration +6)

3/day—*freedom of movement* (self only)

Spells Known (CL 3rd; concentration +5)

2nd (4/day)—*slipstream*

1st (7/day)—*hydraulic push*, *obscuring mist*

0 (at will)—*acid splash*, *flare*, *daze* (DC 12),
detect poison, *mage hand*

STATISTICS

Str 11, **Dex** 13, **Con** 13, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 13 (14 vs grapple)

Feats Improved Initiative, Lightning Reflexes

Skills Fly +12, Knowledge (nature) +6,

Perception +9, Stealth +17 (+21 in coral

reefs), Survival +9, Swim +15; **Racial**

Modifiers +4 Stealth (+8 in coral reefs)

Languages Common, Draconic

SQ amphibious

ECOLOGY

Environment tropical coastlines and reefs

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

Treasure standard

SPECIAL ABILITIES

Poison Jet (Su) A coral dragon can pump a stream of liquid from a specialized organ in its body that deals 2d6 acid damage plus poison - injury; **save** Fort DC 13, **frequency** 1/round for 4 rounds, **effect** 1 Dex, **cure** 1 save.

Venomous Bite (Ex) A coral dragon is venomous - injury; **save** Fort DC 13, **frequency** 1/round for 4 rounds, **effect** 1 Dex, **cure** 1 save.

Spells A coral dragon casts arcane spells as a 3rd level sorcerer.

Coral dragons live in the hollows of coral reefs, acting as both protector and ruler of their realms. Their bright coloration fits in with the other denizens of the reef and the reef itself making them hard to see against the backdrop

of their natural habitat. Unlike the tidepool dragons, coral dragons do not have a chitinous shell. Instead, their hide forms spikes and protuberances similar to the coral itself. Their coloring varies and patterns are unique to each individual, but they are always brilliant in hue.

Coral dragons are excellent swimmers but poor fliers due to their small wings. Their bright coloration serves as camouflage against the backdrop of their coral reef homes, allowing them to wait for prey to swim near before lashing out to grab and feed. Because they blend in so well with their habitat, unwary divers have sometimes found themselves injured after almost stepping on one. Coral dragons have a venomous bite but can also expel their toxin as a breath weapon.

As reef dwellers, coral dragons make their homes in existing crevasses, often killing or evicting other creatures first. They are known to have a fondness for pearls. A small clutch of coral dragons can deplete the pearl supply of an area for miles, much to the dismay of native pearl divers.

Although difficult to approach, coral dragons sometimes choose to serve as the familiars of unruly spellcasters and those who go out of their way to feed them rich or exotic foods. Spellcasters of 7th level or higher with an alignment within one step of chaotic neutral can gain a coral dragon as a familiar by taking the Improved Familiar feat.



ECTOPLASMIC PSEUDODRAGON

This tiny wingless dragon with lucid green skin and a slightly bloated belly croaks much like a frog as viscid slime drips from its mouth.

ECTOPLASMIC PSEUDODRAGON CR 2

XP 600

NG Tiny dragon (aquatic)

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +8

Defense

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size)

hp 22 (3d12 + 3)

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

Immune paralysis, sleep; **SR** 13

Offense

Speed 15 ft., swim 30 ft.

Melee bite +4 (1d2–1)

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

Special Attacks ectoplasmic glob (entanglement, Reflex DC 12 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 3rd; concentration +3)
3/day—fluid form

Spells Known (CL 3rd; concentration +5)

1st (4/day)—*anticipate peril* (DC 13), *magic fang*

(DC 13), *phantom blood*

0 (at will)—*daze* (DC 12), *detect psychic significance*,

mage hand, *resistance* (DC 12), *telekinetic projectile*

Statistics

Str 9, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

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

Feats Dodge, Skill Focus (Swim)

Skills Diplomacy +6, Perception +8, Sense Motive +8, Stealth +20 (+24 in forests and swamps), Survival +8, Swim +22; **Racial Modifiers** +4 Stealth (improves to +8 in forests and swamps)

Languages Common, Draconic; telepathy (60 ft.)

