

Imaginary Friends

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LETTERS FROM THE FLAMING CRAB

IMAGINARY FRIENDS

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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 soon: *Build Your Own Religion and
Sewers*



The locals had a problem involving kidnapped children and a fiend with a flute. The captain agreed to help out, so I put together a team to track and retrieve the missing little ones. I gave instructions to be careful since hostage situations are never easy, doubly so when one involves children. One wrong move and a traumatic experience becomes a tragedy.

We tracked the flute player and his victims to a cave about three miles to the north of the village, near the base of a mountain. Recon told us there weren't any sentries guarding the entrance, magical or otherwise. No traps. No wards. So, we worked our way inside, swords ready. My team was instructed not to pull their firearms unless they had no choice. It would be too easy to miss a shot and kill a child.

Roughly thirty yards into the cave, we heard a scream from up ahead. Fearing the worst, we threw caution to the wind and began running. We expected to see a murderer torturing a child.

Instead, we saw what looked like a giant stuffed bear doll tossing a grown man around like a ragdoll while a dozen children watched.

≡What the hell is that?≡ I heard one of my team shout.

≡That's Mister Ursa!≡ a girl, barely old enough to talk, informed us cheerfully, ≡He's my imaginary friend!≡

God of Swords and Blood! I want an imaginary friend like that!

From the journal of Michele Crosby, chief of security for the UCS Flaming Crab

I think I've mentioned this before. In gaming, adults have this tendency to transform the childish into the dark and bloody. Carnivals. Puppets. Imaginary friends. We seem to think the best way to handle the joys of childhood is to turn them into the horrors of adulthood. What if, though, imaginary friends weren't a horror movie waiting to happen, but creatures from other realms, coming to our world to act as guardians and companions to children? That's what *Letters from the Flaming Crab: Imaginary Friends* is all about. I'm not saying there isn't anything spooky here. Some of the creatures presented in this book are a bit dark, but all of them exist to help children, not to terrify adults.

Much.

Enjoy!

J Gray

IMAGINARY FRIEND

These ghost-like creatures attach themselves to children and act as companion and guardian to their chosen ward. Each has a different appearance, shaped by the imagination of the children they protect.

IMAGINARY FRIEND (Base Form)

CR 2

XP 600

NG Medium outsider (extraplanar, incorporeal)

Init +1; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex)

hp 16 (3d10)

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

Defensive Abilities defies detection, incorporeal, natural invisibility, rejuvenation

OFFENSE

Speed fly 20 ft. (perfect)

Special Attacks materialize

Spell-Like Abilities (CL 3rd)

3/day - *mage hand*

1/day - *cure light wounds* (ward only)

STATISTICS

Str —, **Dex** 13, **Con** 10, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 16

Feats Combat Reflexes, Bodyguard

Skills Bluff +8, Diplomacy +2 (+10 when interacting with their ward), Disable Device +4, Fly +15, Perception +7, Sense Motive +7, Stealth +7

Languages Telepathy (Common, native language of ward)

SQ comforter, ward, ward power

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Comforter (Su) As long as the imaginary friend is not stunned, dazed, or confused and their ward is within 30 feet, the ward gains a +2 morale bonus on saving throws against fear.

Defies Detection (Su) An imaginary friend is particularly difficult to find or notice using spells of the divination school or magic items such as *crystal balls*. If a divination is used against the imaginary friend, the caster of the divination must succeed on a caster level check (1d20+caster level) against a DC of 20. An imaginary friend's designated ward is immune to this ability.

Manifest (Su) Once per day as a full-round action, an imaginary friend can manifest and gain a physical form. While in their manifested form, an imaginary friend's

statblock changes to reflect the imagination of their ward and they effectively become a different creature. The imaginary friend can return to their base form voluntarily as a standard action, but do so automatically after 1 minute. Any damage taken by the imaginary friend while in their base form is healed when they manifest and vice versa. If an imaginary friend is killed while manifested, they die permanently and cannot be resurrected by normal means.

Rejuvenation (Su) When an imaginary friend is killed in their base form, they only remain dead for 2d4 hours. After this time, they reform within 120 feet of their ward, with 1 hp.

Ward (Ex) An imaginary friend has a specific ward; a creature with a 3 or higher Intelligence who is considered a child by their native race. The ward is immune to the imaginary friend's natural invisibility. An imaginary friend cannot travel or be forced to travel more than 120 feet from their ward.

If the ward dies or reaches the age of adolescence for their race, they and their imaginary friend become unbound. The imaginary friend must immediately search for a new ward and cannot use their spell-like abilities or special abilities until they become bound to a new ward. If the imaginary friend does not become bound to a new ward within 24 hours of becoming unbound, they cease to exist.

While bound to a ward who is 1/3rd under the age of adulthood for their culture or species, the imaginary friend gains the advanced template. While bound to a ward who is over 2/3rds the age of adulthood for their culture or species, the imaginary friend gains the young template. These templates should only be applied to the imaginary friend's base form and never their manifested form.

Ward Power An imaginary friend gains an additional power based on the highest unaugmented attribute of their ward.

Strength Power: The imaginary friend can cast *bull's strength* 1/day on their ward as a spell-like ability that lasts for 1 minute. In addition, the imaginary friend can double their ward's carrying capacity 3/day for 1 minute.

Dexterity Power: The imaginary friend can cast *freedom of movement* 1/day on their ward as a spell-like ability that lasts for 5 rounds. In addition, the imaginary friend can grant their ward a +4 bonus on Acrobatics or Stealth checks 3/day for 1 minute.

Constitution Power: The imaginary friend can cast *regenerate* on their ward 1/day (CL 3) as a spell-like ability with a casting time of 1 minute. In addition, the imaginary friend can cast *keep watch* on their ward 1/day as a spell-like ability.

Intelligence Power: The imaginary friend can cast *tongues* 1/day as a spell like ability that lasts 1 minute on their ward. In addition, the imaginary friend can grant their

ward the ability to attempt Knowledge skill checks untrained 3/day for a single check each time.

Wisdom Power: The imaginary friend can cast *locate object* 1/day as a spell-like ability with a range of 30 feet. In addition, 1/day the imaginary friend's ward can cast *helping hand* as a spell-like ability with a range of 1 mile and a duration of 1 hour.

Charisma Power: The imaginary friend's ward can cast *charm person* 2/day (DC 13) as a spell-like ability with a duration of 2 hours. In addition, 1/day the imaginary friend's ward can cast *lock gaze* (DC 13) as a spell-like ability with a range of 30 feet and a duration of 1 minute.

Poorly understood by adults and scholars, imaginary friends travel from an unknown plane to the material world, seeking children to care for and protect. This lack of understanding is further complicated by the fact that not all children have a real imaginary friend and, indeed, not all imaginary friends are real. This makes it difficult to determine if a child's invisible companion is nothing but a daydream or a real creature hovering just beyond perception.

Each imaginary friend attaches themselves to a child, who becomes their ward. For the duration of a ward's childhood, an imaginary friend acts as a protector, companion, confidant, and accomplice. Indeed, the bond between

child and companion is so powerful, imaginary friends are shaped in both appearance and personality to better reflect the whimsy, character, and desires of their ward. As the ward ages, the imaginary friend changes as well, usually in personality but sometimes also in appearance. The same imaginary friend who was nothing more than an abstract set of squiggles to a toddler might be a perfect replica of a favorite princess doll as the ward approaches adolescence.

