

For the Shocker Lizard, you may be either Neutral Alignment OR Electricity subtype to qualify, but must be a 5th level caster in either case.

Some familiars (the more combat-oriented ones) require that you have a minimum Base Attack Bonus as well as being at least the minimum Caster Level and Alignment.

The Celestial Familiar feat is an Exalted feat, which means the PC must receive it as a reward during play.

| Familiar Name | Alignment | Subtype | Caster Level | BAB | Feat |
|---------------------------|------------------|----------------|---------------------|------------|-------------------|
| Shocker Lizard | Neutral | Electricity | 5 th | | Improved Familiar |
| Stirge | Neutral | | 5 th | | Improved Familiar |
| Formian Worker | Lawful Neutral | | 7 th | | Improved Familiar |
| Imp | Lawful Evil | | 7 th | | Improved Familiar |
| Pseudodragon | Neutral Good | | 7 th | | Improved Familiar |
| Quasit | Chaotic Evil | | 7 th | | Improved Familiar |
| Celestial Hawk | | Good | 3 rd | | Improved Familiar |
| Fiendish Tiny Viper Snake | | Evil | 3 rd | | Improved Familiar |
| Air Elemental, Small | | Air | 5 th | | Improved Familiar |
| Earth Elemental, Small | | Earth | 5 th | | Improved Familiar |
| Fire Elemental, Small | | Fire | 5 th | | Improved Familiar |
| Water Elemental, Small | | Water | 5 th | | Improved Familiar |
| Homunculus | | Undead | 7 th | | Improved Familiar |
| Ice Mephit | | Cold | 7 th | | Improved Familiar |
| Krenshar | Neutral | | 3 rd | +3 | Improved Familiar |
| Worg | Neutral Evil | | 3 rd | +3 | Improved Familiar |
| Blink Dog | Lawful Good | | 5 th | +5 | Improved |

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| | | | | | Familiar |
| Hell Hound | Lawful Evil | | 5 th | +5 | Improved Familiar |
| Hippogriff | Neutral | | 7 th | +7 | Improved Familiar |
| Howler | Chaotic Evil | | 7 th | +7 | Improved Familiar |
| Winter Wolf | Neutral Evil | | 7 th | +7 | Improved Familiar |
| Celestial Animal | Any Good | | 3 rd | | Celestial Familiar |
| Fire Bat | | Fire | 15 th | | Improved Familiar |
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| Coure Eladrin | Chaotic Good | | 7 th | | Celestial Familiar |
| Lantern Archon | Lawful Good | | 7 th | | Celestial Familiar |
| Musteval Guardinal | Neutral Good | | 7 th | | Celestial Familiar |
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| Bear, Black | | | 5 th | | Larger Familiar |
| Boar | | | 5 th | | Larger Familiar |
| Cheetah | | | 5 th | | Larger Familiar |
| Crocodile | | | 5 th | | Larger Familiar |
| Dog | | | 5 th | | Larger Familiar |
| Leopard | | | 5 th | | Larger Familiar |
| Lizard, Giant | | | 5 th | | Larger Familiar |
| Porpoise | | | 5 th | | Larger Familiar |
| Shark | | | 5 th | | Larger Familiar |
| Snake, Constrictor | | | 5 th | | Larger Familiar |
| Wolf | | | 5 th | | Larger Familiar |
| Wolverine | | | 5 th | | Larger Familiar |
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|----------------------------------------------|--------------|--|-----------------|--|-------------------------|
| Anarchic Animal | Any chaotic | | 5 th | | Planar Familiar |
| Axiomatic Animal | Any Lawful | | 5 th | | Planar Familiar |
| Celestial Animal | Any Good | | 3 rd | | Planar Familiar |
| Fiendish Animal | Any Evil | | 3 rd | | Planar Familiar |
| Small Elemental (Air, Earth, Fire, or Water) | Neutral | | 5 th | | Planar Familiar |
| Imp | Lawful Evil | | 7 th | | Planar Familiar |
| Lantern Archon | Lawful Good | | 7 th | | Planar Familiar |
| Mephit | Neutral | | 7 th | | Planar Familiar |
| Quasit | Chaotic Evil | | 7 th | | Planar Familiar |
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| Undead version of regular familiar | | | | | Stitched-flesh familiar |