SQ amphibious

Ecology

Environment temperate and tropical, wet forests and swamps

Organization solitary, pair, or clutch (3–5)

Treasure standard

Special Abilities

Ectoplasmic Glob (Sp) The ectoplasmic pseudodragon spits a glob of green ectoplasm at a foe within 10 feet as a ranged touch attack. If successfully hit, the victim is entangled for 1d4 rounds, but can break free by making a successful DC 12 Strength check or by dealing 8 points of damage to the glob. This ability otherwise functions as a tanglefoot bag, but can entangle both physical incorporeal beings. The save DC is Constitution-based.

Spells An ectoplasmic pseudodragon casts psychic spells as a 3rd level spiritualist.

Touched by occult forces, this cousin of true pseudodragons vaguely resembles a frog in both shape and voice. Ectoplasmic pseudodragons prefer to live in isolated ponds

in deep forests or in swamps, eating fish, insects, shellfish, eggs, and small snakes, but are also known to steal sweets from travelers. Occasionally, ectoplasmic pseudodragons will hunt minor haunts or ghosts. They especially hate malicious spiritual presences, and sometimes search out adventurers to help them deal with such difficult enemies. For this reason, many see a clutch of ectoplasmic pseudodragons living in a forest or swamp close to a village as a sign of good luck.

Warier and more cantankerous than their more cat-like cousins, ectoplasmic pseudodragons dislike intruders near their aquatic nests; they are nonetheless good creatures and can form strong friendships with those they approve. A spellcaster of at least 7th level with an alignment within 1 step of neutral good who has the Improved Familiar feat can select an ectoplasmic pseudodragon as a familiar.



Familiar Special Abilities

Under normal rules, Improved Familiars do not grant a special ability to their masters. However, if your house rules do allow Improved Familiars to grant special abilities, we suggest the following.

Coral dragon Master gains a +3 bonus on Swim checks.

Ectoplasmic pseudodragon Master gains a +2 bonus on Will saves.

Koi dragon Master gains a +3 bonus on saving throws vs illusion spells.

Monarch faerie dragon Master gains a +2 bonus on saving throws vs psychic spells.

Packice dragon Master gains a +3 bonus on saving throws vs cold spells and effects.

Swandragon Master gains a +3 bonus on musical Perform checks.

KOI DRAGON

Sporting fine orange, yellow, and white scales, this tiny dragon elegantly snakes through the air as though it were swimming.

KOI DRAGON

CR 3

XP 800

CG Tiny dragon (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +6, **Will** +5

Immune paralysis, sleep; **SR** 13

OFFENSE

Speed 10 ft., fly 60 ft. (perfect), swim 60 ft.

Melee bite +4 (1d3–1)

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

Special Attacks scintillating scales

Spell-Like Abilities (CL 3rd; concentration +6)

1/day—*major image* (DC 16)

3/day—*invisibility* (self only), *water breathing* (others only)

Spells Known (CL 3rd; concentration +6)

1st (6/day)—*color spray* (DC 14), *expeditious retreat*, *ray of enfeeblement* (DC 14)

0 (at will)—*ghost sound* (DC 13), *mage hand*, *open/close*, *ray of frost*, *resistance*

STATISTICS

Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +8 (+0 when jumping), Bluff +9,

Diplomacy +9, Fly +23, Perception +8, Sense

Motive +8, Stealth +17, Swim +18, Use Magic

Device +9; **Racial Bonuses** Swim +5

Languages Aquan, Common, Draconic, Sylvan; telepathy 100 ft.

SQ amphibious

ECOLOGY

Environment temperate or warm forests, lakes or rivers

Organization solitary or school (2–8)

Treasure standard

SPECIAL ABILITIES

Scintillating Scales (Su) As a full round action, a koi dragon can cause its beautiful shining scales to glow and produce light equivalent to it as a torch. Once per day it can increase this light to create a blinding flash. Any creature within a 10 foot radius of the koi dragon must succeed at a DC 12 Fortitude save or be blinded for 1 round. Once a koi dragon has created a blinding flash it must wait 1 hour before glowing again. The save DC is Constitution-based.

Spells A koi dragon casts arcane spells as a 3rd level sorcerer.