Once an imaginary friend's ward reaches the age of maturity for their race or culture, the imaginary friend can no longer remain attached. The imaginary friend becomes unbound and floats away, searching for a new child in need of a protector and companion. It is unknown if imaginary friends feel loss and sadness over this parting or if they even remember previous wards once they bind themselves to a new one. In truth, it is unclear how much of any imaginary friend's personality and emotions are their own and how much exists as a reflection of their ward's personality and desires.

What is known is that imaginary friends are fiercely loyal to their wards. Each has the power to briefly materialize, manifesting fully in the physical world as beings which can engage in combat if needed. They seem reluctant to do so, but there have been reports of strange creatures which match the description of a child's imaginary friend appearing from nowhere and attacking nearby threats before vanishing again.



MANIFESTED FORMS

When their ward is in danger, an imaginary friend can manifest in a material form which gains unique powers based on the child's imagination. In essence, the imaginary friend transforms into a new creature, with different attributes and special abilities for a brief time. As a result, harmless qualities the imaginary friend might have as part of their appearance while in their base form, such as having fire for hair, become tangible, literal, and potentially dangerous to those who would harm the child.

The following creatures are examples of imaginary friends in their manifested forms. Included with each is a story as told by the imaginary friend's ward. While these stories are obviously made up and do not reflect the true origins of the imaginary friend, they do provide context and understanding as to the creature's unique form and abilities.

Challenge Ratings and XP

Because they have different statblocks, the manifested form of an imaginary friend often has a higher Challenge Rating (CR) than the base form. If the need arises to award XP for defeating an imaginary friend, give the reward based on which form is battled. If both forms are battled, award XP based on the higher of the two CRs.

Animay

by Kennedy

Adorable and tiny, this hovering humanoid creature carries around a giant pencil.

ANMAY

CR 2

XP 600

CG Tiny outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

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

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +2

Immune emotion-based effects, fear

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee pencil jab +10 (1d3+2)

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

Special Attacks bardic performance (10 rounds/day)

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +3; **CMB** +4; **CMD** 14

Feats Improved Initiative, Skill Focus (Sense Motive)

Skills Bluff +7, Fly +15, Knowledge (local) +4, Perception +7, Sense Motive +9, Sleight of Hand +9, Stealth +17

Languages ward's native language

ECOLOGY

Environment any

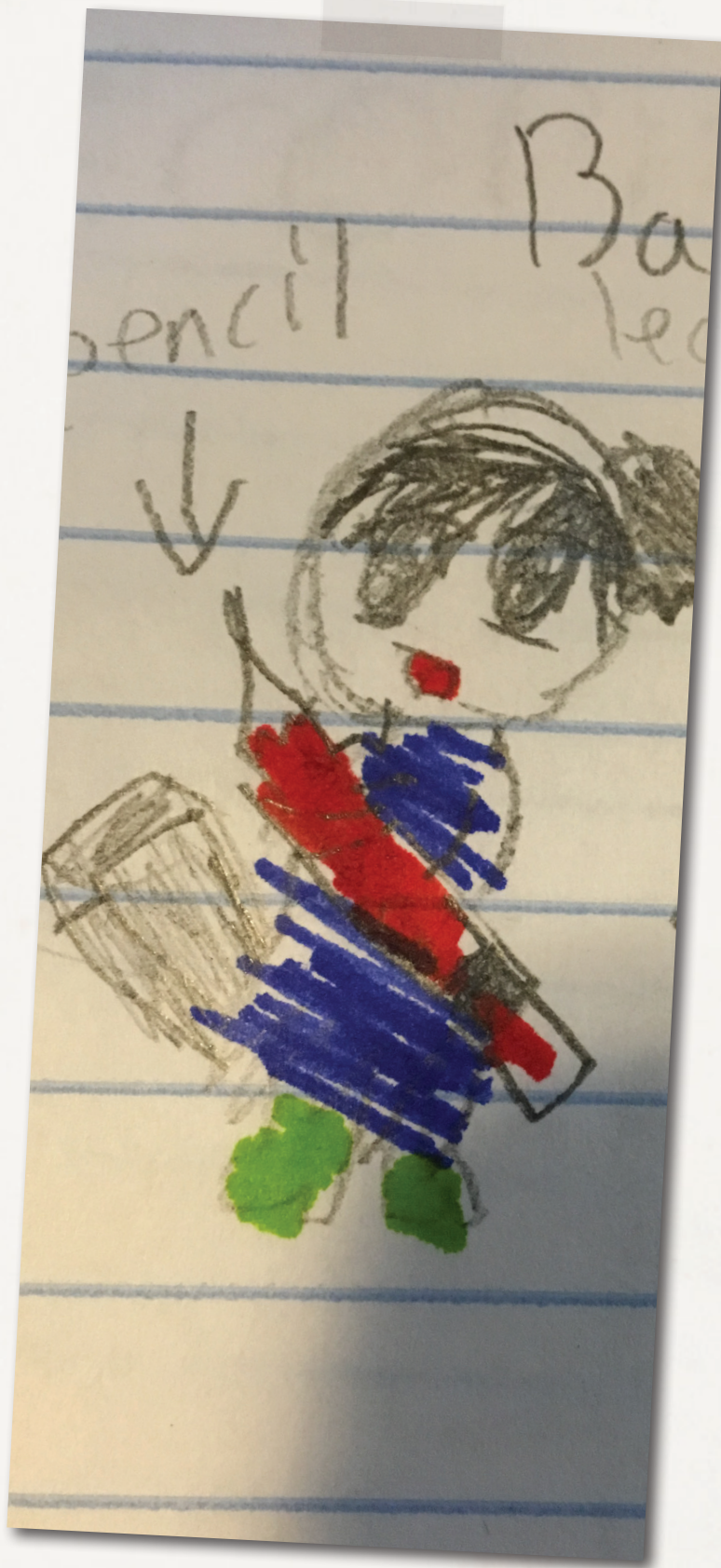
Organization solitary

Treasure none

SPECIAL ABILITIES

Bardic Scribbles Animay can draw in the air with their pencil to create scribbles of musical instruments which play simple tunes. As a result, Animay has the bardic performance ability of a 3rd level bard, granting them access to countersong, distraction, fascinate, inspire courage, and inspire.

Revert (Su) Animay can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Animay while manifested is healed when they return to their base form. If Animay is killed while manifested, they die permanently and cannot be resurrected by normal means.



"This cute little friend comes to children who are lonely and tired of not telling their emotions. They have the power of imagination and music."

Caloon Ready Freddy

by London

This immense red creature with a frog-like head is covered in short, fuzzy fur. Their bulbous eyes swivel independently, and its wide mouth is lined with sharp, bony ridges.

CALOON READY FREDDY

CR 8

XP 4,800

LG Large outsider (extraplanar)

Init +0; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)

hp 95 (10d10+40)

Fort +7, Ref +7, Will +7

DR 10/slashing

OFFENSE

Speed 30 ft.

Melee bite +15 (3d6+5/19-20), hatchet hand +14 (1d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks hypno-googly eyes

STATISTICS

Str 21, Dex 11, Con 18, Int 10, Wis 10, Cha 11

Base Atk +10; CMB +16; CMD 26

Feats Bear Hug, Beartrap Bite, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)

Skills Craft (painting) +13, Heal +10, Perception +13, Sense Motive +9, Stealth +9

Languages ward's native language

SQ jumpy legs, tentacle arm

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Jumpy Legs (Ex) As a full-round action, Caloon Ready Freddy can jump up to 120 feet. Caloon Ready Freddy can make a single melee attack at the end of the jump, as long as the leap is made in a straight line. Once per day, Caloon Ready Freddy can jump between space and re-emerge a short distance away as per the *dimension door* spell.

