



This is to certify that the character known as

earned the following in the adventure

No Surface Dwellers Allowed

Kitten-pire

The kitten-pires look at you and say, “These mortals are clearly more clever than the fools who currently keep us bound. Smash the urn in the glass case and free us! In exchange, we will lend you our skills with stealth and manipulation. We promise not to hurt anyone you are allied with, nor feed on them, as long as you produce us a regular blood meal.”

Permit for the Kitten-pire: The city grants the PC a permit (this cert) allowing the PC to own a kitten-pire. The permit costs 10gp and is renewed every year on January 1st. This fee is not prorated for the first year (if it is less than a year) as the difference is considered an application fee.

Care for the Kitten-pire: The kitten-pire must be properly fed. The daily requirements of the kitten-pire is to feed them 1 cup of blood per day (TU). The blood doesn't necessarily have to be human as you can purchase it from a butcher shop at the cost of 5gp per cup. In the event that a store is unavailable, the kitten-pire would need to “drink” blood. If you, or another individual, willingly offer your blood the kitten-pire, it will drink a cup of blood from the person, thus draining that person 10% of his hit points. Remember that drinking blood from an unwilling participant is considered an evil act, which will result in the owner being arrested and charged with assault (or murder if the kitten drains the last of a person's hit points without their permission). If the kitten-pires don't get fed, they will feed on their own. This could also result in the owner being charged for assault (or murder), whichever the case may be.

Note: If the kitten-pire is used as a familiar, the amount of blood required increases as the wizard (and its familiar) gains in power and strength. The kitten-pire will require an additional ½ cup of blood for each HD beyond 1. For example: A kitten-pire familiar to a 7th level wizard requires 4 cups (1 cup + 6 half cups) of blood per TU, thus also costing 20gp per TU as well. Of course, drinking from willing persons might be problematic for higher-level kitten-pires.

Possessing the kitten-pire taints your personal aura, causing you to radiate as evil to anyone that tries to detect for it. The change in aura grants you the skill modifier of Diplomacy -2. The kitten-pire itself grants you the following skill modifiers as well: Intimidate +2 and Stealth +2.

Value: Priceless
Caster Level: NA
Legality: Legal

Tradable: No
Rarity: Uncommon
Real Value: \$0

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