More closely resembling an imperial dragon than a true dragon, koi dragons have serpentine bodies covered in fine, colorful scales with fish-like tails. Koi dragons do not need to beat their fin-like wings to obtain flight. Instead, their wings help with balance and assist with the beautiful, languid dances koi dragons perform both in the air and in the water. Somewhat vain, it isn't uncommon for a koi dragon to temporarily inhabit a cultivated koi pond in order to be admired by passersby. Indeed, in many cultures having a koi dragon inhabit a pond is considered a sign of good fortune.

Omnivorous creatures, koi dragons are usually content to feed off of plants growing in their pond but occasionally supplement their diet with small fish, rodents, or large insects.

Koi dragons are often the subject of legend. More than one fable shares the account of an ordinary koi fish transforming into a dragon to punish a trespasser or reward a kind traveler.

Koi dragons occasionally ally with spellcasters to serve as their familiars. An arcane spellcaster of at least 7th level with an alignment within 1 step of chaotic good who has the Improved Familiar feat may select a koi dragon as a familiar.



MONARCH FAERIE DRAGON

The fluttering of vibrant orange and black butterfly wings hold this dark scaled dragon aloft and airborne.

MONARCH FAERIE DRAGON

CR 2

XP 600

CG Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +6, **Will** +5

Immune paralysis, sleep; **SR** 13

OFFENSE

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3–1)

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

Special Attacks breath weapon (10 ft. cone, mental euphoria, Will DC 14 negates, usable every 1d4 rounds)

Psychic Magic (CL 3rd; concentration +6)

6 PE – *charm person* (1 PE, DC 14), *invisibility* (2 PE, self only)

Spells Known (CL 3rd; concentration +6)

1st (6/day)—*bungle* (DC 14), *mind thrust I* (DC 14), *silent image* (DC 14)

0 (at will)—*dancing lights*, *light*, *mage hand*, *open/close*, *telekinetic projectile*

STATISTICS

Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +8 (+0 when jumping),

Bluff +9, Diplomacy +9, Fly +23, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

ECOLOGY

Environment temperate or warm forests

Organization solitary or clan (1–2 and up to 4 normal faerie dragons)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) The monarch faerie dragon can breathe out a special scent that creates a state of extreme euphoria in others. Creatures affected by the euphoria must succeed at a DC 13 Will save or become stunned and immune to fear effects for 1d4 rounds. This euphoric state is actually quite pleasant and some creatures seek out monarch faerie dragons specifically to experience it. The save DC is Constitution-based.

Spells A monarch faerie dragon casts psychic spells as a 3rd level psychic.



A rarity among faerie dragon populations, only occurring once in every two hundred births, monarch faerie dragons possess an astounding aptitude for psychic abilities. With these abilities comes a plethora of avenues for pranks other faerie dragons cannot exploit. Psychically manipulating unattended objects simply to watch their owners chase after them frantically is a staple in the monarch faerie dragon's box of tricks. While the coloration of a monarch faerie dragon's scales is always constant, the vibrant colors of their wings shift between many shades and hues to reflect its mood.

Like their faerie dragon kin, monarch faerie dragons grow in power as they age. Their mental aptitudes make them natural psychics and even occasionally mediums, acting to channel the ancient spirits of dragon-kind.

Unlikely to flee, monarch faerie dragons have a tendency to be more aggressive than their kin in situations where combat is a distinct possibility, especially when other faerie dragons are threatened.

Monarch faerie dragons, like their cousins, will occasionally ally with spellcasters, serving as faithful familiars. An arcane spellcaster of at least 7th level with an alignment within 1 step of chaotic good who has the Improved Familiar feat may select a monarch faerie dragon as a familiar.

PACKICE DRAGON

This small dragon, from tail to sweeping wings to lobster like claws, appears to be made entirely from ice.

PACKICE DRAGON

CR 3

XP 800

CN Tiny dragon (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 30 (4d12+4)

Fort +5, **Ref** +7, **Will** +6

Immune cold, sleep

OFFENSE

Speed 10 ft., fly 30 ft. (poor), swim 60 ft.