Hypno-Googly Eyes (Sp) Caloon Ready Freddy's gaze is so intense it stops others in their tracks. Caloon Ready Freddy can focus their stare on one creature within 30 feet as a full-round action which can hypnotize a single target, as the spell *hypnotism* (Will save, DC 15). The effects of the hypno-googly eyes last for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Revert (Su) Caloon Ready Freddy can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Caloon Ready Freddy while manifested is healed when they return to their base form. If Caloon Ready Freddy is killed while manifested, they die permanently and cannot be resurrected by normal means.

Tentacle Arm (Ex) Caloon Ready Freddy's tentacle arm isn't for attacking, but for subtle manipulation of objects. They can hold a melee weapon if desired, or open door handles, and generally acts as a normal hand. As a swift action while they are not grappled or grappling, Caloon Ready Freddy can spread out their tentacle to form a sensory net. This grants blindsight to a range of 10 feet and lasts as long as Caloon Ready Freddy concentrates. While this effect lasts, Caloon Ready Freddy cannot move from their current location.

"When daddy died, he became Caloon Ready Freddy. He protects me when I play and when I sleep. He likes to play games, hiding and ribbiting and then leaping out at me to make me yell and giggle. When Caloon Ready Freddy is sad, he cries big foggy tears. He's really tall but doesn't weigh much, so he can leap up and perch on stuff while he watches and protects me."



Crocodile B

by Clara

This yellow crocodile lazily opens and closes its mouth, looking around to take in the surroundings. An irregular, jagged scar runs down its back.

CROCODILE B

CR 5

XP 1,600

NG Diminutive outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +4 size, +1 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +5, **Will** +3

Weakness painful scar

OFFENSE

Speed 20 ft.

Melee bite +7 (1d4-3 plus grab)

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

Special Attacks grab anyone, rake (bite +7, 1d4-3)

STATISTICS

Str 4, **Dex** 16, **Con** 18, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +6; **CMB** -1 (+3 grapple); **CMD** 12 (14 vs. trip)

Feats Alertness, Improved Initiative, Lightning Reflexes

Skills Intimidate +7, Knowledge (nature) +9, Knowledge (planes) +9, Perception +10, Sense Motive +10, Stealth +24

Languages ward's native language

SQ size changer

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Size Changer (Su) While Crocodile B's natural form is that of an eight-inch long crocodile, their actual size is often in flux. As a swift action, Crocodile B can change their size and adopt a Diminutive, Small, or Large form. If they are grappling a creature when they change size, they can immediately make a new grapple check to gain control of the grapple with a +4 circumstance bonus.

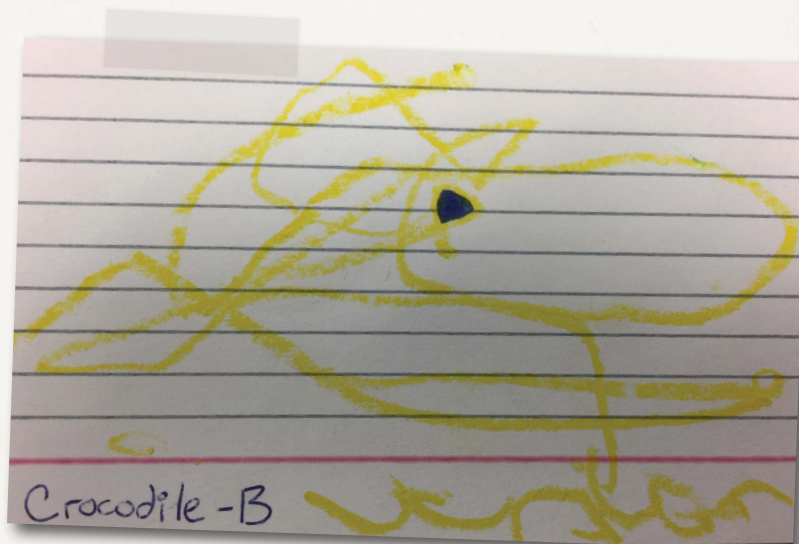
When Small, their statistics are: **AC** 17, touch 14, flat-footed 16; **Melee** bite +7 (1d8); **Space** 5 ft.; **Reach** 5 ft.; **Special Attacks** grab anyone, rake (bite +7, 1d8); **Str** 10; **CMB** +2 (+6 grapple), **CMD** 15 (17 vs. trip); **Skills** Stealth +16

When Large, their statistics are: **Init** +5; **AC** 14, touch 10, flat-footed 13; **Ref** +3; **Melee** bite +10 (2d6+4); **Space** 10 ft.; **Reach** 5 ft.; **Special Attacks** grab anyone, rake (bite +10, 2d6+4); **Str** 18, **Dex** 12; **CMB** +11 (+15 grapple), **CMD** 22 (24 vs trip); **Skills** Stealth +12

Painful Scar (Ex) Crocodile B has a deep scar along their back. While it has scabbed over, they don't like it being touched. Any time Crocodile B takes precision damage, they must make a Will save with a DC equal to the damage dealt or become shaken for one round.

Grab Anyone (Ex) Unlike most creatures, Crocodile B is able to make use of their grab special attack against creatures of any size. Against larger creatures, they clamp onto clothing, fingers, or toes while smaller creatures are trapped inside their mouth.

Revert (Su) Crocodile B can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Crocodile B while manifested is healed when they return to their base form. If Crocodile B is killed while manifested, they die permanently and cannot be resurrected by normal means.



"Crocodile B was the oldest daughter in a large family of imaginary yellow crocodiles until one day when there was a terrible accident which gave her the scar on her back and killed both her parents. Crocodile B sees her new friend as her surrogate parent and calls her mommy."

Deaths

by Isaac

A dark figure with a skull-like head, red horns, and a pitchfork. On their cloak are decorations which look strangely like screaming faces.

DEATHS

CR 7

XP 3,200

N Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision, spirit-sense; **Perception** +16

Aura fear (30 ft., DC 17)

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 76 (9d10+27)

Fort +11, **Ref** +6, **Will** +10

DR 10/adamantine; **Immune** death effects; **Resist** cold 10, electricity 10; **SR** 18

OFFENSE

Speed 30 ft.

Melee +1 adamantine pitchfork +14/+9 (2d4+7/x4)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*deathwatch*, *invisibility* (self only)

3/day—*bestow curse* (DC 17), *locate creature*

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 13, **Wis** 19, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 26

Feats Cleave, Great Fortitude, Power Attack, Skill Focus (Intimidate), Vital Strike

Skills Acrobatics +9, Intimidate +14, Knowledge (history) +9, Knowledge (planes) +13, Knowledge (religion) +13, Perception +16, Sense Motive +16, Stealth +15

