

Weird Familiars

Aye-Aye





Aye-Aye

At one time, the Aye-Aye was believed to be related to the raccoon. It has a rodent-like face and a tail shaped like a squirrel's. But the Aye-Aye is actually a primate. This nocturnal forager feeds off of nuts, fruit, and grubs. The creature has an unusual method of foraging scrubs. It taps on the trunk or heavy branch of a tree looking for the grubs. When it find them, it gnaws through the bark until it reaches the grubs, and then uses its abnormally long fingers to dig out the grubs and eat them. The creatures live high in the canopy of warm forests and jungle climates, deftly jumping from tree to tree in search of food.

The typical Aye-Aye is a little over a foot long, with black or brown fur and white markings around the neck area. The Aye-Aye has a life expectancy of about 20 years.

Though not actually aggressive, they are surprisingly fearless. Aye-Aye are known to wander into villages looking for food, and will walk right up to humans. Groups of Aye-Aye will form groups to raid plantations when food is scarce. This makes the Aye-Aye a nuisance to farmers. Aye-Aye are generally non-combative, and will chose flight over fight if threatened.

The raids, however, are a minor issue compared to the superstitions surrounding the Aye-Aye. Many people believe the Aye-Aye is an evil omen, and where the creature travels death follows. Legends claim that if an Aye-Aye points its elongated middle finger at you, you will soon die.

Whether the superstitions are the result of the fact that so many evil spellcasters have Aye-Aye familiars, or that evil spellcasters prefer Aye-Aye familiars because of the superstitions, is up for debate. In either case, the Aye-Aye is an exceptional familiar, as the bond between the familiar and the master produces unusual results.

Upon bonding with a master, the primate takes on a more feral appearance. A change also comes over the master. The master appears more imposing and radiates a stronger sense of power. This grants the master a +3 bonus to Intimidation checks while the familiar is in the area.

An Aye-Aye familiar capable of delivering touch attacks for its master can instead deliver the spell as if it was a ranged touch attack by pointing its finger at the target. The range of the attack is equal to 2 ft per level of the caster, to a maximum range of 30 ft. Furthermore, the caster gains a +1 bonus to his own ranged touch attacks so long as the familiar is within 30 feet.

The Aye-Aye can be chosen by any spellcaster as a familiar, so long as the caster has the *Improved Familiar* feat.

Weird Familiars: Aye-Aye

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Cover art "An Aye-Aye Foraging" by Joseph Wolf circa 1863



Aye-Aye

Tiny Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +0/-11

Attack: Bite +4 melee (1d3-3)

Full Attack: Bite +4 melee (1d3-3)

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

Special Attacks: -

Special Qualities: Low-light vision

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 5, Dex 17, Con 12, Int 2, Wis 12, Cha 5

Skills: Balance +10|+8, Climb +10|+8, Hide +10, Listen +3, Spot +3

Feats: Weapon Finesse

Environment: Warm forests

Organization: Solitary or Raid (10-20)

Challenge Rating: 1/3

Advancement: 2-3 HD (Small)

Level Adjustment: --

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



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