Melee bite +6 (1d3), 2 claws +6 (1d3 plus attach)

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

Special Attacks breath weapon (10 ft. line, 2d6 cold damage, Reflex DC 13 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 4th; concentration +6)
3/day—*freedom of movement* (self only)

Spells Known (CL 3rd; concentration +5)

2nd (4/day)—*slipstream*

1st (7/day)—*hydraulic push*, *obscuring mist*

0 (at will)—*ray of frost*, *dancing lights*, *daze* (DC 12), *detect poison*, *mage hand*, *touch of fatigue* (DC 12)

STATISTICS

Str 11, **Dex** 13, **Con** 13, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 13

Feats Endurance, Stealthy

Skills Fly +12, Knowledge (nature) +6,

Perception +9, Survival +9, Swim +15, Stealth +7 (+9 in snow/ice)

Languages Common, Draconic

SQ amphibious

ECOLOGY

Environment cold coastlines

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

Treasure standard

SPECIAL ABILITIES

Attach (Ex) When a packice dragon hits with a claw attack, it automatically grapples its foe, dealing automatic damage with that claw each round it maintains the grapple.

Breath Weapon (Su) When a packice dragon uses its breath weapon underwater, it creates a 10 foot cone of supercooled water rather than a line of ice (as noted above). This effect deals the breath weapon's damage to any creatures in the cone's area, though victims can still save to take only half damage.

Spells A packice dragon casts arcane spells as a 3rd level sorcerer.

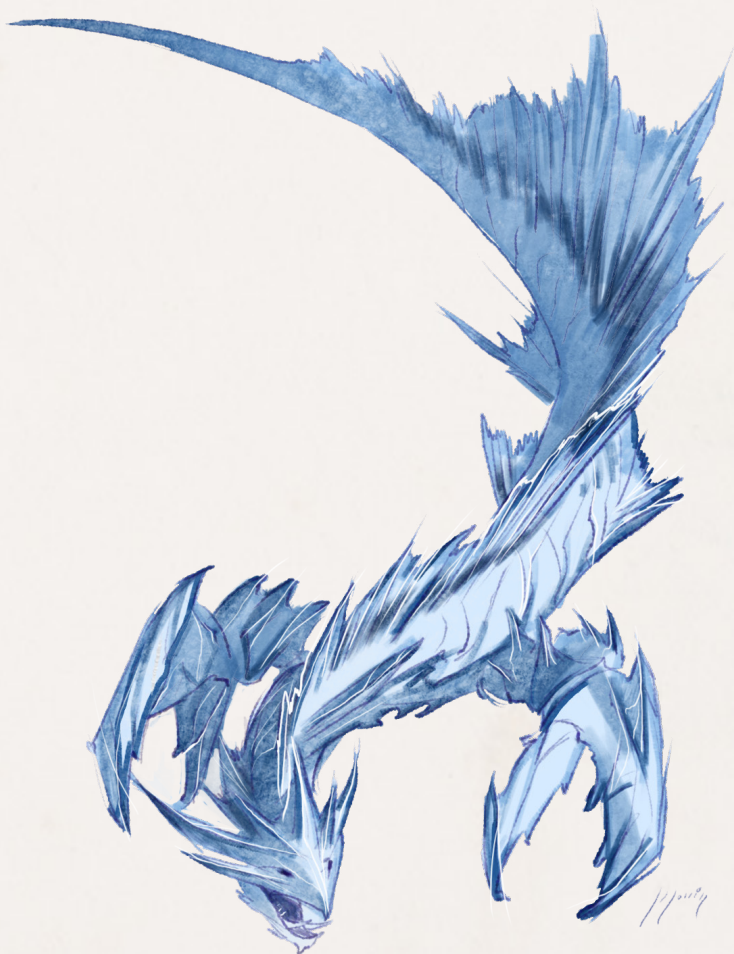
Packice dragons live in arctic regions or other locations of intense cold. They enjoy sunning on icebergs and pack-ice and generally lair at glacier mouths in glacial lagoons.

They have a chitinous shell and scales the color of glacial ice-white through grey to clear, pale blue. Packice dragons do not appear to feel the cold of the water they frolic in.

Packice dragons frequent glacial lagoons, sea ice, and arctic coastlines where they blend in almost perfectly with the ice. Small families of packice dragons form burrows in ice and snow, adding decorations in the form of pretty baubles and unusual stones they find on the ocean floor.