Languages ward's native language

ECOLOGY

Environment any

Organization solitary

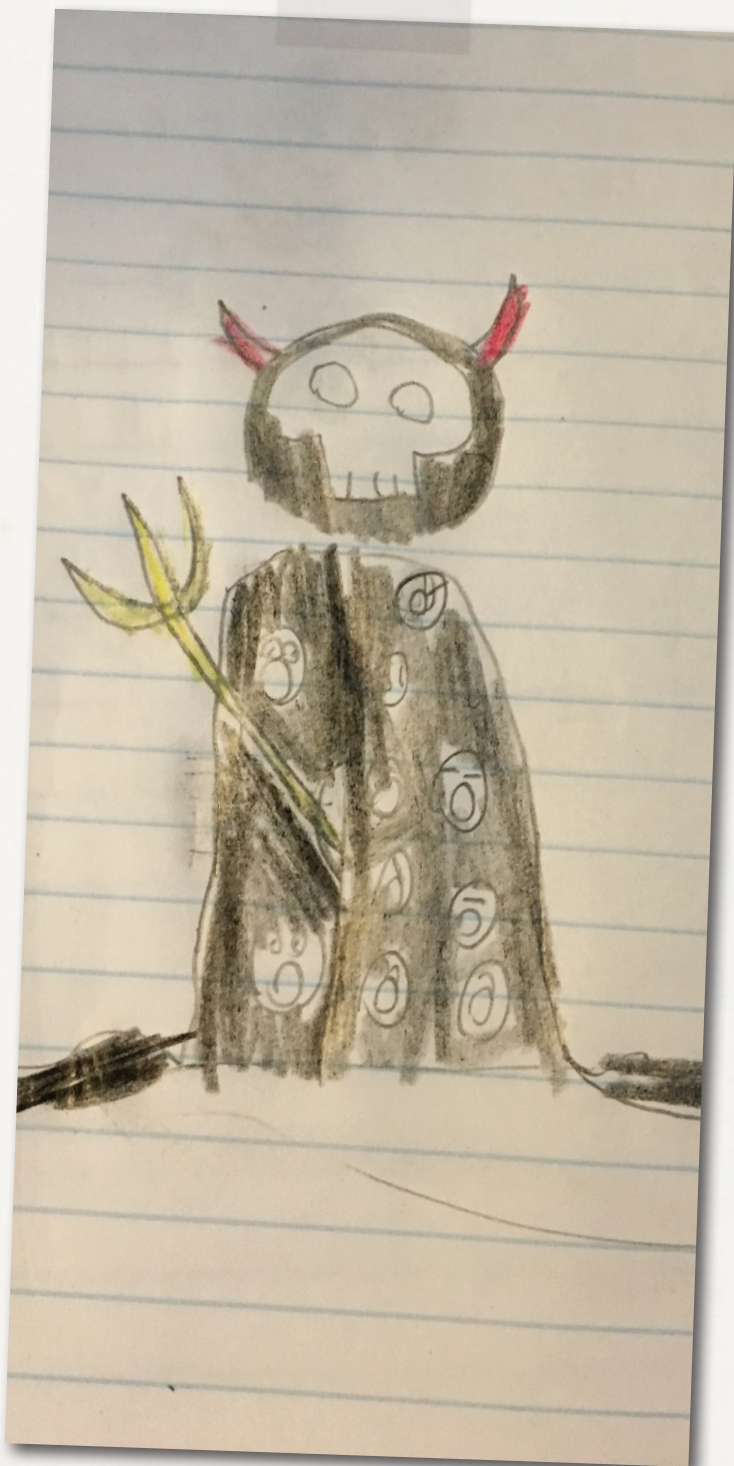
Treasure none

SPECIAL ABILITIES

Fear Aura (Su) A creature with fewer than 10 Hit Dice that fails its Will save (DC 17) against Deaths' fear aura is shaken for as long as it remains within the aura. A creature that succeeds at its save is immune to Deaths' aura for 24 hours. Deaths' ward is always immune to the fear aura. The save DC is Charisma-based.

Revert (Su) Deaths can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Deaths while manifested is healed when they return to their base form. If Deaths is killed while manifested, they die permanently and cannot be resurrected by normal means.

"Deaths came from my fear of dying and because of that I'm not afraid of dying anymore. Deaths looks scary but is actually really friendly. All Deaths really wants is to be my friend."



Ella

by Charlie

Standing approximately five and a half feet tall, this creature looks like a floppy, under-stuffed, over-sized blue elephant.

ELLA

CR 3

XP 800

N Medium outsider (extraplanar)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

Aura friendship (60 ft., DC 15)

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +2, **Will** +6

Weaknesses sleep vulnerability

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee slam +4 (1d6)

Spell-Like Abilities (CL 4th; concentration +7)

At will—*prestidigitation*

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** 15

Feats Improved Natural Armor (2)

Skills Acrobatics +8, Climb +7, Diplomacy +10, Fly +4, Heal +4, Perception +9, Sense Motive +7

Languages ward's native language

SQ no breath

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Aura of Friendship (Sp) Any creature within 60 feet of Ella must succeed at a DC 15 Will saving throw or have its attitude adjusted to friendly toward both Ella and any other creatures currently within the aura's area of effect, as per *charm monster*. This positive attitude toward other targets of the ability lasts for 1 day after leaving Ella's aura. A creature that leaves and reenters Ella's aura can attempt another saving throw. A creature that successfully saves against this ability is immune to the aura for 24 hours. Being attacked by another creature within the aura (including Ella) immediately ends the forced friendliness toward that creature and prompts a new save against the aura, with the standard +5 bonus for being threatened while charmed. The save DC is Charisma-based.

Revert (Su) Ella can only remain manifested in their physical form for 10 rounds before they must revert back

to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Ella while manifested is healed when they return to their base form. If Ella is killed while manifested, they die permanently and cannot be resurrected by normal means.



"My parents say my stuffed elephant, Ella, was lost forever after she got dropped in the river, but she came back to me! She's always telling me to use my words and my feelings to solve problems, and not my fists."

Lady Cimini

by Michele

This red-clad, majestic woman has ashen skin and an amiable smile.

LADY CIMINI

CR 5

XP 1,600

NG Medium outsider (earth, extraplanar, fire)

Init +4; Senses darkvision 60 ft., Perception +8

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp 57 (6d10 + 18 + 6)

Fort +5, Ref +9, Will +4

Immune fire

Weaknesses vulnerability to air

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 slams +7 (1d8+1)

Ranged light crossbow +8 (1d8, 19/20)

Special Attacks burn (1d6, DC 16), mini volcano

Oracle Spells Known (CL 6th, concentration +10)

3rd level (4/day)—screaming flames (DC 17)

2nd level (6/day)—burst of radiance (DC 16), stone call

1st level (7/day)—burning disarm (DC 15), dancing

lantern, detect evil, protection from evil

0th level (at will)—detect magic, guidance, light,

resistance, spark (DC 14), stabilize, vigor

STATISTICS

Str 12, Dex 18, Con 17, Int 10, Wis 9, Cha 19

Base Atk +6; CMB +7; CMD 21

Feats Toughness, Weapon Finesse, Weapon Focus (light crossbow)

Skills Acrobatics +13, Intimidate +13, Knowledge (planes)

+9, Perception +8, Sense Motive +8, Spellcraft +9

Languages Ignan, ward's native language

SQ change shape (hamster, *beast shape III*), earth glide, revelations (ash cloud 6 rounds/day, erupt 2/day, 3d6 damage)

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Spellcasting Lady Cimini casts spells as a 6th-level oracle, but doesn't receive bonus cure or mystery spells.

Mini Volcano (Su) When in hamster form, Lady Cimini cannot cast spells or use revelations, but once per manifestation, they can assume the form of a tiny volcano, spitting embers and hot stones. While in this form, they cannot move or attack, but any creature except Lady Cimini's ward in a 5 foot radius automatically takes

1d6 fire damage. Lady Cimini can remain in their mini volcano form for 3 full rounds before transforming back into a hamster.

Revert (Su) Lady Cimini can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Lady Cimini while manifested is healed when they return to their base form. If Lady Cimini is killed while manifested, they die permanently and cannot be resurrected by normal means.

Volcanic Revelations Lady Cimini gains revelations from the volcano mystery as a 6th-level oracle. They don't gain any other oracle class feature.

Vulnerability to Air (Su) Lady Cimini takes a -4 penalty to saving throws made to resist the effects of spells with the air descriptor.



I live near a volcano! Lady Cimini Lava used to sleep there but she likes my hamster cage better!

Magicus

by Isaac

This floating, ghost-like figure wears a dapper tuxedo and a dashing top hat.

MAGICUS

CR 4

XP 1,200

CN Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect magic*; **Perception** +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 32 (5d10 + 5)

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

DR 5/magic; **SR** 15

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 slams +5 (1d6)

Spell-like Abilities (CL 5th; concentration +8)

At will—*detect magic*, *read magic*

3/day—*cure light wounds*

1/day—*invisibility*

Wizard Spells Known (CL 5th; concentration +8)

2nd—*acid arrow*, *daze monster* (DC 15)

1st—*chill touch* (DC 14), *color spray* (DC 14), *magic missile*, *sleep* (DC 14)

0 (at will) —*dancing lights*, *daze* (DC 13), *mage hand*, *touch of fatigue* (DC 13)

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 16, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 15

Feats Combat Casting, Improved Initiative, Lightning Reflexes

Skills Knowledge (arcana) +8, Perception +9, Sleight of Hand +8, Spellcraft +8, Stealth +8, Use Magic Device +11

Languages ward's native language

ECOLOGY

Environment any

Organization solitary

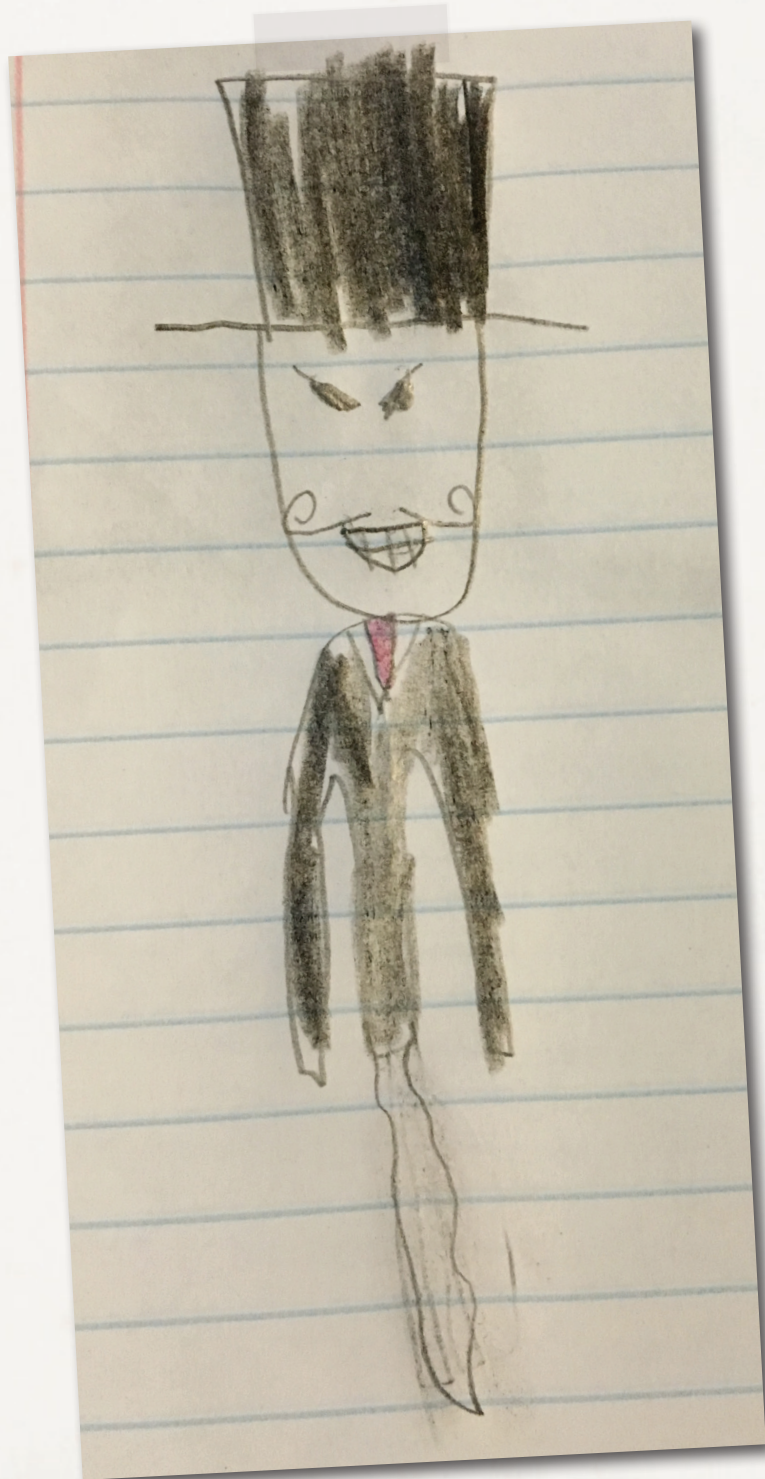
Treasure none

SPECIAL ABILITIES

Spellcasting Magicus casts spells as a 5th-level wizard.

Revert (Su) Magicus can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Magicus while manifested is healed when they return to their base form. If Magicus is killed while manifested, they die permanently and cannot be resurrected by normal means.

"Magicus looks like a normal magician except for his black eyes and his lack of hands and legs. Magicus makes magical mischief and loves messing things up and doesn't always help clean up after."



Mister Bora

by Michele

A towering figure with huge arms wields a sword made of air.

MISTER BORA

CR 5

XP 1,600

N Medium outsider (air, extraplanar)

Init +5; Senses darkvision 60 ft., Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 57 (6d10+24)

Fort +9, Ref +8, Will +1

Special Weaknesses vulnerability to water

OFFENSE

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

Melee 2 slams +10 (1d8+4)

Ranged air blast +8 (3d6+7 bludgeoning)

Special Attacks aerokinesis, air mastery, infusions (blade rush, kinetic blade, torrent), whirlwind (3 rounds/day, 10–30 ft. high, 1d4+4 damage, DC 17)

Spell-like Abilities (CL 6th; concentration +8)

At will—invisibility (self only)

STATISTICS

Str 18, Dex 12, Con 19, Int 12, Wis 9, Cha 15

Base Atk +6; CMB +10; CMD 21

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (kinetic blast)

Skills Acrobatics +10, Fly +18, Intimidate +11, Knowledge (planes) +10, Perception +8, Sense Motive +8, Stealth +10

Languages Auran, ward's native language

SQ change shape (panther, *beast shape I*), utility talents (aerial evasion, air's reach, voice of the wind)

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Aerokinesis (Sp, Su) Mister Bora has access to a variety of air wild talents as if they were a 6th-level kineticist. They can perform the air simple blast at no burn cost. Mister Bora gains the infusions and utility talents listed in special abilities, but doesn't gain any of the other kineticist abilities.

Air Mastery (Ex) When both Mister Bora and their opponent are airborne, Mister Bora gains a +1 bonus on attack and damage rolls.

Revert (Su) Mister Bora can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can

also revert back voluntarily as a standard action. Any damage taken by Mister Bora while manifested is healed when they return to their base form. If Mister Bora is killed while manifested, they die permanently and cannot be resurrected by normal means.

Vulnerability to Water (Su) Damage from water-based attacks, like the slam attack of a water elemental, are increased by 50% against Mr. Bora.

Whirlwind Panther (Su) When in panther form, Mister Bora can fly and use invisibility as normal, but cannot use their kinetic blast and kinetic wild talents. Instead, they can assume the form of a whirlwind once per day for 3 rounds.



"My mom is the town wizard and I've got an air elemental for my best friend, just like her! Only mine is better because it has a sword and can turn into a panther!"