Underwater, packice dragons move much like eels. They are capable of flight but rarely do so, though they have been known to leap up into the air and then glide down again, much like flying fish. Packice dragons prefer to feed on fish but will also eat shellfish and small prey, such as baby penguins. Some packice dragons will stalk penguin colonies for weeks, picking off babies separated from their parents or weaker members of the colony unable to keep pace. Because packice dragons are slower moving than their tropical counterparts, they rely more on endurance and stealth to capture their prey than speed. Packice dragon eggs look like ovoid-shaped ice crystals so translucent it is often possible to see the developing dragon embryo within.

Although their environment makes them difficult to approach, packice dragons sometimes choose to serve as the familiars of unruly spellcasters and those who go out of their way to feed them rich or exotic foods. Spellcasters of 7th level or higher with an alignment within one step of chaotic neutral can gain a packice dragon as a familiar by taking the Improved Familiar feat.



SWANDRAGON

This beautiful, yet strange creature resembles a pseudodragon, but completely covered with pure white feathers. When it sings, the air is filled with a beautiful melody.

SWANDRAGON

CR 2

XP 600

NG Tiny dragon

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

Defense

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

hp 22 (3d12 + 3)

Fort +4, **Ref** +6, **Will** +4

Immune paralysis, sleep; **SR** 13

Offense

Speed 15 ft., fly 100 ft. (good)

Melee bite +3 (1d2–2)

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

Special Attacks bardic performance 15 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), song (5 ft. radius, 2d6 sonic damage, Will DC 12 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 3rd; concentration +4) 3/day—*legend lore*

Statistics

Str 7, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 12 (16 vs. trip)

Feats Extra Performance, Skill Focus (Perform [sing])

Skills Diplomacy +7, Fly +21, Perception +7, Sense Motive +7, Stealth +21, Perform (sing) +7; **Racial Modifiers** +4 Fly, +4 Stealth

Languages Draconic; telepathy (60 ft.)

Ecology

Environment temperate forest waters

Organization solitary, pair, or clutch (3–5)

Treasure standard

Special Abilities

Bardic Performance (Su) A swandragon has the bardic performance ability of a 3rd level bard.

Bards who sing of swandragons often tell clever tales of an amorous encounter between a dragon and a waterfowl. Scholars, on the other hand, believe swandragons were created by a minor, benevolent deity to serve as companion and counselor to good hearted wizards. Like the birds they resemble, swandragons are shy, gentle, and playful. Yet, they love to sing and tell stories, and willingly share their wisdom and knowledge with adventurers and companions who take the time to befriend them. Despite their gentle nature, swandragons become fierce when they must protect their family and friends. These bird-like tiny dragons prefer to eat insects and small fish and are expert fishers, but will forage for nuts and fruits for a bit of variety in their diets.

Swandragons are perhaps most famous for their great migration concert. Each year, hundreds of swandragons

from all over the land fly to a meeting place and begin singing in concert, covering a range of melodies and harmonies impossible for even the most accomplished of bards. The concert continues non-stop for three days, after which the swandragons return to their nests for another year. The choice of meeting place and the songs sung changes each year and swandragons refuse to share either the location or the setlist of their concert in advance, much to the frustration of music lovers everywhere.

Swandragons prefer isolated lakeshores and coves for their homes where they build nests, much like birds. Fond as they are of pretty things, it is not uncommon to find gemstones or gold in a swandragon's nest.

Some rumors talk about a "greater" swandragon, a beautiful and majestic creature of majestic size granted as a flying mount to devout and worthy heroes with a pure heart. The existence of such creatures remains unconfirmed.

A spellcaster of at least 7th level with an alignment within 1 step of neutral good who has the Improved Familiar feat may select a swandragon as a familiar.



The following character options can be applied either to characters or to familiars, as noted. Some of the options are designed to work with any type of familiars but are especially suited for those spellcasters who have bonded with tiny dragons.

CHARACTER ARCHETYPES

BONDED ORACLE (Oracle Archetype)

Sometimes deities and other higher beings send bizarre and unlikely familiars to assist their servants.

Mystery Familiar (Ex) At 1st level, a bonded oracle gains a mystery familiar, treating her class level as her wizard level for the purposes of this ability. This familiar always has an unusual appearance that deviates from the norm for its species and possesses an additional ability, listed below, based on the oracle's mystery.