Pat'Chin

by Lumi

A silly smile flashes you, even as numerous legs shift nonsensically beneath it and two arms reach from either side of its squat body.

PAT'CHIN

CR 4

XP 1,200

NG Medium outsider (extraplanar)

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +2, **Will** +5

OFFENSE

Speed 50 ft.

Melee slam +8 (1d6+3)

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

Constant—*ant haul*

At will—*mage hand*

STATISTICS

Str 17, **Dex** 12, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +8 (+10 overrun); **CMD** 19 (21 vs. overrun, 23 vs. trip)

Feats Alertness, Endurance, Improved Overrun^B, Run

Skills Acrobatics +6, Appraise +6, Knowledge (local) +6, Knowledge (planes) +6, Knowledge (engineering) +6, Perception +11, Sense Motive +11, Swim +5

Languages truespeech

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Revert (Su) Pat'Chin can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Pat'Chin while manifested is healed when they return to their base form. If Pat'Chin is killed while manifested, they die permanently and cannot be resurrected by normal means.

Shoulder the Burden (Ex) Pat'Chin is able to lift and carry immense weight and walk about holding it with ease. When calculating Pat'Chin's carrying capacity, they count as a Large quadruped creature with a Strength 27 under constant effects of *ant haul*, meaning the maximum load they can lift over their head is 5,200 lbs. Any object that Pat'Chin can lift over their head, they can pick up and move about as if they were unencumbered. With GM approval, this can include objects such as a building or vehicle that are normally not meant to

be lifted and just moved about. As long as the object has a single, clear design, it can be lifted by Pat'Chin and put back down without any damage occurring to the structure.



"Pat'Chin looks sort of like a spider pumpkin with arms. He always smiles and he's always helpful. He's super strong and can lift anything. Once, I was in my treehouse and the whole thing fell out of the tree but Pat'Chin caught it and put it back! Another time, he scared off an evil witch by telling her he'd drop a house on her! I don't think he'd really do it, though. He's really nice!"

Pistol Squidhark

by Giorgio

The head and tentacles of this little, rosy creature are squidlike, but its body tapers in the rear with a shark's tail. It swims in the air in soft circles.

PISTOL SQUIDHARK

CR 3

XP 800

NG Tiny Outsider (aquatic, extraplanar)

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

Perception +6

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** -1

Defensive Abilities ink cloud

OFFENSE

Speed fly 30 ft., swim 60 ft., jet 120 ft., ambivalent movement

Melee bite +8 (1d3), tentacles +6 (1d2 plus grab)

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

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 8, **Wis** 8, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 15

Feats Multiattack, Weapon Finesse

Skills Escape Artist +9, Fly +13, Perception +6, Stealth +17, Swim +9

Languages Aquan, ward's native language

SQ amphibious

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Ambivalent Movement (Ex) Pistol Squidhark can swim or fly both forward and backwards, propelling alternatively with their tail fin or tentacles. They can only jet when moving backwards.

Ink Cloud (Ex) While in water, Pistol Squidhark can emit a 5-foot-radius sphere of ink once per manifestation. This ink provides total concealment and persists until Pistol Squidhark reverts back to their base form.

Revert (Su) Pistol Squidhark can only remain manifested in its physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Pistol Squidhark while manifested is healed when they return to their base form. If Pistol Squidhark is killed while manifested, they die permanently and cannot be resurrected by normal means.

Water Gun (Ex) Pistol Squidhark can allow their ward to wield them as a pistol with the tail as a grip and the fin as the trigger. Pistol Squidhark's ward is considered proficient with this weapon.

When wielding Pistol Squidhark as a weapon, their ward can use them to shoot a water jet with a range of 10 feet, inflicting 1d6 points of nonlethal damage. Alternatively, the ward can shoot a stream of ink with a range of 10 feet. This ink does not inflict damage but if the target fails a DC 13 Reflex save they gain the blinded condition. This blinded condition can be removed automatically as a standard action.



"Pistol Squidhark keeps me company and plays games with me, where we pretend to be gunslingers just like the adventurer who came into town and stopped Dark Dario! He can be a squid when I want to swim and he flies when I don't want to swim and he's a pistol when I want to shoot bad guys!"

Secorit

by Kennedy

Shy and quiet, this small person carries a heart-shaped bottle, half full of shining pink liquid, and floats around on a cloud.

SECORIT

CR 5

XP 1,600

NG Medium outsider (extraplanar)

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

Perception +11

Aura honesty (10 ft., DC 15)

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 51 (6d10+18)

Fort +5, **Ref** +8, **Will** +9

DR 5/adamantine; **Immune** disease, poison; **Resist** cold 10, electricity 10; **SR** 16

OFFENSE

Speed fly 30 ft. (good)

Melee 2 slams +6 (1d8)

Special Attacks smite evil 1/manifestation (+7 attack, +4 damage), whispered wisdom

Spell-Like Abilities (CL 6th; concentration +10)

At will—*dancing lights*, *detect evil*, *greater teleport* (self plus ward only)

3/day—*touch of truth*telling (DC 15)

STATISTICS

Str 10, **Dex** 17, **Con** 16, **Int** 13, **Wis** 4, **Cha** 19

Base Atk +6; **CMB** +6; **CMD** 19

Feats Improved Initiative, Iron Will, Skill Focus (Diplomacy)

Skills Diplomacy +16, Heal +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Stealth +12

Languages *tongues*, ward's native language, telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary

Treasure none

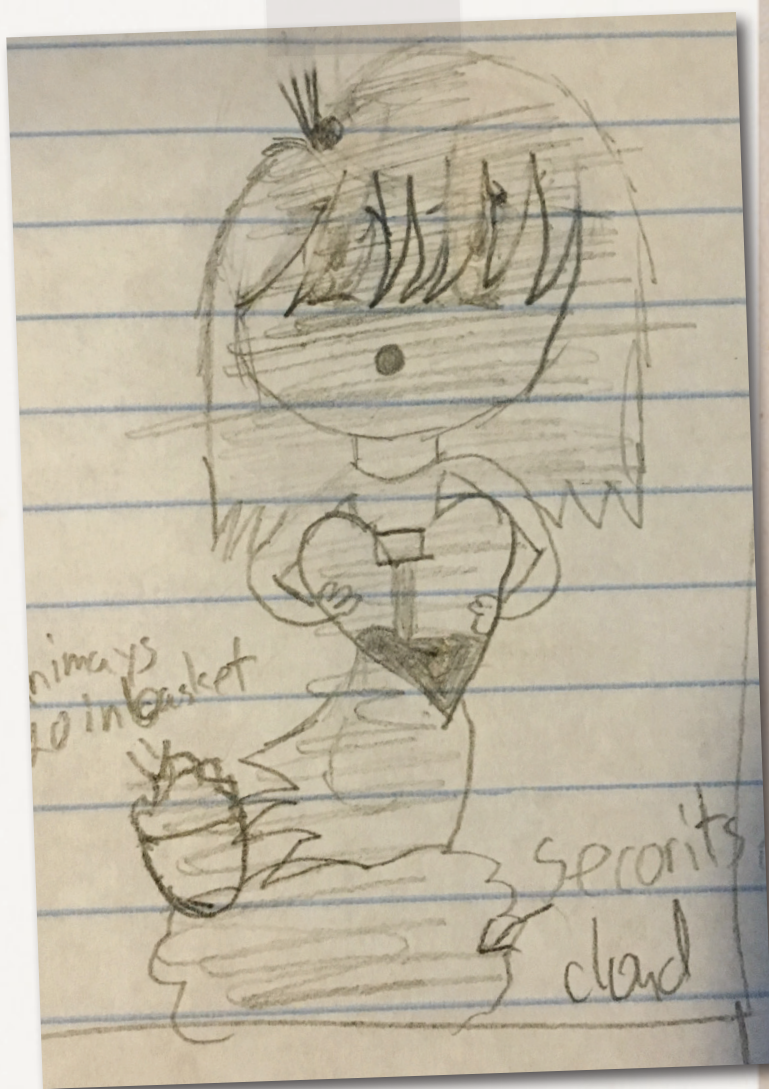
SPECIAL ABILITIES

Aura of Honesty (Su) Secorit radiates an aura of honesty out to 10 feet. All creatures in the area take a -4 penalty on Bluff, Sleight of Hand, and Escape Artist checks. Creatures that succeed at a DC 17 Will save resist the effects of this aura, though they must attempt a new saving throw each time they use one of the listed skills in the area. This is a mind-affecting effect and the save DC is Charisma-based.

Revert (Su) Secorit can only remain manifested in its physical form for 10 rounds before they must revert back

to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Secorit while manifested is healed when they return to their base form. If Secorit is killed while manifested, they die permanently and cannot be resurrected by normal means.

Whispered Wisdom (Su) Secorit can, in addition to their normal attacks, make a Diplomacy check against an opponent's Sense Motive while in combat. If the check is successful, they speak a phrase which shakes the confidence of the opponent, granting Secorit a +2 circumstance bonus to attack rolls made against the target until the start of Secorit's next turn. Secorit can use this ability three times per manifestation.



"Secorit comes from human secrets. They carry a bottle and each time they hear a secret a little more fluid goes inside."

Shaper

by Oliver

This metallic creature is comprised of shapes of various colours and has bright blue humanoid eyes. Its arms, made of triangular pieces stacked together, are sharp and dangerous looking.

SHAPER

CR 5

XP 1,600

NG Medium outsider (extraplanar, robot)

Init +1; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, + 7 natural)

hp 51 (6d10+18)

Fort +8, Ref +6, Will +4

DR 5/piercing or slashing

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 tri-blades +9 (1d8+3)

Ranged 2 flying tri-blades +7 (1d6+3)

Special Attacks endless triangles

STATISTICS

Str 16, Dex 13, Con 17, Int 6, Wis 10, Cha 13

Base Atk +6; CMB +9; CMD 20

Feats Iron Will, Lunge, Opening Volley

Skills Bluff +10, Climb +20, Craft (carpentry) +3, Diplomacy +5, Heal +5, Perception +6, Stealth +6

Languages ward's native language

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Endless Triangles (Su) Shaper can throw their tri-blades at a creature as a ranged attack with a range of 30 feet. A new set of blades grows at the beginning of their turn. Shaper can have a maximum of three sets of tri-blades at any time.

Revert (Su) Shaper can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Shaper while manifested is healed when they return to their base form. If Shaper is killed while manifested, they die permanently and cannot be resurrected by normal means.



"Shaper doesn't like bullies. He tries to have good manners and is nice to people who are nice to him and nice to me. Shaper isn't very smart, so I have to tell him how to do things. Sometimes, Shaper opens doors or takes apart things he isn't supposed to. Shaper always protects me from bad people."

Spotty

by Clara

Slightly transparent as though it were carved from ice, this dalmatian measures only six inches long, with a rainbow of spots that constantly shift through colors - often settling with a radiant purple.

SPOTTY

CR 3

XP 800

NG Diminutive outsider (cold, extraplanar)

Init +3; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge +4 size)

hp 23 (4d10-4)

Fort +0, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft.

Melee bite +5 (1d2-3 plus 1d6 cold and calming touch)

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

Spell-like abilities (CL 4th)

At will—*charm animal* (DC 13), *feather fall*

3/day—*charm person* (DC 13), *jump*

STATISTICS

Str 5, **Dex** 16, **Con** 9, **Int** 8, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** -3; **CMD** 10 (+12 vs. trip)

Feats Dodge, Mobility

Skills Acrobatics +10, Diplomacy +9, Handle Animal +9, Perception +9, Stealth +22

Languages ward's native language

SQ calming touch (DC 14), emotive coloring

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Calming Touch (Su) Spotty is a staunch pacifist, and can instill calm into others with a touch. Creatures touching or being touched by Spotty, including those striking them with a natural weapon or unarmed strike, must succeed at a DC 14 Will save or lose the ability to make attacks or cast spells that require an attack roll for 1 round. Creatures touched by or who touch Spotty may also immediately make a new save against any fear effects they currently suffer from.

Emotive Coloring (Ex) Spotty's spots change color to match their current mood: black when it is thoughtful, purple when it is happy, blue when it is upset, and even red when it is angry.

Revert (Su) Spotty can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Spotty while manifested is healed when they return to their base form. If Spotty is killed while manifested, they die permanently and cannot be resurrected by normal means.



"Spotty's been my best friend since I was two and we've gone on lots of adventures. She's small but clever, and helps me make friends wherever we go! She especially likes making friends with dinosaurs and crocodiles. Her favorite thing is riding on top of people's heads while they play at the park!"

Trobot Espenzale

by Giorgio

An oversized, angular mechanical toy dances rigidly to a strange musical tune. As it moves, the toy's arms stretch and then shrink again.

TROBOT ESPENZALE

CR 4

XP 1,200

NG Large outsider (extraplanar, robot)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 42 (4d10+16)

Fort +8, **Ref** +0, **Will** +2

Immune construct traits

Special Weaknesses vulnerable to critical hits, vulnerability to electricity

OFFENSE

Speed 20 ft.

Melee 2 claws +8 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks haste

Spell-Like Abilities (CL 3rd, concentration +5)
3/day—long limb

STATISTICS

Str 18, **Dex** 9, **Con** 18, **Int** 11, **Wis** 7, **Cha** 14

Base Atk +4; **CMB** +9; **CMD** 18

Feats Improved Initiative, Weapon Focus (natural attack)

Skills Craft (robotics) +7, Knowledge (engineering) +7, Knowledge (planes) +7, Perception +5, Perform (dance) +9, Sense Motive +5

Languages ward's native language

SQ constructed

ECOLOGY

Environment any

Organization solitary

Treasure none

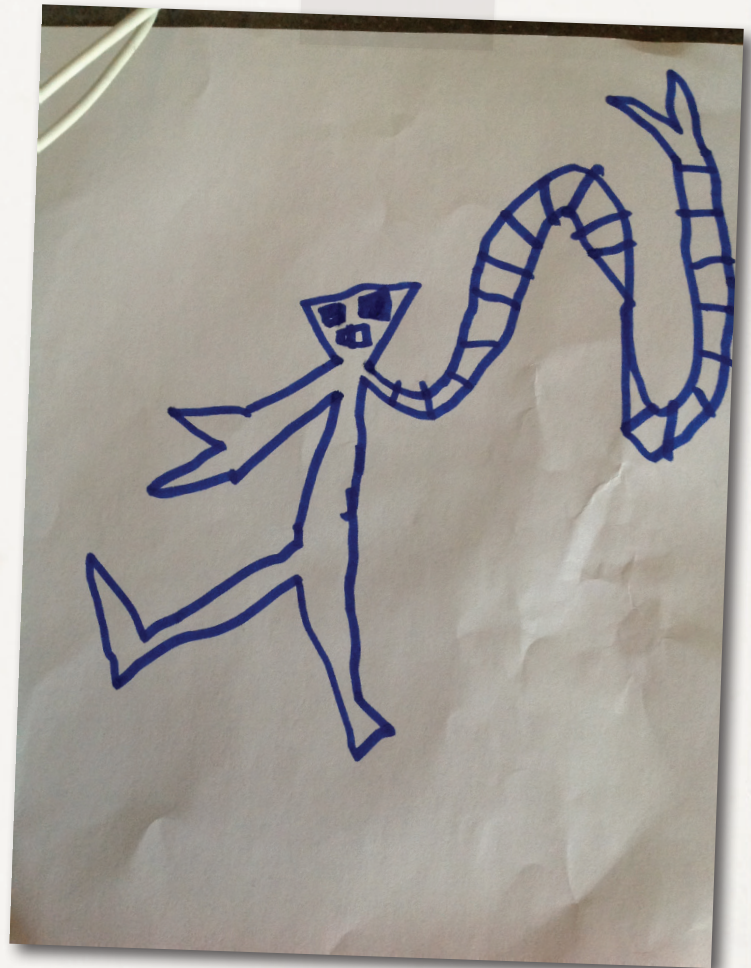
SPECIAL ABILITIES

Constructed (Ex) For the purposes of prerequisites and effects targeting creatures by type, Trobot Espenzale counts as both an outsider and a construct. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Trobot Espenzale is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, and they are not at risk of death from massive damage.