An oracle with a mystery familiar gains the base benefit of her curse at 5th level, the 5th level benefit of her curse at 10th level, and the 10th level benefit at 15th level. She never gains the 15th level benefit from her curse and still suffers the negative effects of her curse starting at 1st level. For example, an oracle with the haunted curse who takes a mystery familiar would add *mage hand* and *ghost sound* at 5th level, *levitate* and *minor image* at 10th level, and *telekinesis* at 15th level; she would never add *reverse gravity* to her spell list.

GMs may use the following mystery familiar abilities as written, or employ them as guidelines for devising mystery familiar abilities for mysteries not listed below.

Battle Mystery

Battle Form (Su) The familiar looks wilder and more rugged than others of its species. Once per day, if in a fight, it can take a move action and transform in a Large version of itself for a number of rounds equal to its master's Charisma bonus. The familiar gains a +8 size bonus to Strength, a -2 penalty to Dexterity, a +6 size bonus to Constitution, a +6 natural armor bonus, and a +10 foot enhancement bonus to its speed.

Bones Mystery

Harm the Fallen (Su) The familiar's eyes and/or hair are solid black. All its weapons and natural attacks are considered to have the ghost touch special ability.

Flame/Stone/Waves/Wind Mysteries

Elemental Breath (Su) The familiar appears to be molded from the mystery's related element: flames, swirling clouds, rocks, or rolling waves. Once per day, it can unleash a 5 foot cone of flame, cold, electricity or acid from its mouth as a standard action, dealing 1d6 points of damage. At 10th level, the familiar can use this breath twice per day, and three times per day at 20th level.

Heaven Mystery

Starshine Clarity (Su) The familiar's fur, feathers and/or eyes are constantly sparkling. The familiar can grant one creature within 10 feet a new save vs. any mind-affecting spell or effect a number of times per day equal to its master's Charisma modifier as an instant action.

Life Mystery

Lesser Life Link (Su) The familiar's fur, feathers or skin glow a pure white. A number of times per day equal to 3 + its master's Charisma bonus, the familiar can use a standard action and take up to 5 hit points of damage, healing the same amount of damage on any single creature it touches. At 10th level, the familiar may instead take and heal up to 10 hit points of damage; at 20th level, it takes and heal up to 20 hit points of damage.

Lore Mystery

Heart Warming Story (Su) The familiar sports an unusual color pattern and/or a tiny horn similar to an unicorn's. It can always speak and read one language of its master's choice, and can inspire competence as a bard of a level equal to its master's oracle level. The familiar cannot perform any other actions while using this ability.

Nature Mystery

Home in the Wild (Sp) The familiar exhibits a green hue and may grow tiny leaves from its body. The familiar gains the woodland stride druid ability and has *greensight* as a constant spell-like ability.

Realized Potential (Ex) At 5th level the bonded oracle's familiar reaches its full potential and transforms. The bonded oracle gains the Improved Familiar feat as a bonus feat. She must choose an improved familiar within one step of her alignment but she is not subject to level restrictions normally associated with the feat.

TINY DRAGON TAMER (Witch Archetype)

Many a tale has been told of powerful spellcasters commanding dragons to do their bidding. In the face of these legends, some may scoff at a tiny dragon tamer's seemingly unimpressive draconic familiar. Those who do soon realize that apparent size is no measure for a dragon's true power.

Familiar A tiny dragon tamer must select a lizard as her familiar.

Enhanced Familiar Magic (Su) A tiny dragon tamer's familiar expands its magical repertoire as its mistress grows in power. At 1st level the familiar picks one cantrip from the witch spell list and can use it as a spell-like ability three times per day. At 3rd level, and every three levels thereafter, the familiar picks another spell from the witch spell list as a spell-like ability usable once per day. The maximum spell level of the spell selected cannot exceed 1/3rd of the tiny dragon tamer's level. The same spell can

be selected more than once, allowing the familiar to use it as a spell-like ability an additional time per day. This ability replaces patron spells.

Draconic Durability (Su) Beginning at 2nd level, the familiar has a hit point total equal to its master's (not including temporary hit points) regardless of its actual Hit Dice. The familiar also gains a +1 bonus to its natural armor. This ability replaces the hex granted at 2nd level.

Tiny Dragon Familiar (Su) At 5th level the tiny dragon tamer's familiar grows wings and transforms into a tiny dragon. The tamer gains the Improved Familiar feat as a bonus feat and must select a tiny dragon as her improved familiar. She does not need to meet the level or alignment requirements for selecting her familiar in this way. The tiny dragon familiar always matches the tiny dragon tamer's alignment. This ability replaces the hex gained at 6th level.

Draconic Surge (Su) Beginning at 8th level the tiny dragon tamer can imbue her tiny dragon familiar with a burst of draconic power. As a standard action, the tiny dragon tamer's dragon familiar grows in size and assumes the form of a larger dragon. This functions as the *form of the dragon I* spell. While affected by this ability the tiny dragon familiar uses the tiny dragon tamer's level as its base attack bonus. The tiny dragon tamer may use this ability a number of rounds each day equal to 3 + her level. These rounds need not be consecutive. The tiny dragon tamer can return her dragon familiar back to its normal form as a free action.

At 12th level this ability functions as *form of the dragon II*, but must wait 1d4 rounds in between form changes.

At 16th level this ability functions as *form of the dragon III*, but must wait 1d4 rounds in between uses.

This ability replaces the hexes granted at 8th, 12th and 16th levels.

The tiny dragon tamer gains access to the following archetype exclusive hexes.

Tooth, Claw and Tail (Su) A tiny dragon tamer can cause a creature within 30 ft. to become more vulnerable to natural weapons. All natural attacks made against the target are treated as though they were one size category larger for purposes of damage. This lasts for a number of rounds equal to 1/2 the tiny dragon tamer's level (minimum one). A successful Fortitude save negates this effect.

Deadly Breath Weapon (Su) A tiny dragon tamer selects one dragon within 30 ft. For one round, when the selected dragon uses a breath weapon attack, the save DC of its breath weapon is increased by 2.

The tiny dragon tamer gains can select the following archetype exclusive major hex.

Tandem Spellcasting (Su) As a full-round action, the tiny dragon tamer can use her magical affinity to empower

her familiar's. For one round, the tiny dragon tamer's familiar uses the tiny dragon tamer's caster level, and any feats the tiny dragon tamer possesses such as spell specialization and spell focus, to calculate the save DC, duration and other effects of the first spell-like ability or spell used by the tiny dragon tamer's familiar. If the spell-like ability or spell allows for a saving throw the, spell-like ability uses the tiny dragon tamer's Intelligence modifier in place of her Charisma modifier to determine the save DC.

FAMILIAR ARCHETYPES

INTERMEDIARY

(Familiar Archetype)

Friends, siblings and lovers use intermediary familiars to exchange messages and know about the health and happiness of distant loved ones.

Empathic Guardian (Su) Aside from its master, an intermediary bonds with a second intelligent creature the master or itself chooses, called its ward. The familiar's empathic link and speak with master abilities work for its ward as well as for its master. Both function regardless of the distance from the master or the ward, as long as all three are on the same plane of existence. A ward, once picked, can be replaced by another creature but doing so requires 1,000 gp and a one day ritual. This ability replaces Alertness.

Empathic Knowledge (Sp) At 7th level, an intermediary familiar gains constant knowledge about both its master and ward as per the *status* spell. This ability replaces speak with animals of its kind.

Distant Care (Su) At 13th level, the master of an intermediary familiar can use it to cast divination or healing spells on its ward at any distance, so long as all three are on the same plane of existence. The master and familiar must still be in contact when the spell is cast. This ability replaces scry on familiar.

SCAVENGER

(Familiar Archetype)

The scavenger has a strong desire to collect items (or food) for its master.

Class Skills A scavenger treats Knowledge (dungeoneering), Sleight of Hand, and Survival as class skills.

Alertness A scavenger gains Alertness as a bonus feat. A scavenger's master does not gain Alertness as a bonus feat while within arm's reach.

Detection (Ex) At 3rd level, once per hour, the scavenger can declare an object or creature as prey. It gains a +8 bonus to Perception and Survival checks made to find its

prey. The declared prey can be a class of object or creature (such as “all goblinoids” or “food”) but cannot be so vague as to be all encompassing (such as “any hostile creature” or “anything that will help me survive in the wild”). This ability replaces deliver touch spells.