Haste (Su) Once per manifestation, Trobot Espenzale can *haste* on themselves as a free action. The effect lasts 3

rounds but otherwise functions as the spell.

Revert (Su) Trobot Espenzale can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Trobot Espenzale while manifested is healed when they return to their base form. If Trobot Espenzale is killed while manifested, they die permanently and cannot be resurrected by normal means.



"I built Trobot Espenzale to be an amazing dancer, though sometimes I need to oil the joints or they get stiff. I also built in combat functions so they can hit fast from far away."

Waterwave

by Oliver

This broad, blue creature has short stubby legs and stands about five and a half feet tall. It appear to be made completely out of water and is almost translucent.

WATERWAVE

CR 4

XP 1,200

NG Medium outsider (extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

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

hp 41 (5d10+15)

Fort +4, **Ref** +8, **Will** +6

Immune bleed, critical hits, flanking, paralysis, poison, precision damage, sleep, stunning

Weaknesses vulnerability to electricity, vulnerability to sonic

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 slams +7 (1d6+2)

Ranged spit +4 touch (1d4+1)

Special Attacks concussive burst, engulf

STATISTICS

Str 15, **Dex** 18, **Con** 16, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 21

Feats Combat Reflexes, Nimble Moves, Step Up

Skills Climb +10, Knowledge (nature) +8, Perception +10, Sense Motive +10, Stealth +12, Survival +10, Swim +10

LANGUAGES ward's native language

SQ aquajump 120 ft.

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Aquajump (Ex) Once per manifestation, Waterwave can form into a column of water and spray to any unoccupied square within 120 feet, returning to their natural form at the end of the spray. This movement does not provoke attacks of opportunity. While using this ability, Waterwave cannot move through occupied squares or squares which are largely filled with methtal, stone, or wood structures, though it can arc itself above such obstacles if possible.

Concussive Burst (Su) Once per manifestation, as a standard action while underwater, Waterwave can create a burst of air around themselves, causing a sudden wave of air pressure. Every creature within 15 feet must succeed at a DC 15 Fortitude save or take 4d6 points of sonic damage and become sickened for 1 round. Any creature

that succeeds at this save takes half damage and is not sickened. Waterwave, any creatures engulfed within them, and their ward are not affected by this ability. The save DC is Constitution based.

Revert (Su) Waterwave can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Waterwave while manifested is healed when they return to their base form. If Waterwave is killed while manifested, they die permanently and cannot be resurrected by normal means.



"Waterwave has a soothing voice and enjoys being in water like pools and bathtubs! Sometimes, Waterwave makes big messes when he uses his special powers in the water but my parents blame me!"

Wobniar

by Lumi

Swirling light made-real manifests in a chaotic, hovering mass.

WOBNIAR

CR 4

XP 1,200

NG Medium outsider (extraplanar, incorporeal)

Init +5; **Senses** low-light vision, darkvision 30 ft.;

Perception +11

DEFENSE

AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection)

hp 27 (5d10)

Fort +2, **Ref** +6, **Will** +5

Defensive Abilities incorporeal

Weakness composed of light

OFFENSE

Speed fly 30 ft. (perfect)

Special Attack incorporeal touch +7 (as if casting *color spray* spell, but only against target)

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

Constant—*light* (as if cast on self-only)

1/day—*daylight*

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 15, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Alertness, Combat Casting, Flyby Attack, Improved Initiative

Skills Acrobatics +8, Appraise +8, Knowledge (local) +8, Knowledge (planes) +8, Perception +11, Perform (story-telling) +5, Sense Motive +11

Languages ward's native language

SQ composed of light

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Composed of Light (Su) Wobniar is completely composed of living light. They shed light constantly, as the *light* spell, but once per manifestation can shed light as per the *daylight* spell for 1 round. As a being composed of light, Wobniar is unharmed by naturally occurring darkness (shedding light into it from its own body), but is injured by magically created *darkness* and similar effects (taking 1d6 points of negative energy damage per caster level, Fortitude save for half). This dispels any magical darkness upon dealing damage. Wobniar gains fast healing 1 on any round it is in the area of bright light. While normally passing through a creature has no direct effect, Wobniar can make a touch attack with a swirl from its body and affect a target as if they cast *color spray* (DC 12) targeting just that creature.

Revert (Su) Wobniar can only remain manifested in their physical form for 10 rounds before they must revert back to the base form of an imaginary friend. They can also revert back voluntarily as a standard action. Any damage taken by Wobniar while manifested is healed when they return to their base form. If Wobniar is killed while manifested, they die permanently and cannot be resurrected by normal means.



“Wobniar was a rainbow in the sky until I walked underneath! Now my friend is made out of colors and light, and can move through things just like a ghost! Wobniar tells amazing stories and uses lights to make them even better.”

NEW FEATS

Imaginary Familiar

Your child-like wonder is strong enough to manifest itself into a companion.

Prerequisites: Ability to acquire a new familiar, sufficiently high level (see below), Wonder

Benefit: When choosing a familiar, the imaginary friend (base form) becomes available. You become your familiar's ward, even if you do not meet the requirements due to age.

When this feat is taken, select one manifested form that your imaginary familiar can assume with its manifest ability from the following table. Your arcane spellcasting class must be of a sufficiently high enough level to meet the requirement for the selected manifest form. At every odd level, you can choose a new manifested form for your familiar so long as your arcane spellcasting class is of a sufficiently high enough level for the form. This new manifested form replaces any previous form it could take using the manifest ability.

| Manifested Form | Min. Spellcaster Lvl |
|---------------------|----------------------|
| Animay | 7th |
| Caloon Ready Freddy | 19th |
| Crocodile B | 13th |
| Deaths | 17th |
| Ella | 9th |
| Lady Cimini | 13th |
| Magicus | 11th |
| Mister Bora | 13th |
| Pat'Chin | 11th |
| Pistol Squidhark | 9th |
| Secorit | 13th |
| Shaper | 13th |
| Spotty | 9th |
| Trobot | 11th |
| Waterwave | 11th |
| Wobniar | 11th |

Wonder

You possess a rare child-like wonder that persisted into adulthood.

Prerequisites: non-evil alignment

Benefit: Choose Disable Device, any Perform, Spellcraft, or Use Magic Device. This skill always count as class skill for you. You can cast *see invisibility* once per day as a spell-like ability. The caster level is equal to your character level. In addition, you gain a +2 bonus on Will saving throws against illusion spells and effects but you take a -1 penalty on Will saving throws against enchantment spells and effects.



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