Uncanny Finding (Ex) At 9th level, the scavenger develops the scent ability and gains a +4 bonus to Survival checks made to track. In addition, so long as the scavenger has a sample of its prey's scent it can always take 20 when making Survival checks to track. This ability replaces speak with animals of its kind.

DRAGONSTONES

Dragonstones are strange and beautiful wondrous items that represent the subtle bond between dragons and other intelligent beings. No dragonstone can be used without the cooperation of both a dragon and a member of another intelligent species. To activate a dragonstone, a dragon must first take a standard action to sing to the stone and unlock it. After that, the character wielding the dragonstone can take a standard action to use the stone's power. Dragonstones have multiple abilities. Which ability is unlocked depends upon the strength of the dragon singing to the stone. To unlock an ability, a dragon (and not the wielder) must have a number of Hit Dice equal to or greater than that needed to use the ability.

Dragonstones are treated as scaling magic items for the purposes of determining value but the activating dragon's Hit Dice are used instead of the wielder's caster level when determining a stone's caster level.

Because cooperation between full-sized dragons and other intelligent creatures is rare, dragonstones are most often used by spellcasters with tiny dragon familiars.

Dragonstone Pricing

Pricing scaling magic items, such as dragonstones, can be notoriously difficult. Because of this, we recommend dragonstones be rewarded as treasure, based on their construction costs, during adventures and not be available for purchase.

ANGLERFISH'S LURE DRAGONSTONE

Aura moderate evocation; **Scaling** bauble; **CL** 5
Slot none; **Price** 2,125 gp; **Weight** —

This brightly colored crystal is red and yellow or rainbow in hue and floats rather than sinks in water.

5 HD The dragonstone produces a pretty light that shines particularly brightly under water. It attracts 1d10 Small fish to the area immediately around it and grants a +2 competence bonus to Survival checks to catch the fish. If

the dragonstone's wielder is attempting to attract a specific, non-intelligent fish there is a 25% chance that fish will be among those surrounding the stone, so long as the fish can physically or magically travel to that spot.

10 HD The dragonstone produces a pretty light that shines particularly brightly under water. It attracts 2d10 Small fish and grants a +4 competence bonus to Survival checks to catch the fish. If the dragonstone's wielder is attempting to attract a specific non-intelligent fish there is a 50% that fish will be among those surrounding the stone, so long as the fish can physically or magically travel to that spot.

15 HD The dragonstone produces a pretty light that shines particularly brightly under water. It attracts 2d10 fish of various sizes and grants a +6 competence bonus to Survival checks to catch the fish. If the dragonstone's wielder is attempting to attract a specific non-intelligent fish there is a 75% that fish will be among those surrounding the stone, so long as the fish can physically or magically travel to that spot.

20 HD The lure stone produces a pretty light that shines particularly brightly under water. It attracts 2d10 fish of various sizes and grants a +10 competence bonus to Survival checks to catch the fish. If the dragonstone's wielder is attempting to attract a specific non-intelligent fish it will automatically be among those surrounding the stone, so long as the fish can physically or magically travel to that spot.

The lure stone works only on fish with an intelligence of 2 or lower.

CONSTRUCTION

Craft Wondrous Item, *daze monster*; **Cost** 32,000 gp

BARD'S BEST FRIEND DRAGONSTONE

Aura faint illusion; **Scaling** prize; **CL** 5th
Slot none; **Price** 5,525 gp; **Weight** —

A musical note has been engraved into this little piece of raw, rose-veined marble.

5 HD The dragonstone produces the music of a violin and accompanies the stone's wielder and/or the dragon that activated it for one hour. The music automatically follows the lead of the wielder and/or dragon, providing perfect accompaniment.

10 HD While playing, the stone grants the Basic Harmony feat to all allies of the wielder within 10 feet, regardless of whether they meet the feat's prerequisites.

15 HD Once per day, while producing music, the stone can be commanded to produce the effects of *music of the spheres* for a number of rounds equal to the Hit Dice of the dragon that activates it. The stone must be held by the wielder for this effect to work.

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